

WARDOGS • Assault Handbook

AR builds, ballistics & zeroing, kit, ammo · data: EVA data-mine (9 Oct) + Dexerto wiki, Season 1

Season 1 numbers. Season 2 lands **Thu 15 Oct 2026**: progression wipe, cash turns into Gold Bars, and Bulkhead is changing weapon damage, recoil and suppression. Re-check after the patch.

TL;DR

- **Best rifle:** FAL (Assault 35). **2** chest shots on no armor, **3** on L1–L2, **0.10 s** to kill. Before that: M4 (**0.24 s**), Galil or AK-74.
- **Every AR:** RVG grip (unlocks at **Medic 16**) · TopComp (CQB 74 on the AK, Three Port on the FAL) · Tricon 1.5x · standard mag. **Never** the TDG or 45° grip.
- **Zero 100 m** and aim center chest to 200 m. M4: aim **36 cm** high at 300 m and **71 cm** at 400 m. Your rifle is in the table.
- **Ammo:** FMJ. AP against L3–L4 (5.56 needs **7** shots instead of 8–10). **Never HP into armor.**
- **Kit:** L3 helmet + L3 armor (skip the L2 helmet), 2 smokes, IFAK. About **22 kg** = Medium, –13% speed.

BUILDS

FAL

Assault 35 · \$200,000 · **\$6,500** per buy · 4.25 kg · .308 Win



66.01
CHEST
DMG

650
RPM

840
M/S

800 m
FULL DMG

0.50 s
ADS

	NONE	L1	L2	L3	L4
BODY	2	3	3	4	5
HEAD	1	2	2	2	3

OPTIC

 Tricon 1.5x or  Spectr 4x (tap fire)

MUZZLE

 Three Port Brake (–22% vert.) or  AR Multi-Cal Supp.

GRIP

 RVG Vertical

MAG

20 rnd standard. Skip the 30.

Why: twice the damage of 5.56. 2 chest shots on no armor, 3 on L1–L2, 4–5 on L3–L4, where 5.56 needs 8–10. One headshot kills a player with no helmet.

M4

FASTEST 5.56 TTK

Assault 20 · \$100,000 · **\$2,800** per buy · 2.92 kg · 5.56×45



30.82
CHEST
DMG

800
RPM

910
M/S

500 m
FULL DMG

0.49 s
ADS

NONE

L1

L2

L3

L4

	NONE	L1	L2	L3	L4
BODY	4	5	6	8	10
HEAD	2	3	3	4	5

OPTIC Tricon 1.5x or Four Reticle Reflex

MUZZLE TopComp (−18%) or Orpheus Max (−26%, Support 45)

GRIP RVG Vertical

MAG 30 rnd standard

Why: 800 RPM: **0.24 s** TTK on no armor and **0.54 s** on L3, the fastest of the 5.56 rifles. It climbs fast, so stack vertical control.

Galil

MID ALL-ROUNDER

Assault 10 · \$35,000 · **\$2,200** per buy · 3.95 kg · 5.56×45



30.82
CHEST
DMG

650
RPM

950
M/S

400 m
FULL DMG

0.49 s
ADS

NONE

L1

L2

L3

L4

	NONE	L1	L2	L3	L4
BODY	4	5	6	8	10
HEAD	2	3	3	4	5

OPTIC Tricon 1.5x or Four Reticle Reflex

MUZZLE TopComp (−18%) or AR Multi-Cal Supp.

GRIP RVG Vertical

MAG **35 rnd** stock. No 50 drum.

Why: fastest bullet of any AR (**950 m/s**), so the least drop and lead. The 35-round stock mag covers multi-kills. Full damage only to 400 m.

AK-74

BEST EARLY

Assault 3 · \$10,000 · **\$1,600** per buy · 3 kg · 5.45×39



28.62
CHEST
DMG

650
RPM

880
M/S

500 m
FULL DMG

0.45 s
ADS

	NONE	L1	L2	L3	L4
BODY	4	5	6	8	10
HEAD	2	3	3	4	5

OPTIC Tricon 1.5x

MUZZLE CQB 74 (–20%) or PBS-4 Supp.

GRIP RVG or AFG Angled (15% faster ADS)

MAG 30 rnd standard

Why: fastest ADS of the ARs (**0.45 s**) and easy vertical recoil. It costs only \$1,600, so losing it hurts less.

T-21

BUDGET STARTER

Starter · \$600 per buy · 3.27 kg · 5.56×45



30.82
CHEST
DMG

750
RPM

910
M/S

300 m
FULL DMG

0.53 s
ADS

	NONE	L1	L2	L3	L4
BODY	4	5	6	8	10
HEAD	2	3	3	4	5

BUILD Hexagon Brake (–22% horiz.) + RVG + Tricon or Compact T-2 · 30 mag, not the 60

Why: heavy side-to-side bounce and full damage only to **300 m**. Replace it with the AK-74 at Assault 3.

ATTACHMENT STATS

From EVA's attachment sheet. "ADS" is aim-down-sight time: faster is better.

FOREGRIPS

 RVG Vertical	BEST	–25% vertical · –13% horizontal · 10% faster ADS	Medic 16
 AFG Angled	GOOD	–25% horizontal · 15% faster ADS . Good on the AK-74.	Assault 14
 Rubberized Ergonomic	GOOD	–18% vertical · 2% slower ADS. Best vertical grip before Medic 16.	Assault 11
 Shift	GOOD	–29% horizontal · 13% faster ADS	Assault 48
 TDG Vertical	TRAP	–30% vertical, but 10% slower ADS	Wardog 58
 CQR Front Rail	TRAP	–30% vertical, but 15% slower ADS	Assault 38
 45° Angled	NEVER	the only grip that adds vertical recoil (+5%)	Wardog 33

MUZZLES

 Orpheus Max	BEST	–26% vertical · –10% horizontal · 7% slower ADS. Galil, M4, T-21.	Support 45
 Three Port	BEST	–22% vertical. FAL.	Recon 36
 CQB 74	BEST	–20% vertical. AK-74 only.	Assault 8
 TopComp	GOOD	–18% vertical · 5% slower ADS. 5.56 rifles.	Assault 5
 Hexagon Brake	GOOD	–22% horizontal. For side-to-side bounce (T-21).	Assault 2
 AR Multi-Cal / PBS-4	GOOD	hides sound and muzzle flash, so snipers and helis can't find you. Slower ADS.	Assault 21 / 27

OPTICS

 Tricon 1.5x	BEST	community meta. Zero 100–200 m . The wiki card shows a small ADS penalty, the data-mine in your notes says it is 3% faster.	Assault 12
 Four Reticle / Kobra	GOOD	1.2x, fixed zero, faster ADS. Close range.	Medic 6 / Wardog 21
 Spectr 4x	GOOD	zero 100–400 m. FAL tap fire as a pseudo-DMR.	Support 21
 Holographic	TRAP	your notes say slower ADS, the wiki says slightly faster. The Four Reticle beats it either way.	Assault 22

MAGAZINES

- **Standard 30/35:** no penalty.
- **FAL 20:** faster ADS, less recoil.
- **50–75 drums:** up to 50% slower ADS and more recoil (data-mine in your notes).

BALLISTICS & ZEROING

WEAPON	ZERO	200 M	300 M	400 M	500 M	600 M	800 M
FAL	100 m	14 cm 0.7 mil	42 cm 1.4 mil	83 cm 2.1 mil	139 cm 2.8 mil	209 cm 3.5 mil	389 cm 4.9 mil
M4	100 m	12 cm 0.6 mil	36 cm 1.2 mil	71 cm 1.8 mil	118 cm 2.4 mil	178 cm* 3.0 mil	332 cm* 4.1 mil
Galil	100 m	11 cm 0.5 mil	33 cm 1.1 mil	65 cm 1.6 mil	109 cm* 2.2 mil	163 cm* 2.7 mil	304 cm* 3.8 mil
AK-74	100 m	13 cm 0.6 mil	38 cm 1.3 mil	76 cm 1.9 mil	127 cm 2.5 mil	190 cm* 3.2 mil	355 cm* 4.4 mil
T-21	100 m	12 cm 0.6 mil	36 cm 1.2 mil	71 cm* 1.8 mil	118 cm* 2.4 mil	178 cm* 3.0 mil	—

Holdover = how far **above** the target to aim, in cm and in mil (1 mil = 1 cm per 10 m, the hash marks on MRAD scopes). Lead = how far **ahead** to aim at a target running **5 m/s** (an assumed sprint speed, WARDOGS does not publish one). Calculated from muzzle velocity (g = 9.81, no drag inside the full-damage range). Check it in the firing range: patches change velocities.

ZEROING RULES

- 1. **Sight in at 100 m** and aim center chest out to **200 m**. The round lands a hand-width low at 200 m, which is still chest.
- 2. **Between steps** (for example 160 m): keep the lower zero and aim at the **top of the head**. A low miss still hits neck or chest. Dialing up to 200 m and aiming low sends the round over the head.
- 3. **Long shots:** **PgUp** / **PgDn** dial the zero in **100 m** steps, then aim dead center. If you don't want to dial, use the holdover table.
- 4. **Past the full-damage range** the round loses speed as well as damage, so it drops **more** than the table says (marked *).

ZERO PER RIFLE + OPTIC

WEAPON	WEAPON ZERO	OPTIC	OPTIC ZERO	YOU CAN DIAL
FAL	100–600 m	 Tricon 1.5x	100–200 m	100–200 m
FAL	100–600 m	 Spectr 4x	100–400 m	100–400 m
M4	100–500 m	 Tricon 1.5x	100–200 m	100–200 m
Galil	100–400 m	 Tricon 1.5x	100–200 m	100–200 m
AK-74	100–1000 m	 Tricon 1.5x	100–200 m	100–200 m
M4	100–500 m	 Four Reticle	fixed	fixed

You can only dial where the rifle's range and the optic's range overlap. Reflex sights are fixed.

LEADING MOVING TARGETS

WEAPON	100 M	200 M	300 M	400 M	500 M
FAL	0.12 s 0.6 m lead	0.24 s 1.2 m lead	0.36 s 1.8 m lead	0.48 s 2.4 m lead	0.60 s 3.0 m lead
M4	0.11 s 0.5 m lead	0.22 s 1.1 m lead	0.33 s 1.6 m lead	0.44 s 2.2 m lead	0.55 s 2.7 m lead
Galil	0.11 s 0.5 m lead	0.21 s 1.1 m lead	0.32 s 1.6 m lead	0.42 s 2.1 m lead	0.53 s 2.6 m lead
AK-74	0.11 s 0.6 m lead	0.23 s 1.1 m lead	0.34 s 1.7 m lead	0.45 s 2.3 m lead	0.57 s 2.8 m lead

LEADING MOVING TARGETS

- Lead in mil stays the same at every range inside the full-damage range: **target speed ÷ bullet speed × 1000**. A 5 m/s runner needs about **6 mil** with an 830–900 m/s rifle and about **13 mil** with a 380–400 m/s SMG.
- Players stop about every **10 s** to scope in or check the map. Shoot then, and you don't need to lead at all.
- Running straight at you or away from you: no lead, aim for the drop only.

RECOIL WITHOUT ATTACHMENTS

- **Crouch or go prone:** both steady vertical and horizontal recoil a lot, with no bipod.
- Tap fire past about **40 m**. Spray only inside that.

KIT



L3 Helmet · \$1,500
3 kg · Wardog 60. A 5.56 needs 4 headshots instead of 2. Covers the neck.



L3 Armor · \$2,000
10.5 kg · Wardog 60. A 5.56 needs 8 body shots instead of 4.



Operator Backpack · \$800
15 slots · Wardog 20. Assault Backpack (\$1,200, 21 slots) at Wardog 32.



Medium Tac Vest · \$250
Unlocks quick slots 5–8 and reloads faster · Wardog 14.



GGX 17 · \$200
Cheap backup. M1911 (\$300, Wardog 40) needs 3 shots to kill instead of 4.



Loose ammo, not spare mags
Cheaper, and more rounds per slot. Repack mags in lulls.



2x Smoke · \$100
Cross open ground and break sniper sightlines.



IFAK · \$800
Heals to full · Medic 9. Bandage (\$200) only heals 35 HP.



C4 · \$250 + detonator \$550
Destroy enemy FOBs and buildables. Halligan Bar (\$1,100) pries doors, not gates.



Basic Parachute · \$100
2.5 kg. Bail off roofs and towers.

This kit weighs about **22 kg**, which puts you in **Medium**.

ARMOR & HELMETS			
TIER	ARMOR	HELMET	BLOCKS (FMJ)
 L1	\$400 · 3 kg	\$200	30%
 L2	\$1,000 · 4.5 kg	\$500 · 1.6 kg	40%
 L3	\$2,000 · 10.5 kg	\$1,500 · 3 kg	55%
 L4	\$4,000 · 18 kg	\$3,000 · 4.5 kg	65%
Skip the L2 helmet: it only saves you a shot against 2 of 28 guns (BMR-308, M1911). Go L1 straight to L3. Armor unlocks: L2 Wardog 30, L3 Wardog 60, L4 Wardog 100.			

WEIGHT CLASSES			
KIT WEIGHT	CLASS	MOVE SPEED	NOTES
under 10 kg	—	full	
10–17 kg	Light	–5%	
17–27 kg	Medium	–13%	slower ADS, less stamina regen
27–40 kg	Heavy	–20%	no tactical sprint
40 kg +	Super Heavy	–20%	no sprint, slowed
Source: WarDogs.News weight-class table. Other guides give –12% / –19%. An Adrenaline Pen drops you one class for a short time.			

AMMO

CALIBER	AMMO	NO ARMOUR	L1	L2	L3	L4	UNLOCK
 5.56 (ARs, M249 uses 32.4)	FMJ	30.82 (4 shots)	21.58 (5)	18.5 (6)	13.88 (8)	10.8 (10)	default
	HP	61.62 (2 shots)	9.17 (11)	6.66 (16)	2.92 (35)	0.43 (233)	Wardog 10
	AP	24.66 (5 shots)	20.22 (5)	18.74 (6)	16.52 (7)	15.04 (7)	Wardog 83
 5.45 (AK-74)	FMJ	28.62 (4 shots)	20.03 (5)	17.18 (6)	12.89 (8)	10.03 (10)	default
	HP	57.21 (2 shots)	8.51 (12)	6.19 (17)	2.72 (37)	0.4 (250)	Wardog 16
	AP	22.9 (5 shots)	18.77 (6)	17.4 (6)	15.35 (7)	13.98 (8)	Wardog 93
 .308 (FAL)	FMJ	66.01 (2 shots)	46.22 (3)	39.62 (3)	29.71 (4)	23.12 (5)	default
	HP	132.02 (1 shots)	19.62 (6)	14.28 (8)	6.25 (16)	0.9 (112)	Wardog 65
	AP	52.82 (2 shots)	44.9 (3)	42.26 (3)	38.3 (3)	35.66 (3)	Wardog 140

Chest damage per hit, with shots to kill in brackets. EVA data-mine.

WHICH AMMO

- **FMJ** is the default. Armor blocks **30 / 40 / 55 / 65%** of it at L1 / L2 / L3 / L4.
- **HP** does **2x** to flesh, but armor blocks **85–99%** of it. Only use it on players with no armor, or aim for arms and legs.
- **AP** does **20% less** to flesh, but armor only blocks **10–20%**. It wins against **L3–L4** armor and helmets.
- Headshots do about **2.1x**. L3 and L4 helmets also cover the neck. L4 armor also covers the upper arms and pelvis.
- HP and AP rounds unlock on the **Wardog** (career) track. The vendor sells the tracer versions.

ARMS AND LEGS (NO ARMOR THERE)

CALIBER	FMJ	HP	AP
5.56 (ARs, M249 uses 32.4)	15.1	30.2	12.1
5.45 (AK-74)	14	28.1	11.2
.308 (FAL)	32.4	64.8	25.9

HP to the legs does full HP damage even on armored players, unless they wear L4 (which covers upper arms and pelvis).

FIELD RULES

POSITIONING

- **Silhouette:** stay off cliff edges and towers and away from open windows. Stand **1–2 m back** inside rooms so the sky doesn't outline you.
- **Routes:** don't run straight across fields. Move from cover to cover.
- **After a kill,** don't rush to loot. Their team knows which direction you shot from.

GUNPLAY

- **Trigger discipline:** don't shoot at a sliver of body. The sound and muzzle flash give your position away.
- **Repack mags** during lulls. Never start a fight with 10 rounds left.
- Use **RVG, not TDG.**

READING A SQUAD WIPE

Body + backpack still there	Waiting for a revive. Teammates are nearby.
Body + backpack gone	They gave up = squad wiped

OBJECTIVES PAY ASSAULT XP

ACTION	XP	CASH	TAKES
AR or pistol kill	250	\$2,750	
Hack an enemy FOB	250	\$2,500	30 s
Capture a tower	250	\$750	10 s
Activate a drill rig	500	\$2,500	10 s
Activate a tower	500	\$2,500	slow code

EVA. Repeating the same action on the same players pays less each time.

PROGRESSION LADDER

LEVEL	UNLOCK	COST	WHY
Start	 T-21	\$600	starter
3	 AK-74	\$10,000	first real rifle
5	 TopComp Brake	\$7,500	5.56 recoil
8	 CQB 74 Brake	\$12,500	AK recoil
10	 Galil	\$35,000	950 m/s
12	 Tricon 1.5x	\$10,000	meta optic
14	 AFG Angled	\$10,000	ADS grip
20	 M4	\$100,000	fastest 5.56 TTK
21	 AR Multi-Cal Supp.	\$20,000	stealth
35	 FAL	\$200,000	end-game

Unlocked by other roles: RVG grip: **Medic 16** · Four Reticle Reflex: **Medic 6** · Spectr 4x: **Support 21** · Three Port Brake: **Recon 36** · Orpheus Max Brake: **Support 45**

Sources (checked 12 Oct 2026)

- EVA Evo's data-mined WARDOGS spreadsheet (updated 9 Oct 2026): damage, armor, shots and time to kill, attachment stats, XP and cash per action.
- [Dexterto WARDOGS wiki](#) (Season 1): prices, weights, unlocks, zero ranges, damage falloff, pictures.
- Your NotebookLM notes built from top-player YouTube guides: tactics and techniques.
- [Bulkhead patch notes](#) (Season 1 launch 10 Sep, hotfixes to 2 Oct 2026, Season 2 date).
- Holdover and lead tables are calculated from muzzle velocity ($g = 9.81$, no drag inside the full-damage range, target at 5 m/s).