

WARDOGS · Driver Handbook

Vehicles, deliveries, carry weapon, kit, threats · 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

- **Job:** move squads and pallets. Each passenger pays **50 XP**, plus **100** if they survive. A round trip is **300**, a supply pallet **750 XP + \$2,500**.
- **Bonus stacks:** after 10 players delivered every delivery pays $\times 1.1$, rising to $\times 2$ at 50 and $\times 3$ at 75.
- **Ride:** Kodiak M249 (Driver 6) → Humvee M249 (20, tough) · Ural for pallets (3) · L2A6 tank (35).
- **Drop short** of the kill zone. Park reversed into cover with the exit facing safety. Parked vehicles draw mortars, supply trucks draw artillery.
- **What kills you:** drones (+350–500%), AT mines (+145–250%), IEDs, rocket splash. Bullets barely scratch (–95% or better).

BUILDS

Kodiak [M249]

Driver 6 · \$50,000 · **\$3,750** per buy

BEST EARLY



154
KM/H

5
SEATS

1
GUNNER

50 L
FUEL

Why: the fastest car with a gun. Bring a gunner and keep moving: idle Kodiaks die.

Humvee [M249]

Driver 20 · \$125,000 · **\$3,750** per buy

ARMORED TAXI



113
KM/H

5
SEATS

1
GUNNER

–96%
BULLETS

Why: shrugs off RPG-7 rockets (–75%), which hit a Kodiak at full damage. The plain Humvee (Driver 15) has nearly the same armor and no gun.

Ural

Driver 3 · \$35,000 · **\$5,000** per buy

PALLETS



79
KM/H

2
PALLETS

85 L
FUEL

4 L/km
ECONOMY

Why: the supply truck: each pallet you drop pays **750 XP + \$2,500**. The Ural Defender (Driver 18) adds armor over the passengers.

Ural Defender [M249]

TROOP CARRIER

Driver 25 · \$125,000 · \$6,750 per buy



79
KM/H

2
GUNNERS

-95%
BULLETS

+250%
AT MINE

Why: carries a full squad with two M249s. Slow, so pick the route before you go.

L2A6

HEAVY TANK

Driver 35 · \$500,000 · \$14,000 per buy



65
KM/H

3
SEATS

-100%
BULLETS

+140%
MAAWS

Why: 120 mm cannon plus two MGs, immune to bullets. Only worth it **when your team can follow the hole you punch.**

Kodiak

STARTER

Available from start · \$2,500 per buy



154
KM/H

4
SEATS

0
GUNS

2.9 L/km
ECONOMY

Why: cheapest fast ferry. The Kodiak Pickup (Driver 10, \$3,000) seats 6.

PERSONAL LOADOUT

- **Light and cheap:** AK-74 or MP5, L2–L3 armor, IFAK, smoke. You'll lose it to a mine sooner or later.
- **Wrench** and a **Fuel Can** in the pack, plus an orange **Damaged Vehicle** smoke to call for repairs.
- Kills with your rifle pay **Assault** XP, kills with an SMG pay **Medic** XP.

BALLISTICS & ZEROING

WEAPON	ZERO	150 M	200 M	300 M	400 M
AK-74	100 m	5 cm 0.3 mil	13 cm 0.6 mil	38 cm 1.3 mil	76 cm 1.9 mil
MP5	100 m	23 cm 1.5 mil	61 cm 3.1 mil	184 cm* 6.1 mil	368 cm* 9.2 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 *).

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.

VEHICLE GUNS AND THE TANK CANNON

- The wiki lists **no muzzle velocity** for the M249 mount, the M134D minigun or the L55A1 cannon, so there is no holdover table for them.
- Use the **tracers**: fire a short burst, watch where it lands, walk it onto the target.
- Call your route to your gunner and **don't swerve**: gunners need a stable arc.

KIT



Wrench · \$150
Repairs every vehicle. Slow, but always useful.



Light Drill · \$600
Support 1. Faster repairs, runs on batteries (\$150).



Fuel Can · \$150
5 kg. Refill it at a refuel point. Vehicles also refuel and repair at the main base.



Damaged Vehicle smoke · \$50
Orange smoke plus a map marker, so Support finds you.



Supply Request smoke · \$50
Green smoke plus a map marker for pallet drops.



Smoke · \$100
Cover the passengers at the drop.



AK-74 · \$1,600
Cheap carry rifle. Or an MP5 (\$1,500).



L2-L3 Armor
\$1,000–2,000. You fight on foot after every drop.



IFAK · \$800
Full heal.

This kit weighs about **24 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



120 mm HEAT-MP shell · \$210

L2A6 cannon. 24 kg each, stack of 5. Works on infantry and vehicles.

YOUR CARRY WEAPON

CALIBER	AMMO	NO ARMOUR	L1	L2	L3	L4	UNLOCK
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
9x19 (SMGs, GGX)	FMJ	25.43 (4 shots)	17.81 (6)	15.27 (7)	11.45 (9)	8.91 (12)	default
	HP	50.84 (2 shots)	7.56 (14)	5.51 (19)	2.41 (42)	0.36 (278)	Wardog 6
	AP	20.34 (5 shots)	16.08 (7)	14.65 (7)	12.52 (8)	11.09 (10)	Wardog 75

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.

FIELD RULES

PAY PER TRIP

ACTION	XP	CASH
Passenger delivered	50	\$150
...and they survive	+100	+\$500
Round trip (troops only)	300	\$750
Supply pallet delivered	750	\$2,500

EVA. After **10 / 20 / 30 / 40 / 50 / 75** players delivered, each new delivery pays **×1.1 / 1.2 / 1.3 / 1.5 / 2 / 3**.

INSERT PROCEDURE

- 1 Call it:** tell the squad where you drop and which way you drive. Ask for a gunner and for smoke on a hot drop.
- 2 Route:** terrain edges, compounds and reverse slopes. No straight runs across open dirt. Slow down before blind corners.
- 3 Drop short** of the worst fire, not on the exact Hot Zone marker. Passengers ready their weapons before the wheels stop.
- 4 Foot finish:** about 20 s on foot keeps the truck alive for a second trip.
- 5 Reset:** park reversed into cover with the exit facing safety, or leave. Go before a third team arrives with fresh rockets.

WHAT KILLS YOU

VEHICLE	BULLETS	WORST THREATS (EXTRA DAMAGE)
 Kodiak	−95%	drone +500% · rocket splash +400% · AT mine +200% · IED +150%
 Humvee	−95–97.5%	drone +350% · 120/155 mm +250% · AT mine +200% · IED +150%
 Ural	−95%	drone +500% · AT mine +250% · rocket splash +200%
 L2A6	−100%	drone +450% · AT mine +145% · 84 mm (MAAWS) +140%

Wiki damage-resistance tables. AT mines only trigger on vehicles.

LOGISTICS

- Supply trucks draw artillery** and parked vehicles draw mortars. Take the long route along cover, and don't drive through the Hot Zone.
- Load pallets at HQ (**2** on a truck) and drop them at a friendly FOB near the fight. The builder who unloads gets 360 XP.
- A FOB run takes about **3 min** each way (EVA).
- Keep the spawn **APC** alive: killing it pays the enemy \$4,000, up to +150% in the Hot Zone.

PROGRESSION LADDER

LEVEL	UNLOCK	COST	WHY
3	 Ural	\$35,000	pallets
6	 Kodiak [M249]	\$50,000	first gun car
8	 Dune Buggy	\$25,000	130 km/h, 3 seats
10	 Kodiak [Pickup]	\$35,000	6 seats
15	 Humvee	\$25,000	armor
18	 Ural Defender	\$75,000	covered troop truck
20	 Humvee [M249]	\$125,000	armor + gun
25	 Ural Defender [M249]	\$125,000	2 gunners
30	 Humvee [Minigun]	\$150,000	M134D
35	 L2A6	\$500,000	heavy tank

Unlocked by other roles: Bobcat (\$500) and Kodiak (\$2,500) need no unlock · SPH-2 artillery:
Wardog 90 (Support XP) · Light Drill: **Support 1**

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.
- [Dexerto WARDOGS wiki](#) (Season 1): prices, weights, unlocks, zero ranges, damage falloff, pictures. Vehicle stats and damage resistances.
- [DaOpa's Driver deep dive](#) and [wardogs.homes Driver guide](#): insert procedure, routes, artillery and mortar bait.
- [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).