

WARDOGS · Medic Handbook

Revives, heals, SMG builds, ballistics, 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

- Job:** keep the squad alive. **IFAK on a teammate = 250 XP + \$1,600**, even for 1 HP. Healing yourself pays nothing.
- Revives:** by hand **20 s** · resuscitator **3.5 s** (a free one every life) · defib **instant** after a 3.5 s charge · medical bag 6 s plus heals.
- Gun:** MP5 (Medic 15), full damage to 200 m. Super-45 (Medic 35) kills fastest (**0.13 s**) but only to 50 m. Only SMG kills pay Medic XP.
- SMG bullets are slow** (380–400 m/s). Zero 100 m. At 150 m aim at the head, at 200 m aim **60 cm** over the chest.
- Revive smart:** check the angle, smoke it, then revive. Spread revives around: the same player pays less each time.

BUILDS

MP5

BEST ALL-ROUND

Medic 15 · \$75,000 · **\$1,500** per buy · 2.54 kg · 9×19



25.43
CHEST
DMG

800
RPM

400
M/S

200 m
FULL DMG

0.28 s
ADS

	NONE	L1	L2	L3	L4
BODY	4	6	7	9	12
HEAD	3	4	4	5	7

OPTIC

 Four Reticle Reflex or  Tricon 1.5x (dial 100 m)

MUZZLE

 QD-5 Supp. (Medic 18) or  Dual Port Brake (–18% vert.)

GRIP

 RVG Vertical (Medic 16)

MAG

30 rnd (Medic 25)

Why: full damage to 200 m at 800 RPM. 4 chest shots on no armor, 6 on L1, 9 on L3.

Super-45

FASTEST KILL

Medic 35 · \$150,000 · **\$2,600** per buy · 3 kg · .45 ACP



34.67

CHEST
DMG

1200

RPM

375

M/S

50 m

FULL DMG

0.25 s

ADS

NONE

L1

L2

L3

L4

BODY

3

5

5

7

9

HEAD

2

3

3

4

5

OPTIC



Four Reticle Reflex

MUZZLE



Ghost Lite (−22% vert, −12% horiz) or



SG Multi-Cal Supp. (Medic 48)

GRIP



RVG Vertical

MAG

30 rnd (Medic 38)

Why: 1,200 RPM .45: **3** chest shots on no armor (**0.13 s**), 7 on L3 (0.33 s), the fastest SMG. Full damage only to **50 m**, 60% at 70 m.

PP-19 Vityaz

BEST EARLY

Medic 4 · \$25,000 · **\$1,200** per buy · 2.9 kg · 9×19



25.43

CHEST
DMG

800

RPM

380

M/S

200 m

FULL DMG

0.28 s

ADS

NONE

L1

L2

L3

L4

BODY

4

6

7

9

12

HEAD

3

4

4

5

7

OPTIC



Four Reticle Reflex (Medic 6)

MUZZLE



Dual Port (−18% vert.) or



Ballista (−20% horiz., Medic 13)

GRIP



RVG Vertical

MAG

30 rnd (free at Medic 4)

Why: only \$1,200 and full damage to 200 m. The slowest bullet (380 m/s), so it drops the most.

AMP-9

FREE STARTER

Starter · \$900 per buy · 1.4 kg · 9×19



25.43 CHEST DMG	900 RPM	400 M/S	100 m FULL DMG	0.25 s ADS
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	NONE	L1	L2	L3	L4
BODY	4	6	7	9	12
HEAD	3	4	4	5	7

MUZZLE Dual Port Brake or AMP-9 Supp. (Medic 30)

MAG 30 rnd (Medic 10)

Why: 900 RPM but full damage only to 100 m. Swap to the PP-19 at Medic 4.

BALLISTICS & ZEROING

WEAPON	ZERO	150 M	200 M	250 M	300 M
MP5	100 m	23 cm 1.5 mil	61 cm 3.1 mil	115 cm* 4.6 mil	184 cm* 6.1 mil
PP-19 Vityaz	100 m	25 cm 1.7 mil	68 cm 3.4 mil	127 cm* 5.1 mil	204 cm* 6.8 mil
AMP-9	100 m	23 cm* 1.5 mil	61 cm* 3.1 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.

The Super-45 isn't in the table: past 50 m it loses damage, so you never need holdover with it.

ZEROING RULES (SMG)

- 1. **Zero 100 m.** Inside 100 m the round is never more than **8 cm** off: aim center.
- 2. **150 m:** aim at the head to hit the chest (23 cm low).
- 3. **200 m:** aim about **60 cm** above center chest, half a body over the head.
- 4. Past full damage (**200 m** MP5/PP-19, **100 m** AMP-9, **50 m** Super-45) damage falls to 60% fast. Don't take that fight.

ZERO PER SMG + OPTIC

WEAPON	WEAPON ZERO	OPTIC	OPTIC ZERO	YOU CAN DIAL
MP5	25–100 m	 Tricon 1.5x	100–200 m	100 m
PP-19 Vityaz	50–200 m	 Tricon 1.5x	100–200 m	100–200 m
AMP-9	50–100 m	 Tricon 1.5x	100–200 m	100 m
MP5	25–100 m	 Four Reticle	fixed	fixed

Reflex sights have a fixed zero, and the wiki doesn't say at what distance. Check it in the firing range at 100 m.

LEADING MOVING TARGETS

WEAPON	25 M	50 M	100 M	150 M	200 M
MP5	0.06 s 0.3 m lead	0.12 s 0.6 m lead	0.25 s 1.2 m lead	0.38 s 1.9 m lead	0.50 s 2.5 m lead
PP-19 Vityaz	0.07 s 0.3 m lead	0.13 s 0.7 m lead	0.26 s 1.3 m lead	0.39 s 2.0 m lead	0.53 s 2.6 m lead
AMP-9	0.06 s	0.12 s	0.25 s	0.38 s	0.50 s

WEAPON	25 M	50 M	100 M	150 M	200 M
	0.3 m lead	0.6 m lead	1.2 m lead	1.9 m lead	2.5 m lead
Super-45	0.07 s 0.3 m lead	0.13 s 0.7 m lead	0.27 s 1.3 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.

WHY SMGS FEEL FLOATY

- SMG bullets fly at **375–400 m/s**, less than half a rifle's speed. Double the lead and four times the drop at the same range.
- At 100 m a runner moves **1.3 m** before your bullet arrives: aim a full body width ahead.

KIT



Medical Bag · \$2,000

Specialist slot · 3.45 kg · Medic 24. Revives in **6 s** and heals over time. Costs more used on yourself.



Defibrillator · \$1,600

2.6 kg · Medic 11. **Instant** revive after a 3.5 s charge. Needs a battery (\$150, or \$300 high-capacity at Wardog 45).



Field Resuscitator · \$500

Medic 2. Revives in **3.5 s**, single use.



Emergency Resuscitator · free

One per life, 3.5 s. Always take it.



IFAK · \$800

Medic 9. Heals to full. **250 XP + \$1,600** on a teammate.



Bandage · \$200

Heals 35 HP. 80 XP on a teammate.



Adrenaline Pen · \$250

Medic 14. Short unlimited tactical sprint and one weight class lighter. 100 XP on a teammate.



Smoke · \$100

White at Medic 5, black at Medic 21. Smoke the angle before you revive.



L3 Armor + L3 Helmet

\$3,500, 13.5 kg. Skip the L2 helmet.



Operator Backpack · \$800

15 slots for heals and batteries.

This kit weighs about **26 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
 9×19 (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
 .45 ACP (Super-45)	FMJ	34.67 (3 shots)	24.27 (5)	20.8 (5)	15.61 (7)	12.15 (9)	default
	HP	69.32 (2 shots)	10.31 (10)	7.5 (14)	3.29 (31)	0.49 (205)	Wardog 48
	AP	27.74 (4 shots)	21.91 (5)	19.98 (6)	17.07 (6)	15.13 (7)	Wardog 120

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
9×19 (SMGs, GGX)	17.2	34.3	13.7
.45 ACP (Super-45)	23.4	46.8	18.7

HP + leg shots: 3 hits kill anyone not in L4 armor, **0.18 s** with the MP5 (EVA). 9 mm HP unlocks at Wardog 6.

FIELD RULES

REVIVE TOOLS

TOOL	TIME	XP	CASH
Hand revive	20 s	200	\$800
Emergency Resuscitator (free)	3.5 s	200	\$900
Field Resuscitator	3.5 s	250	\$1,000
Defibrillator	instant*	250	\$1,200
Medical Bag	6 s	250	\$1,400
Medical Bag revive + full heal		438	\$1,667

*after a 3.5 s charge. A bag revive leaves them at half HP. Each heal tick pays 50 XP, about 6 ticks on a fresh revive.

HEALS PAY TOO

ACTION	XP	CASH
IFAK on a teammate (1–99 HP)	250	\$1,600
Bandage on a teammate (35 HP)	80	\$400
Adrenaline on a teammate	100	\$500
Assist on a player you revived	50	\$375
SMG kill	250	\$2,750

EVA. Healing yourself pays nothing. Reviving the same player again and again pays less each time.

BEFORE YOU REVIVE

- 1 Check the angle that knocked them.
- 2 Smoke it or drag the fight behind hard cover.
- 3 Ask a teammate to watch while you work.
- 4 Revive, then heal them back up.

POSITIONING

- Follow the group that is actively contesting the zone.
- Stay one piece of cover behind the first players through a door or street.
- Bandage early: heal wounded teammates before they go down.
- Body and backpack still on the ground = still revivable. Both gone = they gave up.

PROGRESSION LADDER

LEVEL	UNLOCK	COST	WHY
1	 Dual Port Brake	\$7,500	SMG recoil
2	 Field Resuscitator	\$10,000	3.5 s revives
4	 PP-19 Vityaz	\$25,000	first real SMG
5	 White smoke	\$7,500	revive cover
6	 Four Reticle Reflex	\$10,000	fast optic, every role
9	 IFAK	\$25,000	250 XP heals
11	 Defibrillator	\$50,000	instant revives
14	 Adrenaline Pen	\$25,000	sprint
15	 MP5	\$75,000	best all-round SMG
16	 RVG Vertical Foregrip	\$10,000	best grip for every role
18	 QD-5 Suppressor	\$17,500	MP5 stealth
24	 Medical Bag	\$75,000	revive + heal
35	 Super-45	\$150,000	fastest SMG
36	 Ghost Lite Brake	\$30,000	Super-45 recoil

Unlocked by other roles: 9 mm HP: **Wardog 6** · 9 mm AP: **Wardog 75** · High-capacity battery: **Wardog 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.
- [theclick.gg Medic guide](#): revive positioning.
- [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).