

WARDOGS · Recon Handbook

Sniper 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:** AMR 50 (Recon 35), one headshot through **any** helmet. Mid-game: SV98 (Recon 19), or MK22 (Recon 25) for **2** body shots on L3.
- **Headshots:** Mosin, SV98 and MK22 one-shot up to **L2** helmets with FMJ, up to **L3** with AP (Wardog 82). L4 helmets take 2.
- **Zero 100 m**, aim center to 200 m. SV98 holdover: **43 cm** at 300 m, **85 cm (2.1 mil)** at 400 m, **6.4 m (6.4 mil)** at 1,000 m.
- **Lead** about **6 mil** on a runner at any range: 0.6 s flight at 500 m, 1.2 s at 1,000 m. Players de-render past **1,000 m**.
- **Ghillie** head + body = no death cam, invisible to IR range finders. Move after every kill. **Never** buy the Scout Rifle.

BUILDS

AMR 50

END-GAME META

Recon 35 · \$200,000 · **\$8,800** per buy · 12.5 kg · .50 BMG



211.88 CHEST DMG	42 RPM	900 M/S	2,000 m FULL DMG	0.68 s ADS
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	NONE	L1	L2	L3	L4
BODY	1	1	1	2	2
HEAD	1	1	1	1	1

- OPTIC 6–10x MRAD/MOA or Frontier 2.5–10x
- MUZZLE GOL Multi-Cal Supp. or AMR .50 Brake (–20% vert.)
- BIPOD Pro Tilt
- MAG 5 rnd (default)

Why: one headshot kills through **every** helmet out to 2,000 m. One body shot kills through L2 armor, two on L3–L4. It weighs 12.5 kg, so you move slowly.

MK22

ARMOR COUNTER

Recon 25 · \$150,000 · **\$6,400** per buy · 6.3 kg · .308 Win



118.82

CHEST
DMG

46

RPM

894

M/S

1,000 m

FULL DMG

0.68 s

ADS

NONE

L1

L2

L3

L4

BODY

1

2

2

2

3

HEAD

1

1

1

2

2

OPTIC



3-6x LPVO or



Frontier 2.5-10x

MUZZLE



Flow-Through .308 Supp. or



Three Port (-22%)

BIPOD



Pro Tilt

MAG

10 rnd (default)

Why: 2 body shots through L3 armor (the SV98 needs 3). One headshot through L2 helmets, through L3 with AP.

SV98

BEST MID-GAME

Recon 19 · \$100,000 · **\$5,200** per buy · 5.8 kg · 7.62×54R



108.92

CHEST
DMG

46

RPM

830

M/S

1,000 m

FULL DMG

0.60 s

ADS

NONE

L1

L2

L3

L4

BODY

1

2

2

3

3

HEAD

1

1

1

2

3

OPTIC



3-6x LPVO or



6x Marksman + Reflex

MUZZLE



Hexagon 762 Supp. or



Deadeye Flash Hider

BIPOD



SV98 Bipod (Recon 21) or



Pro Tilt · skip if you play mobile

MAG

10 rnd (default)

Why: one headshot through L2 helmets with FMJ, through **L3 with AP** (Wardog 82). The wiki lists its zero as **100 m only**, so learn the holdover.

Mosin Nagant

BEST EARLYRecon 10 · \$50,000 · **\$4,500** per buy · 4.1 kg · 7.62×54R**108.92**CHEST
DMG**46**

RPM

865

M/S

500 m

FULL DMG

0.65 s

ADS

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

OPTIC 3–6x LPVO (Recon 11) or 6x Precision

MUZZLE Hexagon 762 Supp. or Deadeye (Recon 9)

BIPOD **None:** wasted cash this early

Why: same damage as the SV98, but full damage only to **500 m** and its zero starts at **200 m**. A miss costs a slow bolt cycle.

SVD

SEMI-AUTO · RECON 12Recon 12 · \$50,000 · **\$4,800** per buy · 5.3 kg · 7.62×54R**78.67**CHEST
DMG**480**

RPM

800

M/S

800 m

FULL DMG

0.53 s

ADS

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

OPTIC 6x Precision or 3–6x LPVO

MUZZLE Deadeye Flash Hider or SVD Brake (–18%)

BIPOD SVD Bipod (optional, Recon 14)

Why: fast follow-ups: **2** body shots on L1, **3** on L2–L3. Take it over the Mosin if you miss more than **1 in 10**.

BMR-308

SEMI .308 DMR

Recon 30 · \$125,000 · **\$6,000** per buy · 3.9 kg · .308 Win



85.82

CHEST
DMG

450

RPM

880

M/S

500 m

FULL DMG

0.52 s

ADS

NONE

L1

L2

L3

L4

BODY

2

2

2

3

4

HEAD

1

1

2

2

3

OPTIC



Spectr 4x or



4x Combat Prism + Reflex

MUZZLE



Three Port (−22%) or



BMR-308 Supp. (Recon 33)

GRIP



RVG Vertical

Why: 2 body shots through L2 armor at 450 RPM, one headshot through L1. It takes a foregrip, unlike the bolt rifles. No LPVO or 6x scopes.

SKS

STARTER / AVOID

Recon 5 · \$25,000 · **\$2,400** per buy · 3.85 kg · 7.62×39



60.08

CHEST
DMG

420

RPM

735

M/S

400 m

FULL DMG

0.53 s

ADS

NONE

L1

L2

L3

L4

BODY

2

3

3

4

5

HEAD

1

2

2

3

4

SKS



DTK-1 Brake (−20% vert, −10% horiz) + default 6x

SCOUT

Do not buy the Scout Rifle: 2 headshots even on no helmet

Why: the SKS is fine for Recon 5–9. 2 body shots on no armor, 3 on L1–L2.

BALLISTICS & ZEROING

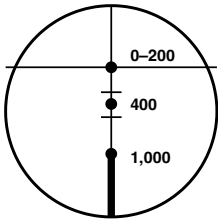
WEAPON	ZERO	200 M	300 M	400 M	500 M	600 M	800 M	1,000 M
AMR 50	100 m	12 cm 0.6 mil	36 cm 1.2 mil	73 cm 1.8 mil	121 cm 2.4 mil	182 cm 3.0 mil	339 cm 4.2 mil	545 cm 5.5 mil
MK22	100 m	12 cm 0.6 mil	37 cm 1.2 mil	74 cm 1.8 mil	123 cm 2.5 mil	184 cm 3.1 mil	344 cm 4.3 mil	552 cm 5.5 mil
SV98	100 m	14 cm 0.7 mil	43 cm 1.4 mil	85 cm 2.1 mil	142 cm 2.8 mil	214 cm 3.6 mil	399 cm 5.0 mil	641 cm 6.4 mil
Mosin Nagant	200 m	center	20 cm 0.7 mil	52 cm 1.3 mil	98 cm 2.0 mil	157 cm* 2.6 mil	315 cm* 3.9 mil	524 cm* 5.2 mil
SVD	100 m	15 cm 0.8 mil	46 cm 1.5 mil	92 cm 2.3 mil	153 cm 3.1 mil	230 cm 3.8 mil	429 cm 5.4 mil	690 cm* 6.9 mil
BMR-308	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	570 cm* 5.7 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.

Players de-render past **1,000 m**. Beyond that, only the AMR on static targets makes sense. The Mosin row is sighted in at **200 m**, its lowest zero.

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 *).



HOLDOVER AT 100 M ZERO

- **0-200 m:** center
- **400 m:** 1st-2nd hash below center
- **1,000 m:** where the line becomes the thick bottom bar

ZERO PER RIFLE + OPTIC

WEAPON	WEAPON ZERO	OPTIC	OPTIC ZERO	YOU CAN DIAL
AMR 50	100–300 m	 6–10x MRAD	100–1000 m	100–300 m
MK22	100–300 m	 3–6x LPVO	100–600 m	100–300 m
SV98	100 m only	 3–6x LPVO	100–600 m	100 m
Mosin Nagant	200–800 m	 3–6x LPVO	100–600 m	200–600 m
SVD	100–1100 m	 6x Precision	100–600 m	100–600 m
BMR-308	100–300 m	 Spectr 4x	100–400 m	100–300 m

You can only dial where the rifle's range and the optic's range overlap. The SV98 does not dial at all: hold over.

LEADING MOVING TARGETS

WEAPON	100 M	200 M	300 M	500 M	800 M	1,000 M
AMR 50	0.11 s 0.6 m lead	0.22 s 1.1 m lead	0.33 s 1.7 m lead	0.56 s 2.8 m lead	0.89 s 4.4 m lead	1.11 s 5.6 m lead
MK22	0.11 s 0.6 m lead	0.22 s 1.1 m lead	0.34 s 1.7 m lead	0.56 s 2.8 m lead	0.89 s 4.5 m lead	1.12 s 5.6 m lead
SV98	0.12 s 0.6 m lead	0.24 s 1.2 m lead	0.36 s 1.8 m lead	0.60 s 3.0 m lead	0.96 s 4.8 m lead	1.20 s 6.0 m lead
Mosin Nagant	0.12 s 0.6 m lead	0.23 s 1.2 m lead	0.35 s 1.7 m lead	0.58 s 2.9 m lead	0.92 s 4.6 m lead	1.16 s 5.8 m lead
SVD	0.12 s 0.6 m lead	0.25 s 1.2 m lead	0.38 s 1.9 m lead	0.62 s 3.1 m lead	1.00 s 5.0 m lead	1.25 s 6.2 m lead
BMR-308	0.11 s 0.6 m lead	0.23 s 1.1 m lead	0.34 s 1.7 m lead	0.57 s 2.8 m lead	0.91 s 4.5 m lead	1.14 s 5.7 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.

Your notes vs. the maths: the notes say lead **1 s** at 500 m and **2 s** at 1,000 m. At 830 m/s the bullet takes **0.6 s** and **1.2 s**. Start with the calculated lead and adjust in the firing range.

KIT



L4 Helmet · \$3,000
Wardog 100. Survives an AP headshot from a Mosin, SV98 or MK22. L3 survives FMJ ones.



L3 Armor · \$2,000
10.5 kg. Best protection before the 18 kg L4.



Operator Backpack · \$800
15 slots. The Scout Backpack (8 slots, \$350) is lighter.



Ghillie Headwear · \$2,500
Recon 24. Only works with the suit.



Ghillie Body Suit · \$3,000
Recon 24. Victims get **no death cam**, and IR range finders can't see you.



Range Finder · \$400
Recon 8. **Exact distance**, so you know which zero or holdover to use.



IR Range Finder
Pulled from the vendor on 2 Oct (too strong). Returns in Season 2 and needs batteries.



Binoculars · \$75
Spotting pays: **5–100 XP** per target, **25–500 XP** when it gets destroyed.



Claymore · \$900
Recon 22. Motion-triggered. Covers the stairs or path to your nest.



Small Hammer + supplies
\$100. Recon tent (hides you from IR scopes), sandbags, hedgehogs.



GGX 17 · \$200
Close-range backup.



2× Smoke · \$100
Break line of sight when you get counter-sniped.



IFAK · \$800
Full heal after you take a hit.



Parachute
Basic \$100 or Sport \$1,000 (9 kg). Bail off roofs when pushed.

This kit weighs about **25 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
 7.62×54R (Mosin, SV98)	FMJ	108.92 (1 shots)	76.24 (2)	65.35 (2)	49.02 (3)	38.13 (3)	default
	HP	217.82 (1 shots)	32.36 (4)	23.54 (5)	10.31 (10)	1.48 (68)	Wardog 28
	AP	87.14 (2 shots)	74.07 (2)	69.71 (2)	63.18 (2)	58.83 (2)	Wardog 82
 .308 (MK22)	FMJ	118.82 (1 shots)	83.17 (2)	71.3 (2)	53.48 (2)	41.6 (3)	default
	HP	237.62 (1 shots)	35.3 (3)	25.68 (4)	11.24 (9)	1.62 (62)	Wardog 65
	AP	95.05 (2 shots)	80.8 (2)	76.05 (2)	68.92 (2)	64.17 (2)	Wardog 140
 7.62×54R (SVD)	FMJ	78.67 (2 shots)	55.07 (2)	47.21 (3)	35.41 (3)	27.54 (4)	default
	HP	157.32 (1 shots)	23.38 (5)	17 (6)	7.45 (14)	1.08 (93)	Wardog 28
	AP	62.93 (2 shots)	53.5 (2)	50.35 (2)	45.64 (3)	42.49 (3)	Wardog 82

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

HEADSHOTS TO KILL

RIFLE	AMMO	NONE	L1	L2	L3	L4
AMR 50	FMJ	1	1	1	1	1
MK22	FMJ	1	1	1	2	2
MK22	AP	1	1	1	1	2
Mosin / SV98	FMJ	1	1	1	2	3
Mosin / SV98	AP	1	1	1	1	2
SVD	FMJ	1	2	2	2	3
BMR-308	FMJ	1	1	2	2	3

WHICH AMMO

- **FMJ** is the default. Armor blocks **30 / 40 / 55 / 65%** of it at L1 / L2 / L3 / L4.
- **HP** does **2×** 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 **2.1×**. 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
7.62×54R (Mosin, SV98)	39.6	79.2	31.7
.308 (MK22)	43.2	86.4	34.6
7.62×54R (SVD)	33	66	26.4

HP to the legs: a Mosin or SV98 kills in 2.

FIELD RULES

POSITIONING

- **No towers or peaks.** The skyline silhouettes you.
- **Mid-ground** near your team's push, with solid cover behind you, so teammates can revive you.
- **Move** after every kill, and after any miss the target noticed.
- Build a **recon tent** to hide from IR scopes. Block stairs and ladders with **sandbags or hedgehogs**.

ENGAGEMENT

- **Patience.** Players stop about every **10 s** to scope or check the map. Shoot then.
- **Range it first** with the range finder, then dial or hold over.
- **Lead** about 6 mil on a runner, at any range.

DEATH CAMERA

Body-shot kill	camera zooms onto you
Headshot kill	camera turns toward your general direction
Ghillie suit worn	no death cam

RECON XP

ACTION	XP	CASH
Sniper, DMR or bow kill	250	\$2,750
Headshot kill (recon weapon)	275	\$3,000
Spot a target	5–100	\$50–1,000
Spotted target destroyed	25–500	\$200–10,000

EVA. Spotting pay scales from an AT mine up to a Havoc, structures included.

PRE-MATCH CHECKLIST

- Zero set to **100 m** (Mosin: 200 m)
- Ghillie head + body on
- Range finder
- 2 smokes · heals · parachute
- Sidearm loaded

PROGRESSION LADDER

LEVEL	UNLOCK	COST	WHY
1–4	 Binoculars + pistol	\$75	spot for XP and cash. Skip the Scout Rifle.
5	 SKS	\$25,000	first marksman rifle
6	 DTK-1 Brake	\$7,500	SKS recoil
8	 Range Finder	\$15,000	exact distance
10	 Mosin Nagant	\$50,000	1-shot heads to L2
11	 3–6x LPVO	\$15,000	the optic for most rifles
12	 SVD	\$50,000	if you miss a lot
15	 Hexagon 762 Supp.	\$15,000	stealth
19	 SV98	\$100,000	best mid-game
24	 Ghillie head + body	\$140,000	no death cam
25	 MK22	\$150,000	armor counter
30	 BMR-308	\$125,000	semi .308
35	 AMR 50	\$200,000	end-game
46	 Pro Tilt Bipod	\$50,000	best bipod

Unlocked by other roles: 7.62×54R AP ammo: **Wardog 82** · L4 helmet: **Wardog 100** · Orpheus Max Brake (SVD, Mosin, SV98): **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.
- [Dexerto 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).