

WARDOGS · Support Handbook

Builder role, LMG builds, ballistics, kit, ammo, FOB + APC bunker · 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:** build a **FOB around drills**. A running drill pulls the scoring Hot Zone onto your fortified base.
- **Gun:** PKM (Support 30): the FAL's **0.10 s** TTK, **2** chest shots on no armor, full damage to **1,000 m**. Before that, M249 (15) or M500 (10). Only **LMG and shotgun** kills pay Support XP.
- **Never hold Mouse 1** to build. Hold **0.55 s**, release **0.065 s** on the spark: **50–80%** faster, 10 XP + \$50 per hit.
- **Zero 100 m** (M249 starts at 200 m). PKM holdover: **43 cm** at 300 m, **86 cm** at 400 m. RPG: dial the zero to the range.
- **Kit:** Large Hammer · Ruck or Gunner pack · RPG-7 · L3 helmet + armor. Each pallet you deposit = **360 XP + \$1,800**.

BUILDS

PKM

BEST OVERALL

Support 30 · \$150,000 · **\$4,500** per buy · 7.5 kg · 7.62×54R



63.54
CHEST
DMG

650
RPM

825
M/S

1,000 m
FULL DMG

0.73 s
ADS

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

OPTIC

 Tricon 1.5x or  Spectr 4x

MUZZLE

 Orpheus Max (–26% vert.) or  Hexagon 762 Supp.

BIPOD

 PKM Bipod (Support 33)

BOX

100 rnd (default)

Why: 2 chest shots on no armor, 3 on L1–L2, 4 on L3, with the FAL's **0.10 s** TTK and full damage to **1,000 m**. EVA marks its 650 RPM as a placeholder.

M249 SAW

EARLY-MID LMG

Support 15 · \$100,000 · **\$3,200** per buy · 7.5 kg · 5.56×45



32.36

CHEST
DMG

850

RPM

915

M/S

700 m

FULL DMG

0.68 s

ADS

NONE

L1

L2

L3

L4

BODY

4

5

6

7

9

HEAD

2

3

3

4

5

OPTIC Tricon 1.5x or Spectr 4x

MUZZLE TopComp or AR Multi-Cal Supp.

GRIP RVG Vertical

BIPOD M249 Bipod (Support 18) · 200 rnd box at Support 23

Why: 850 RPM. 4 chest shots on no armor, 7 on L3 (rifles need 8). Its zero starts at 200 m.

M500

BASE DEFENSE CQC

Support 10 · \$50,000 · **\$1,200** per buy · 3.52 kg · 12 gauge



198.13

CHEST
DMG

120

RPM

480

M/S

70 m

FULL DMG

0.36 s

ADS

NONE

L1

L2

L3

L4

BODY

1

2

2

3

4

HEAD

1

1

1

2

2

BUCK **Full Choke** (Support 19) tight spread, 1-shot kills to about 40 m

SLUG Sabre Brake (−20% vert., Support 11) or 12 ga Supp. (Support 40)

Why: buckshot kills with 1 shot on no armor, 2 on L1–L2, 3 on L3. Effective range is only 70 m.

LAUNCHERS (SPECIALIST SLOT)

RPG-7 · \$2,000



Support 5 · 93 mm · 100 m/s · zero 100–500 m · 6.3 kg. Cheap anti-vehicle and FOB wall breacher.

MAAWS · \$2,600



Support 20 · 230 m/s · flatter than the RPG · 400 m · 7 kg.

9K333 Verba · \$800



Support 16 · lock-on anti-air · single use · **17.25 kg**. Counters attack helicopters.

MGL-40



Support 35 · 6 × 40 mm · zero 50–400 m. \$3,500 per EVA, \$6,000 per the wiki.

BALLISTICS & ZEROING

WEAPON	ZERO	200 M	300 M	400 M	500 M	600 M	800 M	1,000 M
PKM	100 m	14 cm 0.7 mil	43 cm 1.4 mil	86 cm 2.2 mil	144 cm 2.9 mil	216 cm 3.6 mil	404 cm 5.0 mil	649 cm 6.5 mil
M249 SAW	200 m	center	18 cm 0.6 mil	47 cm 1.2 mil	88 cm 1.8 mil	141 cm 2.3 mil	281 cm* 3.5 mil	469 cm* 4.7 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.

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 GUN + OPTIC

WEAPON	WEAPON ZERO	OPTIC	OPTIC ZERO	YOU CAN DIAL
PKM	100–1500 m	 Tricon 1.5x	100–200 m	100–200 m
PKM	100–1500 m	 Spectr 4x	100–400 m	100–400 m
M249 SAW	200–1200 m	 Tricon 1.5x	100–200 m	200 m
M249 SAW	200–1200 m	 Spectr 4x	100–400 m	200–400 m

The M249 row in the holdover table is sighted in at **200 m**, its lowest zero. The M500 has no holdover worth learning inside 70 m.

LEADING MOVING TARGETS

WEAPON	100 M	200 M	300 M	500 M	800 M	1,000 M
PKM	0.12 s 0.6 m lead	0.24 s 1.2 m lead	0.36 s 1.8 m lead	0.61 s 3.0 m lead	0.97 s 4.8 m lead	1.21 s 6.1 m lead
M249 SAW	0.11 s 0.5 m lead	0.22 s 1.1 m lead	0.33 s 1.6 m lead	0.55 s 2.7 m lead	0.87 s 4.4 m lead	1.09 s 5.5 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.

ROCKETS: DIAL THE ZERO, THEN LEAD

LAUNCHER	SPEED	ZERO	100 M	200 M	300 M	400 M
RPG-7	100 m/s	100–500 m	1.0 s 14 m lead	2.0 s 28 m lead	3.0 s 42 m lead	—
MAAWS	230 m/s	100 m	0.4 s 6 m lead	0.9 s 12 m lead	1.3 s 18 m lead	1.7 s 24 m lead
MGL-40	100 m/s	50–400 m	1.0 s 14 m lead	2.0 s 28 m lead	3.0 s 42 m lead	4.0 s 56 m lead

Lead shown for a vehicle at **50 km/h**. Rockets this slow drop meters past their zero, so dial the zero to the range (RPG-7, MGL-40) instead of holding over.

KIT



Large Hammer · \$2,400
3.18 kg · Support 8. Builds everything at the fastest speed.



Ruck Backpack · \$2,400
24 slots · 1.5 kg · Wardog 55.



Gunner Backpack · \$3,500
24 slots + **1 sling slot** · Wardog 73.



L3 Helmet · \$1,500
3 kg. Skip the L2 helmet.



L3 Armor · \$2,000
10.5 kg. Tanks rifle sprays.



Build Supplies · \$10
Stacks to 50. Every buildable needs them.



FOB Core · \$7,500
6.5 kg. Bigger structures, item storage, and the build radius.



Wrench · \$150
Repairs all vehicles. Cheap but slow.



Heavy Drill · \$1,300
6.9 kg · Support 28. Fastest repair. Light Drill (\$600, Support 1). Both run on batteries (\$150).



C4 · \$250 + detonator \$550
Stack of 3 · Support 2. Explosives don't chain-react: only the charge you trigger goes off.



IED · \$300
Single use, remote detonated.



AT Mine · \$650
8.6 kg · Support 25. Only vehicles trigger it.



Smoke · \$100
Cover while you build in the open.



IFAK · \$800
Full heal.

This kit weighs about **33 kg**, which puts you in **Heavy**.
PKM + RPG + L3 armor puts you in Heavy: no tactical sprint. Leave the RPG at the FOB, or wear L2 armor (−6 kg), when you need to move.

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
 7.62x54R (PKM)	FMJ	63.54 (2 shots)	44.48 (3)	38.13 (3)	28.61 (4)	22.25 (5)	default
	HP	127.07 (1 shots)	18.88 (6)	13.74 (8)	6.02 (17)	0.88 (114)	Wardog 28
	AP	50.84 (2 shots)	43.21 (3)	40.67 (3)	36.86 (3)	34.32 (3)	Wardog 82
 5.56 (M249)	FMJ	32.36 (4 shots)	22.66 (5)	19.42 (6)	14.57 (7)	11.34 (9)	default
	HP	64.69 (2 shots)	9.62 (11)	7 (15)	3.07 (33)	0.45 (223)	Wardog 10
	AP	25.89 (4 shots)	21.23 (5)	19.68 (6)	17.35 (6)	15.8 (7)	Wardog 83

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.

SHOTGUN SHELLS

SHELL	NO ARMOUR	L1	L2	L3	L4
 Buckshot (8 pellets)	198.13 (1)	83.27 (2)	71.4 (2)	46.88 (3)	31.14 (4)
 Slug	103.97 (1)	63.32 (2)	54.27 (2)	40.71 (3)	31.66 (4)

Slugs unlock at Wardog 41. Buckshot is 8 pellets, so the numbers assume every pellet hits.



93 mm rocket
RPG-7 ammo, free unlock with the launcher.



84 mm rocket
MAAWS ammo.



40 mm grenades
MGL-40 ammo.



Ammo Supplies · \$10
Reloads buildable weapons (SAM, CIWS, mortar) inside the FOB radius.

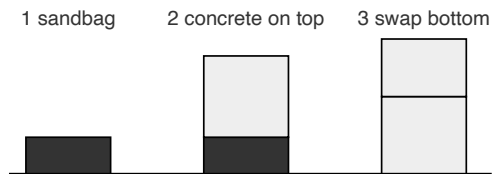
FIELD RULES

FIGHTING AS SUPPORT

- Only **LMG** and **shotgun** kills pay Support XP (250). Rifle and SMG kills go to Assault and Medic.
- **Go prone or mount on cover** before you spray: the bipod only works when deployed.
- With a PKM, **2** hits drop an unarmored player at any range to 1,000 m. Tap at range, don't hose.

FORTIFICATION TRICKS

4-HIGH CONCRETE WALL (CAN'T BE JUMPED BY VEHICLES)



Place a sandbag wall, snap concrete on top of it, then **destroy the sandbag** and fill the gap with concrete.

STAGGERED CONCRETE GATE

- A single door dies to **1 C4**.
- Place gates **4 lengths deep** with concrete side walls.
- Add a small turned concrete block to make a **viewing slit**. You can shoot sappers through it, but they can't hit you.

GATE REPAIR

- Hammering does **not** bring back a destroyed door.
- Hit the **foundation block** under the gate to collapse it, then build a new gate.

ANTI-MORTAR

- Put **3x3** or **3x6 indirect-fire shelters** over the APC spawn and the core.
- Repair the ceiling panels **from inside** during barrages.
- Put **hedgehogs** on the outer corners. They soak up explosive damage and keep the sandbags and shelters standing longer.

HONEYPOT TRAP FOB

1. Drive an SUV into the circle. Place a FOB core with **3 radio stations** playing music.
2. Put an **IED** on the back of the FOB and **C4** on the buildables around it.
3. Walk away and wait for the enemy to capture it.
4. When the FOB icon **disappears from your minimap**, detonate.

Explosives **don't chain-react**. Only the charge you trigger goes off.

ROLE: THE BUILDER

HOW SCORING WORKS

- Holding the **Control Zone** scores victory points every **30 s**.
- Players inside the **Hot Zone** count **double**.
- Infantry fight for position and Disruptors deny enemy builds. **Builders create the late-game advantage.**
- Don't chase the roaming Hot Zone across open fields. **Pull it onto your base with drills.**

DRILLS

DRILL	HOLDS HOT ZONE	COOLDOWN
Tower Drill	7 min	15 min, shared
Fuel Drill	up to 5 min (depends on fuel)	20 min, per drill
4× Fuel Drill in one FOB	Rotate activations = Hot Zone stays on your base for good. This is how you close out matches.	

XP & CASH LOOP

ACTION	XP	CASH	NOTE
Deposit a supply pallet	360	\$1,800	takes 10 s at the FOB, feeds build resources
LMG or shotgun kill	250	\$2,750	cash varies
Structure finished	50	\$100	bonus at 100%
Sale at your supply crate	50	sale price	teammates buy from your crate
Hammer hit on the yellow X	10	\$50	the main grind
Activate a drill rig	500	\$2,500	pays Assault XP, not Support (EVA)

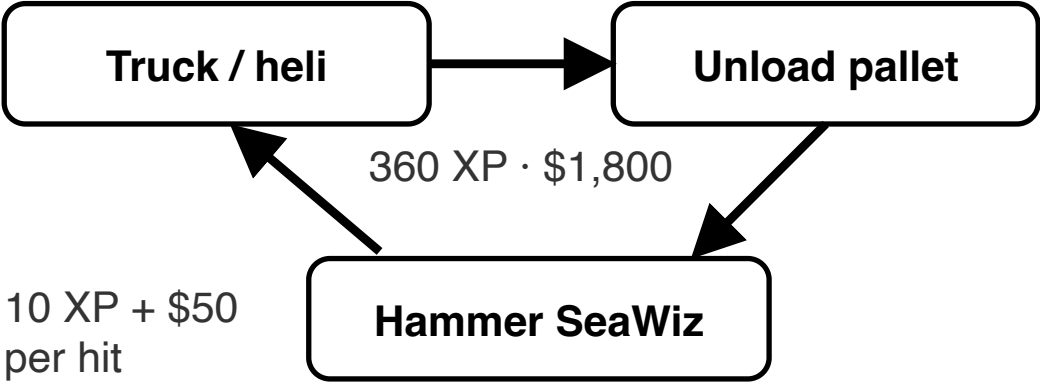
EVA. Pallets dropped into a FOB outside the zone pay less (patch 0.1.2). Destroying a half-built buildable pays only for the progress.

54K XP/H POWER-LEVEL

- 1 **FOB near your HQ exit** for short supply runs: Green → Ozetti · Red → Zestafona · Blue → Bakarani.
- 2 Place a **Vanguard SeaWiz** (big, easy hitbox) or a SAM site as the hammer target.
- 3 **45° trick:** stand **1–2 m** away at **45°**, then inch forward or back until the yellow X stays fixed on your crosshair.
- 4 **Rhythm:** hold LMB **0.55 s**, release **0.065 s** on the spark, and repeat.
- 5 **Duo:** one player runs Ural pallets while the other hammers.

RATES

Solo (drive, unload, hammer)	~30k XP/h
Duo (partner on pallets)	40k–54k XP/h



FOB BUILD



FOB Core • \$7,500

6.5 kg. Needed for bigger structures and sets the build radius.



Ural / Kodiak or heli

Carries the core and **2+ pallets** (\$400 each, 1,800 resources). A delivered pallet also pays the driver 750 XP.

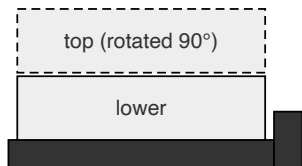
- 1 Pick flat ground** inside the Control Zone, out of sight of enemy towers.
✓ Level ground, so walls and bunkers snap cleanly
- 2 Place the FOB Core** at the center and build it.
✓ FOB icon shows on the minimap, with 1,250 starting resources
- 3 Unload pallets** at the site.
✓ +1,800 resources per pallet, and you get 360 XP + \$1,800
- 4 APC bunker** over the APC spawn. See the [next page](#).
✓ APC is covered from mortars, with a 360° walkway around it
- 5 Walls and gates:** 4-high concrete perimeter, with gates **4 lengths deep** and side slits.
✓ No gaps to climb over or drive through
- 6 Drills:** 1–4 Fuel Drills (or a Tower Drill) inside the walls. Fuel them, then activate.
✓ Yellow Hot Zone marker moves onto your FOB
- 7 Air defense and shelters:** SeaWiz or SAM on a raised bunker, plus 3×3 or 3×6 indirect-fire shelters over the core.
✓ Clear view of the sky. You can repair the roof from below.

Final check: outer gates walled in · APC enclosed · a fuel drill running = **Hot Zone locked**.

APC BUNKER

Golden rule: destroy the **lower** bunker **while the top one is still unfinished**. If you finish the top one first, destroying the bottom collapses everything and wastes your resources.

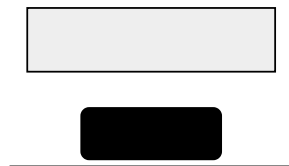
1 · Hesco + 2 bunkers



2 · Prone, kill lower



3 · Clear the floor



- ❶ **Foundation: 4 Hesco blocks** in a line at the FOB core. Hit and finish them.
- ❷ **Lower bunker** goes on top of the Hesco line.
- ❸ **Upper bunker:** snap a Hesco to the side and hit it once to jump up. Place the second bunker on top and **rotate it 90°** (doorway on the left).
- ❹ **Critical:** go **prone** underneath and **destroy the lower bunker** while the top is still unfinished.
- ❺ **Finish the top** by standing on the corner Hesco and hitting its yellow X.
- ❻ **Clear the floor** of temporary Hesco and sandbags. The roof now floats, the APC parks underneath, and infantry get 360° movement plus a shooting floor above.

PROGRESSION LADDER

LEVEL	UNLOCK	COST	WHY
1	 Light Drill	\$10,000	vehicle repair
2	 C4 + Remote Detonator	free + \$15,000	demolition
3	 Medium Hammer	\$25,000	large buildables
5	 RPG-7	\$30,000	anti-vehicle
8	 Large Hammer	\$75,000	builds everything
10	 M500	\$50,000	first Support gun
15	 M249 SAW	\$100,000	first LMG
16	 9K333 Verba	\$50,000	anti-air
19	 Full Choke	\$30,000	M500 range
20	 MAAWS	\$125,000	better AT
25	 AT Mine	\$75,000	vehicle denial
30	 PKM	\$150,000	best LMG
33	 PKM Bipod	\$35,000	
35	 MGL-40	\$200,000	grenade launcher
45	 Orpheus Max Brake	\$40,000	best vertical brake

Unlocked by other roles: Hexagon 762 Supp.: **Recon 15** · RVG grip: **Medic 16** · Ruck Backpack: **Wardog 55** · Gunner Backpack: **Wardog 73**

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. Drill timers, hammer timing and XP rates per hour come from these notes.
- [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).