

WEAPONS

Weapons that require buffs

!!!Package changes are marked with a * followed by italic text!!!

While this document will primarily focus on buffs one thing simply needs to be said and it is that shotguns, in particular the JG (and once the JG is nerfed the CSG) are in my opinion extremely unhealthy for the game and should get a meaningful nerf or a rework. I have an entirely different document for this.

You will also see a lot of suggestions to remove bloom/recoil curves, those just feel bad and make guns feel inconsistent / more out of your control. There is a decent amount of RNG in APB and that's fine but I personally think this form of inconsistency / bad feel to guns is just bad, the end goal should be to phase out these types of curves and give those weapons more traditional stats in their place.

Just below the weapon name there will be a small section with two categories, "Casual play" and "High level play" along with a rating as to how commonly those weapons are being used in each playing field.

Casual play = Regular missions
High level play = Top player inhousing

Ratings (from best to worst) go as follows:

Extremely common
Common
Sometimes
Rarely
Very Rarely
Never

ISSR-A

Casual play: Very Rarely
High level play: Never

A focuses on a no-package approach that aims to counteract some of the bloom curves and give the gun a unique feel by lowering the recovery delay to a much lower value which also reduces max bloom, something the gun currently suffers from. It also increases the speed in which your character moves while aiming down sights as well as adjusting the jump modifier to a value that lets it be good situationally in CQC

as well as a slight increase in damage per shot to help it run into less 5 shots to kill scenarios if the enemy had a slight moment to regen. (1020 Dmg > 1060 Dmg)

B also has all of these changes but with new, static values for its two bloom curves, this would feel a lot more like a top to bottom rework that would require more iteration as well as package changes.

A

fHealthDamage 255 >>> 265
fRecoveryDelay: 0.38 >>> 0.10
fMarksmanshipspeed 139cm/s >>> 175cm/s
fJumpModifier 40 >>> 12
fEquipTime 1 >>> 0.8

B

fHealthDamage 255 >>> 265
fRecoveryDelay: 0.38 >>> 0.10
fMarksmanshipspeed 139cm/s >>> 175cm/s
fJumpModifier 40 >>> 12
fEquipTime 1 >>> 0.8

**Remove recovery curve and set recovery per second to 7.*

**Remove bloom curve and set bloom per shot to 0.55*

SBSR Rifle

Casual play: Very rarely

High level play: Never

Currently the SBSR Rifle and SBSR Sniper are basically two identical guns except for the range values, the following changes aim to make the SBSR Rifle feel like more of a unique gun compared to the sniper as well as make it behave more like a rifle by removing its Run & Sprint speed penalty, increasing its ammo capacity to encourage poking as well as lowering the time it takes to reload.

I also suggest a package change here because its current recoil curve which ramps the recoil up to levels seemingly above the DMR AV simply does not feel good, static values much like the Scout would likely work better while keeping its recoil in line with weapons that behave similarly.

The SBSR series is also often confused as two identical weapons, maybe consider a slight change to their name to make it less confusing to distinguish them.

fRunSpeed 350cm/s >>> 412.5cm/s
fSprintSpeed 475cm/s >>> 600cm/s
nAmmoPoolCapacity 32 >>> 48
fReloadTime 3.2 >>> 2.6

**Remove ramp up recoil and use S-247 'Oblivion' stats instead*

SBSR Sniper

Casual play: Very rarely

High level play: Never

The SBSR Sniper on paper isn't actually that bad as it already has a rather high range, I suggest an attempt to increase its damage here which would put its 3 shot to kill range to 100m, this would be somewhat unique but still in line with other Snipers. I also mention a change to the Hard damage modifier, this is to keep its hard damage the same (115.5 > 116)

I also suggest the same package change to remove the recoil curve here for the same reasons as above.

The SBSR series is also often confused as two identical weapons, maybe consider a slight change to their name to make it less confusing to distinguish them.

fHealthDamage 350 >>> 400
fHardDamageModifier 0.33 >>> 0.29

**Remove ramp up recoil and use S-247 'Oblivion' stats instead*

Norseman

Casual play: Very rarely

High level play: Never

~~The Norsemen have basically claimed the spot as the worst SMG series in the game, they all have their unique mod baked into the gun but none of them are really able to compete. The changes I suggest would make them a little more reliable as well as bring down their TTK's from 0,79 to 0,711 (A) or 0,74 (B).~~

~~A focuses more on making them behave closer to other SMG's in the game by making their accuracy better than most SMG's in the game as well as lowering their TTK to be closer but still slower than other SMG's.~~

~~B focuses on playing into the Norsemen's specific mods which all emphasise firing your gun for as long as you can by speeding up the rate of fire at the cost of an overall slower ttk and worse base accuracy compared to A.~~

~~Norseman Mods do the following:~~

~~Hel: 30% less base accuracy but up to 70% better base accuracy as you keep firing.~~

~~Hoennir: 30% Slower base reload speed but the fewer bullets left in your mag the faster it is to reload.~~

~~Tyr: 35% increased base recoil but up to 85% less base recoil as you keep firing.~~

~~Odin: Combines less powerful versions of all these mods in one gun.~~

~~A~~

~~fRadiusAtTenMetres 34 >>> 31.~~

~~fHealthDamage 95 >>> 105~~

~~B~~

~~fRadiusAtTenMetres 34 >>> 33.~~

~~fFireInterval 0.079 >>> 0.074~~

~~If it becomes too inaccurate (likely won't cause its max bloom is hard capped to a low value):~~

~~fRecoveryPerSecond 6.33 >>> 7.1~~

COBR-A

Casual play: Sometimes

High level play: Never

The COBR-A is an acceptable Assault rifle aiming to excel in close to mid range while putting an emphasis on hip firing. It plays very similar to a Joker SR-15 Carbine but is fully automatic and has better base accuracy at the cost of a slower TTK as well as bloom that punishes you for missing your first couple of bullets. I suggest two quality of life changes here that both make it better in cases where you want to use its Marksmanship mode.

Increasing its Marksmanship speed will make it faster to move around with while in Marksmanship mode as well as pulling back on the jump modifier change to give it a slight boost in CQC viability for when you want to jump around a corner to surprise a pushing enemy with acceptable accuracy while you are in mid air.

fMarksmanshipspeed 139cm/s >>> 175cm/s

fJumpModifier 12 >>> 7 (Revert)

Anubis

Casual play: Sometimes

High level play: Never

The NCR Anubis is a Legendary Sniper with a special Crosshair modification that tries to excel at taking out targets faster the more bullets you fired in quick succession by decreasing its bloom per shot for every bullet shot.

It also comes with with a Crosshair modification that makes it hard to judge the actual accuracy of your gun reliably so the first two options explore the idea of removing said crosshair and replacing with something else while the 3rd option is the one that requires less package changes and explores the idea of increasing its overall kill pressure a little.

A would remove the legendary crosshair modification entirely and make it a 3 open slot gun, this (at least in my head) works because the NCR Anubis is a unique gun so I personally don't see the need of a "Legendary" modification just to be able to count it as a Legendary weapon.

B explores the idea of replacing the Legendary crosshair modification with a different Legendary modification called "Piercing" which is currently only present on the Colby Commander and Cap-40 Sergeant and allows for bullets to pierce through certain objects such as doors, ticket booths, civilians at the cost of damage when doing so. It also gives it an extra open slot for a total of one preset mod and two open slots.

Lastly, C is a more traditional form of buffing the weapon by increasing its magazine and reserve ammo capacity while keeping its current crosshair modification. Because of the NCR's less bloom per shot curve this would make it so the second half of your magazine would invoke little to no bloom which would allow it to effectively reach its ttk of 1.470 while also making it the sniper with the highest kill per mag ratio. I also suggest an extra open slot here for a total of one preset mod and two open slots.

A

**Remove "Legendary" crosshair modification*

**Add two additional Open slots (3 Open slots)*

B

**Replace Legendary crosshair modification with Piercing modification*

**Add one additional Open slot. (2 Open slots)*

C

nMagazineCapacity 9 >>> 12

nAmmoPoolCapacity 45 >>> 48/60

**Add one additional Open Slot (2 Open slots)*

LGR

Casual play: Very rarely

High level play: Never

~~The LGR has been lacking for a while now, running into similar issues as the N-tec 7 New Glory when it comes to consistency of landing your shots, however, during the period in which Improved rifling decreased your weapons rate of fire a set of stats was applied to help the LGR offset this downside, these stats have made the "Old Glory" version of the LGR that didn't use Improved Rifling pretty playable so I am suggesting these buffs to be applied again which should make both the Improved Rifling and non Improved Rifling versions of the LGR stronger as a whole.~~

~~fFireInterval 0.3 >>> 0.27.~~

~~fOverallModifierCap 0.6 >>> 0.525.~~

DOW Thumper

Casual play: Rarely

High level play: Never

While this is a shotgun, it doesn't behave like the two currently problematic shotguns (JG / CSG) but rather closer to an NFAS, however, this gun, since the loss of rayscaling has performed so inconsistent / poorly that you may as well not even equip it anymore. Both the LO discord and Forums have brought this up over and over so I

am suggesting applying one of the two small changes below to help it be a little more consistent.

A increases its damage per pellet slightly moving it from 420 damage if all pellets land to 456, this should make it less punishing for pellets to miss.

B explores the idea of a tighter pellet spread to help with its inconsistent nature although I feel like this is the more aggressive approach out of the two that might run into a higher chance of making it too strong.

A

fHealthDamage 35 >>> 38

B

fRaySpreadAtTenMetres 125cm >>> 105/110cm.

VBR

Casual play: Sometimes
High level play: Never

The VBR aims to be a short to mid range Rifle focussed around tapping and maintaining accuracy while doing so, it has an extremely fast rate of fire but lacks overall. I suggest increasing the damage slightly which will bring it up to roughly 40m of range while also decreasing the reload speed.

fHealthDamage 170 >>> 180

fReloadTime 2.5s >>> 2s

R2 Harbinger

Casual play: Very rarely
High level play: Never

The R2 Harbinger is still basically the worst pistol in the game, there are too many clunky things about it that keeps players from attempting to even use it. I am

suggesting a change that reduces its current recoil (RSA Values) to the recoil of the ACT 44 which is more in line with the weapons shot to kill and range nature.

~~Change its current recoil to that of the ACT 44~~

ATAC

Casual play: Sometimes

High level play: Never

The ATAC has gone from an extremely common weapon to see to something you see every now and then, I think the last nerfs were overkill, I honestly think it wasn't a huge issue in the past but the 50m range was a bit of a weird choice for a gun that wasn't exactly meant for distances above 30~ meters. I think the jump modifier should be reverted, giving it that situational CQC strength back while also pulling back on the max bloom nerf a bit.

fJumpModifier 9 >>> 6.5 (Revert)

fOverallModifierCap 0.7 >>> 0.6 (was 0.5 pre nerf)

H-9 'Curse'

Casual play: Rarely

High level play: Never

The H-9 'Curse' isn't particularly awful but its initial base accuracy isn't really useful for anything and is not worth the tradeoff of a much slower TTK compared to the other SMG's. I am suggesting a reload time closer to the other hip fire based SMG's as well as a slight increase in its marksmanship accuracy to emphasise accurate bursts a little more than previously.

fReloadTime 2.4s >>> 2.0s

fMarksmanshipModifier 0.98 >>> 0.9

N-SSW 74

Casual play: Sometimes

High level play: Very Rarely

The N-SSW is a medium range machine gun that could simply do with a slight quality of life change to make it not as clunky to play. I suggest either removing the movement speed penalty when sprinting or giving it a static recoil value rather than a curve.

A

fSprintSpeed 550cm/s >>> 600cm/s

B

**Remove recoil curve and replace with current initial recoil values.*

S-247 'Oblivion'

Casual play: Rarely

High level play: Very rarely

Generally speaking a pretty strong support gun, however it could use a little help to make it viable next to the current meta sniper which is the DMR-AV. I simply suggest removing the movement speed penalty when sprinting to make the gun feel a bit less clunky.

fSprintSpeed 550cm/s >>> 600cm/s

S-AS PDW

Casual play: Rarely

High level play: Never

Meant to be a short range machine gun sidearm, sadly lacks the accuracy to really be atleast decent at what it is supposed to do. I suggest a medium size reduction in its maximum bloom to help with its accuracy as removing its Walk and Sprint inaccuracy loss.

fOverallShotModifierCap 1.01 >>> 0.7

fWalkModifier 1.2 >>> 1

fRunmodifier 1.3 >>> 1

fSprintmodifier 1.95 >>> 1

N-FA 9

Casual play: Sometimes

High level play: Never

The N-FA 9 is a close range machine gun sidearm with an extremely high rate of fire and fast ttk and rather terrible accuracy, the gun is fine as it is but often its reserve ammo can feel rather limiting at times. I'm suggesting an increase to its reserve ammo pool to help with that. I think one could also experiment with buffing its accuracy on the move to make it a little more consistent.

nAmmopoolcapacity 168 >>> 224

fWalkModifier 1.2 >>> 1

fRunmodifier 1.3 >>> 1

fSprintmodifier 1.95 >>> 1

OCSP

Casual play: Very rarely

High level play: Never

The OCSP is similar to the FBW in the way it handles, however starts off much more accurate at the cost of needing 1 extra shot and therefore having a much slower ttk. I suggest lowering its max bloom by a fair amount so it still starts out as very accurate but doesn't bloom out to unusable levels when shooting it at a fast rof.

fOverallShotModifierCap. 3 >>> 2

UL-3

Casual play: Rarely

High level play: Never

The UL-3 aim to be short to mid range machine gun pistols, however, their current maximum bloom value severely cripples their capability to full auto unless the enemy is within hugging distance. I suggest a medium reduction here to help them in that regard without bringing them too close to the other machinegun secondaries to make up for the extra distance the UL-3 have.

The Hitchhiker is also flat out the worst of them, the Jersey Devil and Bloody Mary have acceptable mods but that of the Jersey devil just doesn't work out whatsoever and is basically a flat downgrade to the gun all things considered so I am suggesting to simplify the mod of the Hitchhiker, more below.

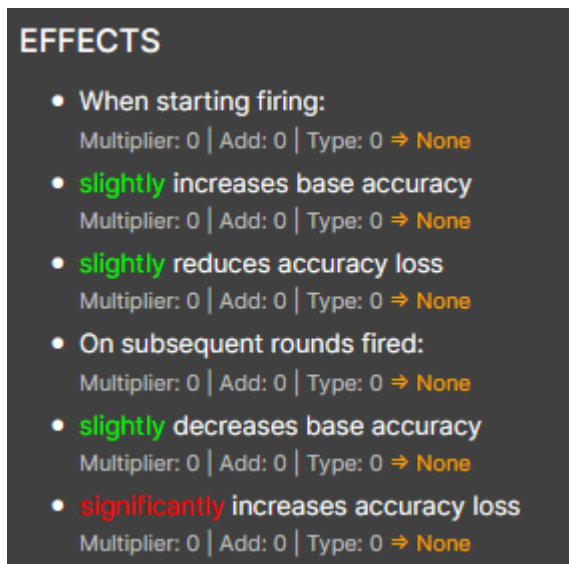
**Possibly consider messing with its recoil a bit, the ramp feels pretty bad, a 30% reduction should do.*

fOverallShotModifierCap 5.0 >>> 4.0

Hitchhiker Specific changes:

Reduce reload penalty from 60% to 30% (Type 188 Multiplier: 1.6 >>> 1.3)

**Remove all curve modifiers related to its base accuracy and accuracy loss when firing*



Mountie

Casual play: Very Rarely

High level play: Never

The Mountie is yet another series of machine gun pistols that sort of see little to no use in the game after the Yukon's extreme rate of fire bug has been fixed very early into LO's management of the game. I suggest reducing its sprint delay, jump modifier as well as an increase to its ammo capacity to help it perform better

fSprintDelay 0.625 >>> 0.25

fJumpModifier 7.0 >>> 5

nMagazinecapacity 20 >>> 28

nAmmopoolcapacity 140 >>> 196

STAR 556

Casual play: Sometimes (not counting new players)

High level play: Never

The STAR is simply lacking and out of the FAR and N-tec is supposed to be the Assault Rifle that excels at CQC more while being A LOT slower and therefore worse at Mid ranges. Depending on how the meta shifts after the N-tec changes I suggest pulling back on its jump modifier change, making it situationally good in CQC where the STAR is meant to have the upper hand as well as a reduction in its reload speed which will help it some more in those fast paced close range situations.

~~fJumpModifier 30 >>> 12~~

fReloadTime 2.8 >>> 2.4

FAR

Casual play: Common

High level play: Very rarely

I generally think that standardising the increased jump modifier values on just about any AR in the game was a mistake, APB is very movement heavy and guns that aim to excel at closer ranges should not have their ability to jump shoot killed entirely such as seen with a jump modifier of 30. The FAR, while strong, is aiming to be the inbetween of the STAR and N-tec, however, its jump modifier is still treated as if it was the long range king that shouldn't have an excess amount of strength in close range like the N-tec, to further emphasise the FAR's spot in the middle of the two base AR's its jump modifier should also be in between that of the STAR and N-Tec.

~~fJumpModifier 30 >>> 16~~

RFP

Casual play: Very rarely

High level play: Never

The RFP has been the most problematic pistol in the game for many years but after its changes and what felt like three or so reworks it is clear that the gun has simply been too bad since it has left its original state. I suggest returning to its old problematic state and nerfing it heavily by reducing its range from 40 to 30 as well as changing the Fang's modification from Improved Rifling 3 which has previously made it impossible to balance to Hunting Sight 3.

(These changes would have to be applied to Pistol_RFP9 as well as Pistol_RFP9-SD)

~~fMarksmanshipModifier 0.32 >>> 0.64~~

~~fHealthDamage 110 >>> 133~~

~~fRampDistance 4000 >>> 3000~~

~~fMinDamageRange 1500 >>> 2000~~

~~nAmmoPoolCapacity 120 >>> 105~~

~~nMagazineCapacity 24 >>> 21~~

~~**Change the RFP 9 'Fang's modification from Improved Rifling 3 to Hunting Sight 3.*~~

Round two of RFP Changes:

As expected the revert to the old RFP stats has helped the gun a ton although its range is a little lacking, suggesting an increase in 5m here which is still 5m less than it used to be during its op state.

fRampDistance 3000 >>> 3500

SNR

Casual play: Rarely

High level play: Never

The SNR has been okay since the buff but still barely sees any use because the gun plays too slow for its set in stone close range playstyle. I suggest a reduction in its sprint delay to help it play around cover in close range more, especially while being pushed.

fSprintDelay 0.73 >>> 0.3

SG-21 ‘Strife’

Casual play: Rarely
High level play: Never

The Strife is an incredibly slow firing Shotgun with extremely high damage output, however, while the gun is supposed to be slow, it just feels sluggish to play, I suggest a reduction in its sprint delay to make it easier to get/stay up close in between shots.

fSprintDelay 0.65 >>> 0.3

Obeya CAP40

Casual play: Rarely
High level play: Never

The CAP40 is still lacking a bit and could use a little love, being careful about my approach here to not run the risk of the CAP40 becoming too strong since its stats, at least on paper are extremely similar to those of the OCA.

fReloadTime 1.9 >>> 1.6

Agrotech ACES (SMG)

Casual play: Rarely
High level play: Never

The ACES is an extremely fast firing SMG that requires a whopping 15 bullets to kill, it's a decent gun but could use a slight boost in effectiveness, I suggest lowering its time to reload.

fReloadTime 1.85 >>> 1.6

Shredder SB

Casual play: Very rarely
High level play: Never

The Shredder is just lacking overall, it's meant to be a shotgun with an extremely tight circular pellet pattern that excels at medium ranges, however, its overall just a very bad gun, possibly the worst in the game. I suggest an increase to its rate of fire and a complete removal of its recovery delay.

fFireinterval 0.48 >>> 0.4
fRecoverydelay 0.6 >>> 0

FFA Bullshark

Casual play: Very rarely
High level play: Never

The Bullshark is the legendary version of the Obir using the FFA model, it has always been a bad gun and will likely never live up to the standards of many other guns, there have been a bunch of changes to it and it's slowly turned into something more playable although still severely lacking. Since it is using a different weapon type than the regular Obir on a database level I want to suggest removing all bloom per shot from the Bullshark as that is currently severely limiting its range capabilities.

fPerShotModifier 0.2 >>> 0

Colby RSA

Casual play: Sometimes
High level play: Very Rarely

The ACT-44 has always overshadowed the RSA and even now after the ACT-44 nerf it is still outclassed, suggesting some accuracy buff to let it take advantage of its higher range more reliably.

~~fRadiusAtTenMetres: 16 >>> 14~~
~~fWalkmodifier: 1.5 >>> 1.3~~

EOL Series

Casual play: Very rarely
High level play: Never

The Frag and Low Yield versions kinda dont have a purpose, they may as well not even exist as they are essentially glorified versions of the OPGL, the Concussion one (if mastered) can be pretty strong however, suggesting a strong buff for the Frag/Low Yield by removing their windup timer and a small QoL buff to make mastering the Concussion one a bit easier.

Remove windup timer on the Frag and Low-Yield Fragmentation Grenade versions

Keep it for the conc one and increase reserve ammo by 2-3 grenades.

Obeya GR762

Casual play: Sometimes

High level play: Very Rarely

~~This gun was previously nerfed but after a couple of months and players realising that the OBIR isn't as bad as they thought without the ability to reverse quickswitch and gravitating more towards the OBIR again I think it's safe to revert the nerf and possibly look into nerfing it's hard damage multiplier in the future if it turns out to become problematic again.~~

~~fHealthDamage 220 >>> 245~~

S1-NA 'Manic'

Casual play: Very rarely

High level play: Never

Previously overnerfed weapon, some things can be pulled back here.

fJumpModifier: 4.4 >>> 2.8 (used to be 2.2)

fOverallShotModifierCap: 0.725 >>> 0.63 (Used to be 0.60)

Scoped N-tec 5

Casual play: Very rarely

High level play: Never

Since jump modifiers of 30 just add a bad feeling to overall gameplay I am also suggesting the Scoped N-tec to get the same treatment as the other AR's above.

fJumpModifier: 30 >>> 20

FR0G

Casual play: Common

High level play: Very Rarely

The FR0G series of pistols aim to be a mix of an FBW and a .45, mostly using the FBW's stats but with higher damage to allow for a 5 shot kill range up to 10 meters. It's quite lacklustre and you're better off using either the FBW or .45 but this also means that buffing it runs the risk of making the FBW which it's built on obsolete. I suggest adding a slight bit of overhead damage to put its 5stk range to somewhere around 12~13m as well as making 5 shot kills more common within 10m.

fHealthDamage: 200 >>> 210

fRampDistance 1000 >>>> 1200

RHD LS1 'Corsair'

Casual play: Very rarely

High level play: Never

Currently a legendary Slug shotgun, it was very apparent that LO was extremely careful when making this thing as it could run the risk of becoming too strong very easily. Right now it has an absurd but also hilarious dropoff to its min damage value of 5 meters meaning that 2 meters after its effective range of 30 it'll take an extra shot to kill. It also uses an unintended(?) min damage percentage of 45% rather than the standard 30%. I'm proposing two changes here, one to fix its weird min damage percentage value and one to let it extend its 3 and 4 shot kill range a bit.

New 3 stk range would be 35m (was 32) and the 4 stk range would be 43m (was 34).

fMinimumDamagePercentage: 45 >>> 30

fMinDamageRange: 5 >>> 25

ACT-44

Casual play: Sometimes

High level play: Very rarely

The ACT-44 has kinda fallen off a bit after the range nerfs, I'm suggesting slight adjustments to make the playing field between many of the pre modded ACT's closer, including a recovery buff that will make the CJ3 version actually usable at the cost of less accuracy compared to the Hunting Sight versions.

~~fRadiusAtTenMetres: 20 >>> 18~~

~~fWalkmodifier: 1.2 >>> 1.0/1.1~~

~~fSprintDelay: 0.73 >>> 0.62~~

fRecoveryPerSecond: 3 >>> 5

Showstopper

Casual play: Very rarely

High level play: Never

The first gun LO has released, it's unique in a couple of ways but primarily in the fact that it is the only Shotgun secondary in the game. However, both the Regular and Legendary version are kind of lacking so I'm suggesting to tighten up the spread a bit which will be a medium sized buff for the regular Showstopper and a small to medium sized buff to the Legendary version.

fRaySpreadAtTenMetres: 125 >>> 110

ALIG 762 / SHAW

(ALIG) Casual play: Rarely

(SHAW) Casual play: Sometimes

(ALIG) High level play: Never

(SHAW) High level play: Never

The ALIG and SHAW are both LMG's that have suffered from APB's extremely movement heavy combat as both of these two guns basically require you to be crouched and standing still for them to have any sort of reasonable accuracy. They just don't feel great to play compared to some of the more less restricting weapons in the game, hence why the only meta LMG to ever exist was the SWARM who isn't punished nearly as much for moving / not being crouched. Both the ALIG and SHAW could do with the "SWARM treatment" and have their Walking accuracy modifier reduced to sane levels as well as a slight increase in run, marksman and sprint speed to match that of the SWARM. The reason I am listing this under "Maybe?" is because it'd require more testing as especially the SHAW could run the risk of becoming a bit too strong if overbuffed.

(ALIG) fWalkmodifier: 7.0 >>> 3.0
(ALIG) fMarksmanshipspeed 90 >>> 125
(ALIG) fRunspeed 350 >>> 400
(ALIG) fSprintspeed 475 >>> 525
(SHAW) fWalkmodifier 6.5 >>> 3.5
(SHAW) fMarksmanshipspeed 90 >>> 125
(SHAW) fRunspeed 350 >>> 400
(SHAW) fSprintspeed 475 >>> 525

Weapons that possibly require nerfs/buffs/adjustments

O-PGL 79 CD

Casual play: Very rarely

High level play: Never

Something is REALLY wrong with this thing and it absolutely needs a nerf hence why it is at the top of this list, it's absurdly strong and it shows that it hasn't been touched since RTW when players had access to better Stamina regen. This gun has the ability to suck the fun out of any mission due to its ABSURDLY large explosive radius with a seemingly bugged dropoff. Pair this thing with a nano or a TG-8 and the enemy team may as well not even try and fight you.

fExplosiveRadius: 1000 >>> 700

JG/CSG

(JG)Casual play: Extremely common

(JG) High level play: Extremely common (assuming not banned as per rules)

(CSG) Casual play: Common

(CSG) High level play: Very rarely (assuming not banned as per rules)

These two have been an issue in the game for far too long and have been stuck in a limbo of either being op and unfun to play against or flat out useless due to inconsistency for **OVER A DECADE** despite being changed more than the N-tec 5. It's clear that the idea behind the 2STK shotguns just doesn't work and I am proposing a massive shift away from the two hit kill and instead making them a three hit kill with roughly the same ttk but MUCH tighter spread, the goal is to add a downside to corner popping which currently makes them feel borderline unbeatable

Iteration 1		Current Stats	Proposed Stats	Current Stats	Proposed Stats	Iteration 2		Current Stats	Proposed Stats	Current Stats	Proposed Stats
Statistic		JG-840		CSG-20		Statistic		JG-840		CSG-20	
Time To Kill (TTK)		0.65 sec	0.70 sec	0.70 sec	0.72 sec	Time To Kill (TTK)		0.65 sec	0.68 sec	0.70 sec	0.72 sec
Shots To Kill (STK)		2	3	2	3	Shots To Kill (STK)		2	3	2	3
Health Damage (pellet)		756 (63)	400 (50)	651 (31)	480 (40)	Health Damage (pellet)		756 (63)	400 (40)	651 (31)	480 (30)
Stamina Damage (pellet)		240 (20)	180 (22.5)	420 (20)	230 (19.16)	Stamina Damage (pellet)		240 (20)	180 (18)	420 (20)	230 (26.25)
Hard Damage (pellet)		150 (12.5)	168 (21)	123.9 (5.9)	128 (10.6)	Hard Damage (pellet)		150 (12.5)	168 (16.8)	123.9 (5.9)	128 (8)
Fire Interval		0.73 sec	0.35 sec	0.77 sec	0.36 sec	Fire Interval		0.73 sec	0.34 sec	0.77 sec	0.36 sec
Reload Time		0.6 sec	0.6 sec	0.7 sec	0.7 sec	Reload Time		0.6 sec	0.6 sec	0.7 sec	0.7 sec
Ammo Capacity		24	24	24	24	Ammo Capacity		24	24	24	24
Magazine Capacity		8	8	8	8	Magazine Capacity		8	8	8	8
Pellet Count		12	8	21	12	Pellet Count		12	10	21	16
Dropoff Range		10m	10m	15m	15m	Dropoff Range		10m	10m	15m	15m
Minimum Damage Range		20m	15m	25m	25m	Minimum Damage Range		20m	15m	25m	25m
Minimum Damage %		30%	30%	30%	30%	Minimum Damage %		30%	30%	30%	30%
Spread at 10m (assuming diameter)		150cm	55cm	75cm	40cm	Spread at 10m (assuming diameter)		150cm	55cm	75cm	40cm
Per Ray Damage Scale		0.95	1	0.97	1	Per Ray Damage Scale		0.95	1	0.97	1
Sprint Delay		0.65 sec	0.335 sec	0.65 sec	0.36 sec	Sprint Delay		0.65 sec	0.32 sec	0.65 sec	0.36 sec
Jump Modifier		10	5	10	5	Jump Modifier		10	5	10	5
Iteration 3		Current Stats	Proposed Stats								
Statistic		JG-840									
Time To Kill (TTK)		0.65 sec	0.70 sec								
Shots To Kill (STK)		2	3								
Health Damage (pellet)		756 (63)	400 (33.3)								
Stamina Damage (pellet)		240 (20)	180 (15)								
Hard Damage (pellet)		150 (12.5)	168 (14)								
Fire Interval		0.73 sec	0.35 sec								
Reload Time		0.6 sec	0.6 sec								
Ammo Capacity		24	24								
Magazine Capacity		8	8								
Pellet Count		12	12								
Dropoff Range		10m	10m								
Minimum Damage Range		20m	15m								
Minimum Damage %		30%	30%								
Spread at 10m (assuming diameter)		150cm	55cm								
Per Ray Damage Scale		0.95	1								
Sprint Delay		0.65 sec	0.335 sec								
Jump Modifier		10	5								

While the gun is overall fine, it's missing out ever so slightly compared to the PMG which is usually the preferred choice even by only a little. Adding an ever so slight crouching modifier to match that of the PMG will help and avoids nerfing the PMG even more. (Changes will have to be applied to both "Weapon_SMG_OCA" and "Weapon_SMG_OCA-SD" but NOT the Whisper)

This change is not needed if the PMG sees some meaningful adjustments.

fCrouchmodifier 1 >>> 0.95

Colby PMG

Casual play: Extremely common

High level play: Extremely common

The PMG is basically the best SMG in the game and while I don't think it's particularly overpowered I do agree that the gun just feels very unfun to play against due to its 5 shot nature, it feels as if it kills incredibly fast cause it just rapidly chunks massive bits off your hp. I think the PMG should stay roughly where it is right now in terms of effectiveness but be turned into a 6stk weapon with a slightly faster rate of fire and better bloom recovery to compensate.

Alternatively, try the same gun we have right now but with a slightly slower rate of fire.

A:

fHealthDamage 200 >>> 180

fFireInterval 0.175 >>> 1.43 (0.715 ttk) /// 0.175 >>> 0.14 (0.7 ttk)

fRadiusAtTenMetres 34 >>> 33 (Revert)

fRecoveryPerSecond 6.9 >>> 8 (Will have to be tested, currently an estimate)

B:

fFireInterval 0.175 >>> 0.185 (0.74 ttk)

N-HVR 762/SD

Casual play: Common

High level play: Sometimes

The N-HVR 762 has been a troubled gun in the past due to its extremely high damage output and quick switching capabilities. After multiple nerfs to fix these issues the N-HVR 762 has finally settled into a spot where it isn't as unfun to play against due to limiting the amount of time it takes you out of a push by reducing its

damage output as well as severely limiting the pressure it has in close range by tying its damage to accuracy.

The gun is, although far less popular, in a decent spot, however, the other long range options such as the OBIR or DMR-AV simply offer more versatility so the N-HVR 762 falls a bit short, I think tying damage to accuracy was a good move but it was done far too aggressively so that can be pulled back a lot, keeping the concept and also keeping what it was meant to fix but also buffing that situational strength by making the damage difference between a fully accurate and unscoped shot less severe.

**Adjust curve to do a minimum of 600 damage rather than 340.*

DMR-AV/SD

~~(DMR-AV) Casual play: Common~~

~~(DMR-SD) Casual play: Very rarely~~

~~(DMR-AV) High level play: Extremely common~~

~~(DMR-SD) High level play: Never (Given the player has a DMR-AV)~~

~~The HVR nerf has created more room for guns like the DMR to shine, however, the DMR-AV has quickly risen to be the most dominant choice due to its insanely high Hard Damage output combined with the ability to two shot at longer ranges.~~

~~The DMR-AV is always the clear choice over the SD and is essentially a flat upgrade seeing as the DMR-AV PR2 has the two most important mods on it, making that extra flexibility of a 3 open slot DMR-SD rather meaningless seeing as its hard damage output is a lot less.~~

~~I am suggesting the removal of the 2-shot capability on the DMR-AV to focus more on its Anti-Vehicle design, delivering extremely high hard damage at extreme ranges but without the capability of two shotting players on top of it, leaving the latter to be something only available to the DMR-SD which has worse Hard damage output across the board.~~

~~*Apply multiple curves to the DMR-AV to simulate the same exact behaviour it has currently for Hard damage but make it so the Stamina and Health damage curves cap out at 495 at 95m.~~

Low-Yield Fragmentation Grenade

Casual play: Very rarely

High level play: Never

Previously a horror that terrorised the game for way too long, most players didn't enjoy the low yield meta so they had rather harsh opinions on what had to be nerfed about them, in the end, it was a mix of a few things and the result is that they see basically no use whatsoever nowadays.

Approach A makes a near miss less punishing putting them at the same max damage range as concussion grenades while still being much easier to throw and land.

Approach B reverts the damage nerf it has seen way back, making it a 2 hit kill again against users of CA2/3 which is almost everyone while keeping the very low max damage range meaning that one would have to be very precise with them.

A: fGroundzeroradius 200.0 >>> 275.0

B: nDamage 515 >>> 575

N-tec 5

Casual play: Extremely common

High level play: Extremely common

The most played gun in the game and probably also the gun that has seen the most changes and varying opinions about whether it should be buffed or nerfed even further. One of the more common bits of feedback received by the community has been that the nerfs added too much inaccuracy to the game and to an extent I agree. The N-tec 5 has seen two accuracy changes, one to its bloom which can be managed so I don't think it's an issue but also one to its jumping accuracy like many other AR's and even with Hunting Sight 3 the jumping accuracy is just not reliable, even on distances as close as 5 meters, this just feels bad and flat out looks wrong and almost like a bug of sorts. Like mentioned above in regards to other guns, 30 just feels bad and I am suggesting a change here to reduce its jump modifier down closer to what it used to be when it was considered one of the more fun guns in the game. This however may warrant a follow up nerf in the form of possibly a equip time nerf as it'd be a direct buff to a gun that is already the best in its class and likely the most played gun in the game, however, I do think this change is needed in the long run as an effort to make APB's gunplay feel more fun again.

fJumpModifier: 30 >>> 16 (Used to be 12)

fEquipTime: 0.8s >>> 1s (POSSIBLY NEEDED)

OBIR

Casual play: Common

High level play: Extremely common

The OBIR is an extremely strong weapon right now and I almost feel as if it shouldn't be nerfed until certain guns are brought up a notch. Its extreme overhead damage makes the gun very oppressive and a strong support weapon, however, it also means that it lets it extend its 3 burst range to insane ranges. If one was to nerf this weapon it'd probably be best to just lower its overhead damage a little, however, I also think that the reason why the OBIR is considered OP right now is due to the fact that it tends to be a very strong choice among top players due to its rather high skill ceiling much like the .45 which to a lot of players will make the gun appear stronger than it actually is as they're facing players way beyond their skill level who could make any gun look as impressive.

A focuses on lowering the damage from 495 to 450 per burst, keeping it a 7stk weapon but lowering the overhead damage which will act as a medium size range nerf as well as making the gun slightly less oppressive to play against.

B focuses on lowering its effectiveness in GQC when switching to the gun after running out of ammo on your pistol as well as a slight reduction in its accuracy when jumping whilst in marksman.

C is basically just adding a counter to the OBIR back to the game and while I doubt that it'll significantly lower the amount the OBIR will be played it will at least have a gun that can challenge it by out ttking it at higher ranges, I personally prefer this approach hence why the buff to the Obeya CR762 is listed among the many weapons in the section above rather than in this section, adding a long range counter back to the game is going to be healthy and leaves room for a potential OBIR nerf in the future if really necessary

A:

fHealthDamage: 165x3 >>> 150x3

B:

fEquipTime: 0.8 >>> 1.2

fJumpModifier: 19.145 >>> 24

Ⓔ:

~~Revert the Obeya CR762 health damage nerf to allow it to fight the Obir at those higher ranges again~~

FBW

Casual play: Common

High level play: Sometimes (Assuming user doesn't have Fr0g)

APB's starter pistol has seen a lot less use with the introduction of the .45 and now the Fr0g being pretty much a flat upgrade. I think the overall strength ceiling of pistol's is fine with the .45 being the dominant choice for players who have mastered the weapon being both fun, very strong but also extremely punishing, the Fr0g combines the FBW and .45 into one gun which after the buffs to make it useable has basically left the FBW in a weird spot in which all it has going for it is 5 extra bullets in the mag at the cost of requiring an extra shot to kill.

I think the ideal buff for the FBW would be one that keeps new players into account while also meaningful enough to let it stand up against the FR0G.

An idea would be to make the bloom per shot on the FBW more noticable and then sync the recovery delay/speed to recover all of said bloom just as the next shot is able to be fired, this would be a small buff to the gun and a way to telegraph the rate of fire to players, especially new ones.

Alternatively one could have a more traditional approach and just lower the bloom per shot or maybe even entirely remove it which achieves the same thing, just without the telegraphing to newer players.

AAEPD "Volcano JC"

Casual play: Common

High level play: Never

Right now, the AAEPD's sprint delay is shorter than its fire interval which means that when it's being shot from the hip while holding sprint / with the always sprint config your character will start to sprint in between the first rocket and when the second rocket is supposed to be fired and cause you to go for another lengthy windup rather than being able to fire both rockets in quick succession.

This change is honestly very minimal and won't be noticeable to most players but it will serve as a QoL change for those users that use the always sprint config that is supposed to become an ingame option sooner or later.

fSprintDelay 0.73s >>> 0.76s

Premodded Weapons

Below is a list of all the premodded weapons that are just flat out bad due to the mods on them and are basically never considered an option even when compared to 1-2 slot versions of the same gun. I will also suggest the removal of weapons that have two version available for the same price with one being the clearly better choice.

ATAC Watchman

This one is rather simple, change the preset CJ3 to an open modification slot.

ALIG 762 'Surefire'

Replace Cooling Jacket 3 with Muzzlebreak.

SHAW 556 'First Blood'

Replace Heavy Barrel 3 with Muzzlebreak.

SWARM 'Yellow Jacket'

Replace Extended Magazine 3 with Magazine Pull 3.

Obeya CR762 'Below Zero'

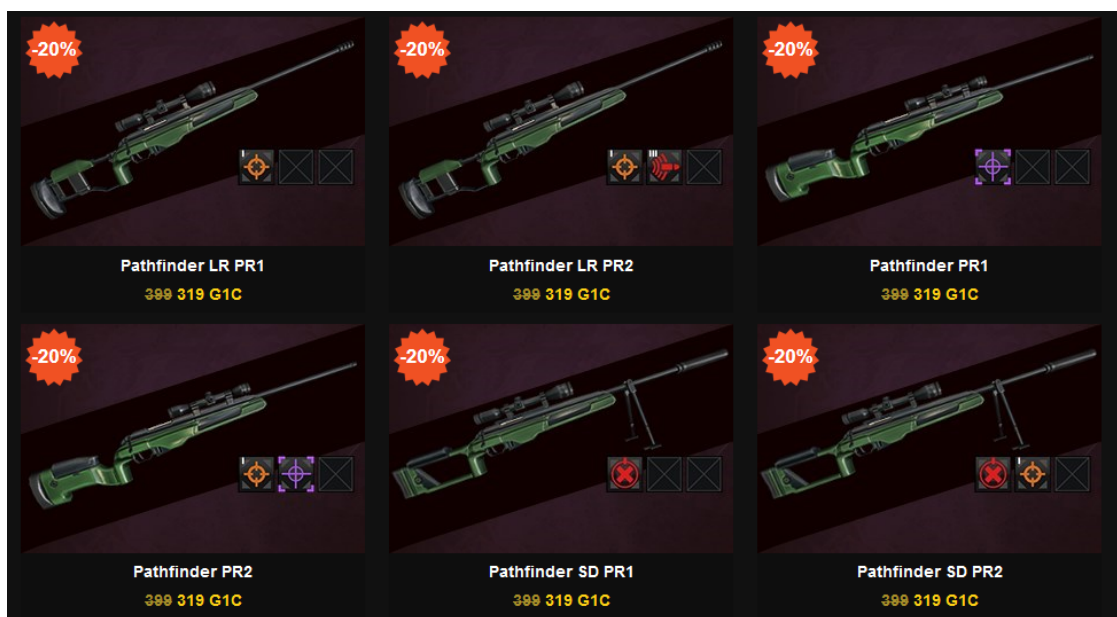
Replace Heavy Barrel 3 with Improved Rifling 3 or Heavy Barrel 3

Joker Tas20 'Tactical'

Replace Extended Mag 3 with Bandolier 3.

Pathfinder PR1 / LR PR1 / SD PR1

All those versions mentioned above can realistically be removed from Armas as the PR2 versions of these have mods with flat upgrades to the guns therefore now that all the prices are the same they are nothing but bloat and serve no purpose whatsoever.



Cars

These two cars just feel like they're a little too weak as they lack compared to other cars in many ways, the Charge Cisco is also commonly used as a mission objective for players to deliver and its extremely easy to prevent delivering this car as hit has no grip, is therefore easy to push around and flip while also having a very low health pool compared to other cars in its class.

Charge Cisco

The car should be more tanky and much more heavy so it doesn't get bullied around as much.

Change Chassis Torque Factor to what it used to be.

Charge Sentinel

Needs some love, currently pretty easy to bully, might even be worth a shot to make it a bit more heavy as it's a common objective in car missions.

Health 1050 >>> 1250
Max Speed 20 >>> 21.5

Dolton Montane

Health 1250 >>> 1350

Patriot T-25

Health 1250 >>> 1350

Balkan Varzuga Rally XS

Weight distribution needs to be changed to make the vehicle not tip over as easily during sharp turns.

Dolton Broadwing

Needs a bit of a bump to its acceleration.

MODS

Below will be the list of mods that require buffs / adjustments, to mention is that the overall cap of 195 mods should be lowered to 80, after a decade of them being locked to Rank 195 and above it's finally time to change that, it makes no sense and actively gatekeeps players (especially new ones) from having access to some of the better mods in the game.

Car mods that require adjustments

Mobile Spawn Point

~~While this mod should reward you with thinking ahead and finding a good spot for your car for everyone to spawn in, it simply doesn't feel like it works like that 90% of the time, players just place it randomly and due to the fact that enemies have to be within 35 meters to block it they will quite often still get a very close spawn that can often feel pretty unfair. Many community members (myself included) have suggested a nerf to the mod by increasing the radius in which enemies block you from spawning to 50 meters which will still allow you to spawn closer than regular spawns but not quite in the enemies face.~~

Mobile Radar Tower

While this mod is currently disabled due to multiple bugs with it it was simply unbalanced and often terrorised many spots and missions as a whole as players would use it on tanky cars to block off pathways to the objective / area they're defending which would make players either waste nades to make that entry point accessible again or know that the enemy team knows their very move for as long as they're within TWENTY meters of the car, this also worked vertically which meant that one car could cover an entire TipToe garage staircase for example. If this mod was to be reintroduced to the game it needs to have its radius reduced from 20 to anywhere between 10-12 meters.

Consumables

Consumable rework

They just need to be reconsidered. They should be quirky things to use during player hosted events or to add a little flair to things, keep the Boombox as a consumable and change the Display Banner from an orange character mod to a consumable. Furthermore, Epinephrine and Med Spray should be orange character mods with a medium to low cd to make them a viable pick next to the other orange mods such as Field supplier or Blowtorch.

Weapon mods that require buffs

Mobility Sling

This mod just isn't used anymore, the % increase is not worth it on a lot of guns and the equip time reduction is not worth the tradeoff. I suggest removing the downside, make it more in line with the other purple weapon mods. If that is not enough I suggest changing it from a % increase to change the weapons marksman speed to a static value depending on weapon type.

Type: 171 Multiplier 1.15 >>> 1.0

~~Muzzle break~~

~~Because it's such a niche mod only applicable to a select few guns it's not really seen a lot even on the guns that use it, I would honestly suggest removing the downside here entirely or changing it from like +30% vertical recoil to +10%.~~

~~Type: 146 Multiplier 1.3 >>> 1.0/1.4~~

~~Type: 147 Multiplier 1.3 >>> 1.0/1.4~~

Extended Magazine

This mod is severely falling behind the other options in the blue weapon mod category, I am suggesting to pull back a little on the hefty reload speed increase downside.

Extended Mag 1: Type: 188 Multiplier 1.2 >>> 1.1

Extended Mag 2: Type: 188 Multiplier 1.4 >>> 1.2

Extended Mag 3: Type: 188 Multiplier 1.6 >>> 1.4

Magazine Pull

This mod is not falling behind as much as Extended Magazine but it is still quite under utilised so it could use a bit of love.

Magazine Pull 1: Type: 183 Multiplier 0.85 >>> 0.90

Magazine Pull 2: Type: 183 Multiplier 0.80 >>> 0.85

Magazine Pull 3: Type: 183 Multiplier 0.75 >>> 0.80

Pistol/Sniper Silencers

Those two silencers right now are pretty much just a flat downgrade to the weapons they are on as tracers are no longer a thing and likely won't be for the foreseeable future and even if they were to return most of the existing players will no longer rely on tracers to identify where they are being shot from so I think it'd just be best to remove the big downsides from them and for the time being make those silenced weapons a bit more viable.

If I remember correctly the Silencer mods actually do not have a function and instead the stats for them are manually applied to each weapon using them so I will list both the mod including its Type/Multiplier in case I am remembering it incorrectly but also a list of all weapons using those silencers that would require to be changed. The only issue with that would be the ISSR-B which would need to see a compensation nerf to keep its range at 83 meters instead of 90, alternatively keep it at 90 and see what happens but I am very sure it would lead to it becoming a superior S-247 'Oblivion'.

Pistol Silencer: Type: 183 Add: -1 >>> 0

Sniper Silencer: Type: 71 Add: -700 >>> 0

ID: 71 (FBW SD)

ID: 76 (Fr0g)

ID: 164 (Scout SD)

ID: 166 (HVR SD)

ID: 167 (ISSR-B)

Adjustments required:

ID: 75 (Fr0g Thumbnail) ID 75 >>> 76 (This is a bugfix as its using the wrong ID and therefore has the recoil of the unsilenced version)

ID: 167 (ISSR-B) fRampDistance: 9000 >>> 8300 (Compensation nerf to keep its range the same after removing the 7m penalty from the Sniper Silencer)

Character mods mods that require nerfs

Mobile Cover

Previously a consumable that was turned into a character mod to justify its strength. It's still honestly quite cheesy and it's sneaking its way into the meta again which just leads to frustrating gameplay, while it should have its use, it should not make a player borderline invulnerable out in the open assuming both players are on the same elevation height. The thing should be destroyable and not have health closer to that of some cars so I am suggesting a significant nerf in HP which will let users destroy the shield rather than the shield basically functioning as a reset-fight button.

Health: 600 > 100~150

Character mods that require buffs

Blue mods

Out of the four blue mods only two of them are actively used which are "Valizpram Tablets" generally the choice for top players as it makes you immune to getting run over by a lot of cars as well as "Car Surfer" which is the more casual choice that lets you surf on cars and bypass the heavy weapon restriction, this mod is only used in a few situations in top play but is mostly considered also a dead mod compared to Valz.

The other two mods "Hard landing" and "Happy Landings 1-3" are basically not used anymore and could simply do with having their downside removed, doing this for Happy Landings 3 however would require the removal of Happy Landings 1 and 2 and changing the name of Happy Landings 3 to just "Happy Landings"

Green mods

Clotting Agent is the only choice in this category right now with a few cases of Kevlar 3 being a decent choice if used correctly, Fragile and Flak Jacket are however entirely useless and serve no purpose because the default regen speed is awfully slow.

In an ideal world Clotting Agent 1 and 2 are removed and Clotting Agent 3 simply becomes "Clotting Agent" which then mimics the current Clotting Agent 3 behaviour

with the following changes in mind: To accompany this change the default Regen speed will then be changed to that of Clotting 2, this will help new players drastically when it comes to getting into the game but also open more balancing avenues for the other Green mods to be balanced, for example a new addition to Kevlar could be to reduce the regen speed from the new default Clotting Agent 2 speed to that of current Clotting Agent 1, which is still a buff but would keep it from becoming too strong, Flak Jacket and Fragile could keep the new default regen speed of Clotting Agent 2 to make up for their existing downsides.

MISSIONS

Heavy items are still plaguing the game and next to VIP missions are honestly the worst part about the current mission gameplay flow, they are slow and clunky, various tricks exist to speed up item carrying but no method really helps when the item gets stuck in the open or just spawns in a bad position which can often just lead to it being in an unrecoverable state and resulting in a match loss or atleast a lot of frustration trying to recover it. Multiple ideas have been thrown around on how to fix this issue and quite frankly there isn't a clear fix, this issue is very much something one will need to experiment on to fix, the most obvious first step would be to try and speed up how fast the player moves when holding a heavy item to running speed rather than walking, this however screw with the animations so there's really no telling what'll happen until you try it, another option would be to bring back "Heavy Item Jumping" which was a trick removed by G1 that let you carry your sprinting speed momentum forward if you picked up the heavy item in mid air, bringing this back however will not provide a solution for newer or less experienced players and also just looks goofy and very much like a bug. You gotta start somewhere and heavy items are going to play a large role in player frustration once the matchmaking releases and removes the ability to abandonmissions.

Stage 3 of "Immigrant History" (JG_BES3_Dis1) requires the player to seize two vans, both of which have a 40~45 second objective timer instead of 25~30.

Stage 2 and 3 of "Deliver the Liver" (JG_BCL0_VTh1_B) have a Stage timer of 240 rather than the standard 300.

Stage 3 and 6 of "Constructive Criticism" (JG_FEL4_FoE1) ask players to Defuse/Plant Bombs on portacabins that for some odd reason can be destroyed with a few bullets and then shot through which increases the amount of angles they can be covered from, this should probably be fixed.

VIP missions on Asylum (PGA_VIPSurvival) should be disabled from spinning up.

Baylan player count should be turned down to 16v16 rather than 20v20, this was an unintentional change I believe.

All missions should automatically abandon if unopposed and player count drops to 1.

VIP missions should automatically abandon if unopposed and player count drops below 3.

The VIP marker should not update in real time but rather in set intervals such as every 5 seconds UNLESS the VIP is in a car.

VIP missions should have their 12/5 lives version replaced with 23/8 lives, on top of that, once there's more than 3 players on the side that has to take out the VIP the lives should be increased to 30/8.

Stage 4 of "Bad Investment" (JG_BCM3_Bur1) asks Enforcers to retake a checkpoint which has a 40~45 second capture time and will always spawn in the open as it will previously have been a car dropoff in Stage 3. This should be reduced to 10~15 seconds at max.

The mission "Mah-Jong Money" (JG_BCL2_VTh1) asks Criminals to deliver very easy to destroy / bully cars, one example being the Macchina Calabria (Starter Car). This just makes the mission kind of a pain to deal with, especially in the current conc/dmr av meta.

The following missions have their last stage set to be a single Point/Graffiti hold with a point cap of 240/300 rather than the standard of 120 for single point holds.

DB_BEL0_Inv1_T
DB_BES0_For1_T
DB_BCM0_Van1_G
DB_BES0_For1_P
DB_BCM0_Van1_B
DB_BEL0_Inv1_P
DB_BES1_Pic4_T

Some missions have "Fake objectives" where only one set objective will drop the items required to progress to the next stage, which objective will always be the same such as E and F in Stage 3 of Daring Deeds (JG_BEL2_AGr2), because it will always be the same objectives it is common knowledge nowadays, however, the Stage timer is still very long because the Stage technically asks players to do 4 objectives and accounts for players not knowing it'll only be E and F. This is kinda just a weird design choice nowadays as localization edits basically tell you which objectives to do and the few missions that do it being easy to remember, I personally think Fake Objectives should just be removed and the Stage timers adjusted to normal levels. Missions that currently use these "Fake objectives" would be

Stage 3 of Daring Deeds (JG_BEL2_AGr2) E + F only

Stage 2 of On the Fence (JG_BEM2_FoE2) C only

Stage 1 + 3 of Dirty White Collars (JG_BCL3_Exemplar) A + B only in Stage 1 and only G in Stage 3

Car missions need to be looked at, they tend to be rather easy to defend right now and there's a lot of missions where the defenders can pre damage the car or even have a real time marker on it so they always know where it's at, both combined leading to a rather frustrating experience. Cars should, NEVER be able to be pre damaged and being able to see where the car is should also only be a thing in the last stage that is the truck hold, on top of that, maybe explore the option of using the current premocked/designed cars from contacts including their mods instead of the default civ versions of the vehicles.

Some Scavenger mission can have large dropoff points which is unintended, I've seen this happen in the mission "Not in my backyard" (DB_BCL3_Pic1)

Things to add

Tommygun (Just needs new recoil and then tweaks to bloom from there, very hard to come up with stats for recoil)

Scrapped / Reconsidering

Frag Grenade

Casual play: Common

High level play: Common

Since the resupply delay changes to nades the Frag has seen less use overall making it clear that the additional nerf on top of the Resupply delay was too heavy handed. I suggest pulling back a bit here, not fully reverting the max damage range but rather meeting in the middle.

fGroundzeroradius 300.0 >>> 350.0 (was 400.0)

Fr0g round two

The Fr0g has seen MUCH more use and is a legitimate pistol now, however, my worries about it quite easily overshadowing the FBW and to an extent the .45 have turned out to be warranted as the FBW has seen basically no use if the user has access to a Fr0g where as many of the really good .45 players have also swapped to the Fr0g indicated that the gun does a little too much right now for how easy it is to use. The breaking point of the Fr0g becoming too strong seemed to be the increase

in effect range by two meters, I suggest slashing that buff in half and therefore lowering the effective range by one meter, might not sound like much but it seems to help the gun shine a lot.

I do however think that the FR0G was simply slept on even prior to the buffs and that players have finally figured out that it really is just a flat upgrade to the FBW ever since the slight increase in health damage so I am not really expecting this slight nerf to cause players to drop the gun and use the FBW again.

fRampDistance 1200 >>> 1100

N-Tec 7 'New Glory'

Casual play: Rarely

High level play: Never

The New Glory, since its release has basically only had one use case which is to hip fire it with CJ2/3 so it basically behaves like a worse version of the PMG. This is due to its Marksmanship / Long range capabilities lacking severely as well as its modification not applying the hip fire accuracy downside that Hunting Sight would usually do.

The changes below apply both upsides and downsides of Hunting Sight 1 to it which on paper should make it better when aiming down sights and playing mid-range fights as well as more consistent at the cost of slightly worse hip fire accuracy, therefore, shifting its primary purpose from being a CQC hip fire RNG gun to its intended, mid to long range playstyle.

fRunModifier 3 >>> 3.5

fMarksmanshipModifier 0.625 >>> 0.44

fMarksmanshipFov16_9 60 >>> 55

fMarksmanshipFov4_3 60 >>> 55