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Hello, Agents.

First of all, English is not my primary language, therefore, I apologize for my bad English in forward. I really love this game and have played since release for more than 2400 hours. Every night, after I finish working, I think about new builds while driving home. When I came back, dinner, bath, e-mail etc., I join the VC group and try a new build in LS with my friends and with beer.

However, I’m going to start up the secondary business newly in the next month, I think I won’t have enough time to play this game just like now. Until now, I have often read this thread, it helped me a lot. Because the system of this game is complicated, bugged, updated something without any notice. There are tons of useful information about that on the reddit. So, before I quit the game, I want to share my know-how with the people on this thread. I hope my information is helpful for you, just like it was for me.

The main purpose of this article is to be stronger in PvP. I play this game on console (PS4) and I’m just an average player, not a God player. But I’ve got 25-30 kill streaks in LS more than 30 times. If you need to be more powerful in PvP, you would find some hints about it on this article.

TL;DR

I uploaded my current loadout on YouTube. You can see some of builds here which I wrote below.
https://www.youtube.com/watch?v=k-N-XUoP2OM
In PvP, if you want to use automatic weapons like SMG/AR, top score player’s builds are very similar. The differences are just the balance of FA, STA and ELE. Here, I’m going to show you one High End-Exotic build below. I call this build “Default”. I recommend you to use this “Default HE Build” as your “Start Line”. You can arrange this build as you want.

/// High End Standard Build (Default)

- **Weapon:**
  - Main/Sub: MP5 / MP7 / LWM4 (Deadly/Hurried, Responsive, Competent)
  - Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (CHD), Mag (Size, CHC, RoF)
  - Weapon Stats: 42% (CHC), 110% (CHD)
  - Skill Haste: 9%

- **Gear/Skill:**
  - Vigorous (Health, Skill Haste)
  - Refreshed (Skill Power)
  - Champion (Health)
  - Specialized (Health)
Skull (AR/SMG dmg, CHD, CHC)
Nimble (Health)
Roll: **5×FA**
Gear mod: 4×FA (health) / **1×STA** (health)
Performance mod: 4×First Aid Self Heal (or pulse CHD)
Stats: 9200/3100/2800 (436k (DPS) / 352k (235k health) / 109k (SP))
Skill: Booster Shot / Conceal Pulse

**NOTE:**
All rolls go for FA, and all attributes go for health. “1×STA” mod is for “Responsive”. All weapon mods go for CHD (except Mag), and ignore the Skill power. As you see, you can get enough Toughness and Firearms with this build.

I think this build is good enough in PvP, but I hope you arrange this as you want. The only thing that you have to consider is either you need “1×ELE” or “2×ELE”. Also, if you focus on the skill haste, instead of the lower health, you have more chances to get the damage buff from “Competent” and “Booster shot”.

Watching through the build guides on YouTube, you will notice it at once that using “skull gloves” is the de-facto standard of good builds. If you don’t have a nice “skull gloves”, use Tactician pieces until God gives it to you (refer to P9).

If you need to know why I select these weapon talents, or how to arrange the “Default HE Build”, please read “Tip & Tricks / Knowledge” section below. I think it helps you. Here, I’m going to show you 3 arrangements of “Default HE Build”.
LOADOUT EXAMPLE – SMG / AR -

/// HighEnd Hybrid AR (Absolutely a BEAST)

● Weapon:
  Main: Light Weight M4 (Adept, Competent, Responsive), Sub: anything
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (Stability), Mag (Size, CHC, RoF)
  Weapon Stats: 15% (CHC), 84% (CHD)
  Skill Haste: 31%

● Gear/Skill:
  Barrett chest (Health, Skill Haste)
  Refreshed (Skill Power)
  Champion (Health)
  Specialized (Stability)
  Skull (AR dmg, CHD, CHC)
  Nimble (Skill Haste)
  Roll: 4×FA, 1×ELE
  Gear mod: 4×FA / 1×ELE (all Skill Haste) / 4×First Aid Self Heal
  Stats: 7900/2800/4400 (379k (DPS) / 286k (186k health) / 180k (SP))
  Skill: Overdose / Conceal Pulse
NOTE:
This build sacrificed CHD (on Grip) and Health (on Backpack) to get more “Stability” of AR. However, I hope you to try this one. You might feel your AR is like “Laser Beam”. In the PvP fighting, if you missed lots of shots, it means your damage buff was nothing. It’s extremely important to shot your enemy accurately.

If you are a well-trained Agent and you don’t need the “Stability”, just go CHD (on Grip) and Health (on Backpack).

Also, this loadout has “Overdose”. I know how the “Booster Shot” gives me a great buff and it has a shorter cool down time. But just try it. You feel the difference.

When you use this builds, I recommend you to do the things written in “Tip & Tricks / Knowledge” section below. I know you feel this build is a beast.
### Glass Canon MP7 (GOD MODE)

- **Weapon:**
  - Main: MP7 (Deadly, Hurried, Unforgiving)
  - Sub: anything
  - Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (CHD), Mag (Size, CHC, RoF)
  - Weapon Stats: 51% (CHC), 116% (CHD)
  - Skill Haste: 9%

- **Gear/Skill:**
  - Reckless (Health, Skill Haste)
  - Tenacious / Refleshed (CHC)
  - Kneepad (CHD)
  - Specialized (CHD)
  - Skull (SMG dmg, CHD, CHC),
  - Nimble (CHC)
  - Roll: 5×FA
  - Gear mod: 5×FA (all CHC)
  - Performance mod: 4×First Aid Self Heal
  - Stats: 9500/2800/2800 (430k (DPS) / 279k (180k health) / 109k (SP))
  - Skill: Booster Shot / Shock Turret
NOTE:
When I started using this build, I thought. “OMG, This build is a trash. Stability, Survivability and Skill Haste are terrible.” Actually, I was killed again and again. I was always at the bottom of the result board with this build. I could get only 5k points (only 3 player kills) in LS. To be honest, I almost gave up this build and try next one.

But believe me. It was not because of this build. I practiced to use my Shock Turret effectively. And I remember I can shoot the “airburst” and break it, with my eyes open, I can avoid the fire turrets, and I can run behind the enemies.

I changed my mind set and improved what I do. Move quickly, understand the location of enemies, start firing before they do, and avoid an unfavorable situation like 1 vs 3.

Then, the game changed. If you are interested in this build, my friend’s video would be helpful. Because he always runs this build and gets extremely high score. Maybe you can find something new and get a hint to change your mind set. Here is the link.

My friend “OMAE-RULE-MAMORE (JPN PS4)” video link: https://youtu.be/OKkC4FiUefs?t=11899
Tactician Hybrid (If you still don’t have good SC gloves)

- **Weapon:**
  - Main: Light Weight M4 (Adept, Competent, Responsive)
  - Sub: anything
  - Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (CHD), Mag (Size, CHC, RoF)
  - Skill Haste: 46%

- **Gear/Skill:**
  - Vigorous (Health, Skill Haste)
  - Tactician Mask (Skill Power)
  - Tactician Kneepad (Health)
  - Specialized (Health)
  - Savage Gloves (AR dmg, CHC, CHD)
  - Tactician Holster (Skill Haste)
  - Roll: 4×FA, 1×ELE
  - Gear mod: anything (Skill Haste)
  - Performance mod: 4×First Aid Self Heal (or pulse CHD)
  - Stats: 7900/3000/4100 (320k DPS) / 328k (210k health) / 172k (SP))
  - Skill: Booster Shot / Conceal Pulse

**NOTE:**
This build is good. It’s not so difficult to get these gears. So I recommend this build until you get good scull gloves.
In PvP, if you can get more than 110k-140k damage per a shot, you can kill most of players by 2 shots. Because most people have around 200k health. To achieve that Dmg, you need the things below.

- Everything goes for CHD (MAX=156%)
- More than 8000 firearms (I recommend more than 9000 FA)
- Anytime pop up “Booster shot” and activate “Competent” when you shoot (+20%).
- “Reckless” is helpful to get another damage boost (+8%)

As you see above, “booster shot” and “Competent” are the Key. The faster your skill haste is, the more chance you can melt the players. Without “Booster shot” and “Competent”, it’s sometimes unable to get enough damage to kill them by 2 shots. Because enemies might have damage resilience by “Booster shot (+7.5%)”, “On the Move (+15%)” etc. Here, I introduce 3 build examples to you.

On YouTube, you can find some videos explaining about “One Head-Shot Kill MMR Build”. Actually, it’s fun. Last week, I got 12 times one-shot kills on my console. I actually enjoyed the fight and I was satisfied. But the LS score was around 8k. I was the 7th result. I think those builds may be not so strong for console players. To be one-shot the players, you need to aim their heads anytime in the fight (through the 12x scope). It’s not easy to do that in PvP for console players. I’m still testing the “One-Shot builds” now, and still keep trying to find the theory. So here, I don’t touch those builds. If you want to enjoy “one shot-one kill” style, please watch those videos.
/// 2 shots DeadEye (Kill-Death Champ build – My favorite)

● Weapon:
  Main: Custom M44 (Deadly, Prepared, Competent)
  Sub: MP7 (Deadly, Hurried, Unforgiving)
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (CHD), Mag (Size, CHD, RoF)
  Weapon Stats: 100% (CHC (Dead eye)), 156% (CHD)
  Skill Haste: 50%

● Gear/Skill:
  Body (Health, Skill Haste)
  Mask (Skill Power)
  Kneepad (CHD)
  Backpack (CHD)
  Gloves (MMR dmg, CHD, Skill Haste)
  Holster (Skill Haste)
  Roll: 5×FA
Gear mod: 5×FA (All Skill Haste)
Performance mod: 4×pulse CHD
Stats: 9500/2800/2800 (255k DPS) / 261k (165k health) / 94k (SP))
Skill: Booster Shot / Conceal Pulse

■ NOTE:
When you use this build, you need to hide behind the cover, go backward, keep distance from your enemy all the time and just give them 2 shots. Keep “Camper” style. Don’t forget to use “Incendiary bullets” and “Booster shot” anytime they are available. Also, it’s OK to change 2 TAC pieces into “Reckless” and “Tenacious” for more damage. Then, sometimes you can kill them by one shot.

When your enemies notice that you shot them behind the cover, most of them run closer to you with anger. But don’t run away. They usually run straight to you, it’s easy to aim. Melt one of them staying behind the cover. And use “Tactical Advance” to go backwards and change the cover where you are hiding at. You can get the damage buff from “Tactical Advance” when you reach at the next cover, and easily you melt the second player (often with one shot with that buff). In my experiences, I can reach at more than 210k damage per a shot with the buff of “Tactical Advance”.

I tested a DeadEYE build like (2800/2800/9500) which offers super strong pulse (+70% CHD) by myself, but it was garbage. Firearms are too weak and I couldn’t get enough damage for 2 shots killing. Otherwise, if you can get super strong pulse from you friends, you can do one shot killing easily with this build.
Trade Shooting DeadEye (Aggressive Recon Style)

● Weapon:
  Main: SVD (Deadly, Prepared, Competent)
  Sub: SVD (Harmful, Deadly, Competent)
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (CHD), Mag (Size, CHD, RoF)
  Weapon Stats: 100% (CHC (Dead eye)), 156% (CHD)
  Skill Haste: 25%

● Gear/Skill:
  Reckless (Health, **Skill Haste**)
  DeadEye mask (Skill Power)
  DeadEye Kneepad (CHD)
  Specialized (**Stability**)
  DeadEye Gloves (MMR dmg, CHD, **Skill Haste**)
  DeadEye Holster (**Skill Haste**)
  Roll: 5×FA,
  Gear mod: **5×FA** (Health)
  Performance mod: 4×**First Aid Self Heal**
  Stats: 9500/2800/2800 (496k (DPS) / 284k (186k health) / 109k (SP))
  Skill: Booster Shot / Conceal Pulse
■ NOTE:
When you use this build, go front-end of the battle field with your SVD. Just be an “Aggressive Recon Style”. This build has a great advantage of shooting range and one shot damage (mostly 3-4 shots to kill). Melting speed is faster than the SMG/AR META Builds. So you can mostly win the trade shooting battle with this build.

However, the disadvantage of this build is that you have to always use your scope when you shot. For the console players, camera speed is really slow. So you’d better avoid the closest fight, just keep middle distance.

You might think “Prepared” is waste because the shooting range of SVD is 34m. Yes, you’re right. See the sub weapon on the picture, I have another SVD (Harmful, Deadly, Competent).

Also I think the stats like the picture (9500/2800/2800) could be good, but if you want more skill power (8000/2800/4000), use the SVD (Deadly, Competent, Unforgiving). This build could be nice for “Aggressive Recon Style” too. I tested both of them and I found that they have no big differences. Just use whichever you want.
Ultimate DeadEye Build (735k DPS with no Buff)

● Weapon:
  Main: Military SCAR-H (Deadly, Prepared, Competent)
  Sub: Custom M44 (Deadly, Prepared, Competent)
  Weapon Mod: Scope/Muzzle/Grip (all CHD), **Heavy firing spring Mag** (RoF, CHD, Size)
  Weapon Stats: 100% (CHC (Dead eye)), 156% (CHD)
  Skill Haste: 40%

● Gear/Skill:
  Reckless (Health, **Skill Haste**)
  Tenacious (Skill Power)
  DeadEye Kneepad (CHD)
  DeadEye Backpack (**Stability**)
  DeadEye Gloves (MMR dmg, CHD, **Skill Haste**)
  DeadEye Holster (**Skill Haste**)
  Roll: 5×**FA**
  Gear mod: 5×**FA** (**Skill Haste**)
  Performance mod: 4×**Pulse CHD**
  Stats: 9500/2800/2800 (735k **DPS**) / 261k (165k health) / 94k (SP))
  Skill: Booster Shot / Shock Turret
As you see, this build is a kind of glass canon DeadEye build. I know the META weapon is SVD, but I think SCAR-H has another chance.

SCAR-H has about 10% more base damage than SVD, and twice long shooting range, and higher RPM and Mag size. But the stability is terrible, so you must take care about it. I recommend you to get the stability attribute on your backpack.

For more stability, you need to activate the talent “Steady Hands” anytime in fight. So you need to change your cover again and again. You can also activate “Tactical Advance” every time you change the cover.

SCAR-H has “275 RPM” and “20 Mag size” as a default. You don’t have to select “Extended Magazine”. I recommend “Heavy firing spring” for more RPM.

In PvP, I can get more than 70k damage per a shot with this build (with the buff). I need only 3 bullets to kill. Imagine how fast you can shot 3 bullets to the enemies in around 300RPM. Yeah, it’s extremely fast to melt the players. With this build, you can reach at 700K DPS without any damage boost. I know DPS is just a paper number, but in this case, 700k DPS is not a lie.

In LS, every time you melt your enemies, they can see what weapon they were killed by. Then, after you melt them, they might scream. “OMG, that guy is using SCAR-H!! It’s really rare!!” The feeling like this makes you more aggressive and you can enjoy the game more. I know the feeling like this is important for all the gamers.
Heavy Fire SG Build

Weapon:
- Main: M870 (Brutal, Accurate, Responsive)
- Sub: Enhanced SASG (Brutal, Responsive, Unforgiving)
- Weapon Mod: Scope (CHC), Grip (CHD), Mag (Size, CHC, RoF)

Gear/Skill:
- Vigorous (Health, Skill Haste)
- Refreshed (CHC)
- Champion (Health)
- Specialized (Health)
- Skull (SG dmg, CHD, CHC)
- Nimble (Health)
- Roll: 5×FA
- Gear mod: 4×FA (health) / 1×STA (health)
Performance mod: 4×First Aid Self Heal (or pulse CHD)
Stats: 9200/3100/2800 (377k (DPS) / 341k (235k health) / 119k (SP))
Skill: Booster Shot / Shock Turret

NOTE:
You know HE Shotgun build like the picture and 4×Striker SASG build can melt the players very fast and so strong. In PvP, top players often run those builds.

However, to tell the truth, I don’t like Shotguns so much in the Patch 1.6.1. So I don’t want to write about the SG build more. Because...

Here, I have to talk about “CRONUSMAX”. This is the control assist USB device. If you use this device you can do the things such as: Auto scope for DeadEye (trigger L2 button activate the scope at the same time, it’s unnecessary to push R3), Auto anti-recoil for SMG/AR players, Auto SG shooting (holding L2 button activates ADS and trigger again and again automatically, it’s unnecessary to pull the R2 trigger).

I bought two “CRONUSMAX” and tested how it works (don’t get me wrong). And I found it’s really unfair. The “Auto SG shooting” function with “auto anti-recoil” gives you crazy amount of headshot damage very easy. All you need to do is just to hold L2 trigger. I think UBI should remove aim-assist function from SGs completely.

I sometimes see the “CRONUSMAX” players on Japanese server. They are all SASG user. They shoot me super accurate and melt me crazy fast. There is nothing I can do. I feel very sad. Otherwise, if I have SASG and melt someone, he might think I’m a cheater. This is why I don’t like the SG in 1.6.1., and I don’t want to use SG builds.
In PvP, high skill power builds are enjoyable. To create a good “Skill Man Build”, your skill power should be more than 350k-400k as a default. I tested a lot to find the best one, and I found the basis of required skill damage as a skill man.

- “Dragonbreath with 18,000-20,000 damage” melt the players.
- “Air-burst with 190,000-210,000 damage” melt the players.

To achieve that damage, you need to find electronics gear mods with skill power (not with skill haste). In most cases, without any skill haste mod, you can reach at +40% skill haste with your 2 pieces of Tactician Gear (Vest +9%, glove+9%, Holster+7%, TAC 2 pieces bonus +15% = +40%).

As for the weapon, it’s very easy. Use any weapons you want to use. Skill man’s FA is quite low, so just pick up your favorite weapon. It doesn’t matter so much what weapon you select in PvP. I currently use “Converted SMG-9”. Because it’s small and so cute!! (If you ask me, I think ARs are better. Because ARs have longer range than SMGs).

Also, since Patch 1.6.1, “Low gear score weapon talent activation” is not available in LS. Except LS, you can still use that, so I recommend you to craft 182 or 204 weapons. Weapon talents are here.

- “Talented” is a MUST (3rd slot, for LS).
- “Determined”, “Predatory”, “Distractive”, “Ferocious (PvE)” are good choice.

IMPORTANT NOTE:
Almost all the “damage buff” don’t affect to the skill damage in PvP (I tested) such as; “Target Out of Cover Damage (LMG and Banshee)”, “Reckless 8% bonus”, “Booster shot 10% bonus”, “Tenacious 10% bonus”.

The damage buff from “Enemy Armor Damage (AR and Attributes and Distractive)” and “Damage to Elites (purple mod and “Ferocious”)” are effective in PvP.
Sorcerer Build (Endless Over-heal and Crazy Air-burst)

● Weapon:
  Main: Any AR (anything, anything, Talented)
  Sub: Anything
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (Stability), Mag (Size, CHC, RoF)
  Skill Haste: 44%

● Gear/Skill:
  Vigorous (Health, Skill Haste)
  Tactician Mask (Skill Power)
  Tactician Kneepad (Skill Power)
  Inventive (Skill Power)
  Tactician Glove (Skill haste, CHD, CHC),
  Tactician Holster (Skill Haste)
  Roll: 5×ELE
Gear mod: 5×ELE (all Skill Power)
Performance mod: 4×Seeker mine damage
Stats: 2800/2800/9500 (200k (DPS) / 260k (175k health) / 414k (SP))
Skill: **Defibrillator (15s / 208k self-heal, 370k ally-heal)**
Airburst (12s / 200k dmg)

**NOTE:**
There are a lot of skill-man builds introduced on YouTube. But here, I recommend this one.

The key of this build is “Triage”. Cool down time of “Defibrillator” is 15s on the paper, but with “Triage”, you can pop it up again every 10 seconds. Also, the Over-heal health given by “Defibrillator” doesn’t decrease. So you can pop up the next “Defibrillator” on the ground before your over-heal full green bar still almost remains. This means you and your ally can keep full over-heal status all the time in combat (150% Health).

You can also use “Airburst” so fast by “Triage”. In the fight, Pop up your “Defibrillator” on the ground every time it’s available, heal your ally to the max over-heal, and you get additional cool down. You can throw the crazy damage airburst in a very short time. You must be a decent healer and killer.

As for “Defibrillator”, it has a bug that can’t revive downed allies. It’s not always but often. I really hope UBI to fix this bug. But now, I don’t care about it. Because the reason I select “Defibrillator” is the fastest cool down time and the largest its radius.

If you are not good at shooting each other with SMG/AR, or if you have never got more than 35k points in LS, I recommend you to try a similar build above with your three friends at the same time. Your party will have crazy fast airburst and endless over-heal. When the LS started, go straight to the enemy’s base camp, and stay there with your allies. Pop up “Defibrillator” on the ground each other, activate “Triage” every time, and throw 4 airburst balls to the re-spawned players. You can kill lots of players, on the contrary, you guys are merely killed. Even if one of your teammates was killed, he would be revived by “Defibrillator” at once and get full over-heal. If you don’t shot any bullets, everyone of your team can reach at no less than 25k points as the result. Try this way. It’s crazy.

I know there are lots of players who hate seeker mines on this thread, and I totally agree with you. I believe that it should be nerfed in the future. But now, just enjoy the fight like that. Everywhere of battle field is burning and exploding. It’s spectacular. You might feel like you were watching a movie.
Fire-man Build (Dragon Air Burst)

● Weapon:
  Main: Any AR (anything, anything, Talented)
  Sub: Anything
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (**Stability**), Mag (Size, CHC, RoF)
  Skill Haste: 25%

● Gear/Skill:
  Barrett chest (Health, Skill Haste)
  FireCrest Mask (**Skill Power**)
  Champion Kneepad (**Skill Power**)
  Inventive (**Skill Power**)
  FireCrest Glove (Skill haste, CHD, CHC),
  FireCrest Holster (Skill Haste)
  Roll: **5×ELE**
  Gear mod: 5×ELE (**all Skill Power**)
  Performance mod: 4×Seeker mine damage (or 4×Turret damage)
  Stats: 2800/2800/9500 (209k (DPS) / 261k (175k health) / 423k (SP))
  Skill: **Fire Turret (28s / 18k dmg)**
  **Airburst (16s / 200k dmg)**
**NOTE:**
This build is really fun, so I hope you to enjoy the Fireman.

In PvP, skill man is always “Pulsed” and has quite low toughness. This means I will be melted at once when I faced on the DSP players. However, if I have a fire turret, the story is different. It’s really hard to destroy the skill man’s fire turret on the street. When the DSP players come inside its radius, he will be burned and can’t do anything to me. My fire turret has melted tons of agents like a chocolate and protected me from enemy’s airburst all the time. So it’s nice to grab the attacking skills in both hands.

In LS, you can set your Fire Turret at the major battle field such as; top floor of sports shop in DZ03, the entrance of the underground in DZ05, B1 point of DZ09. You can control the players and limited the direction they are coming from.

As for the build, “Champion Kneepad “is useful when both of your skills are in the cool down. Throw many grenades to their back.

I love the grenades but if you don’t like them, go 3 Tactician + 3 Firecrest. Then you get faster skill haste and +10% SP bonus. I think both of the Fireman builds are good. As I mentioned above, fire turret which has more than 18k dmg can melt the people very fast.

Also, it’s possible to change your performance mods into “4xTurret damage”.
PvE Build (Incursion Specialist)

● Weapon:
  Main: Any low gear score AR (Talented/Ferocious/Distractive)
  Sub: Anything
  Weapon Mod: Scope (CHD), Muzzle (CHD), Grip (Stability), Mag (Size, CHC, RoF)
  Skill Haste: 50%
  **Damage to Elite: 40%**
  Enemy Armor Damage: 14%

● Gear/Skill:
  Vigorous (Health, Skill Haste)
  Tactician Mask (Skill Power) (**Damage to Elite +11%**)
  Tactician Kneepad (Skill Power) (**Damage to Elite +15%**)
  Inventive (Skill Power)
  Tactician Glove (Skill haste, CHD, CHC),
  Tactician Holster (Skill Haste)
  Roll: 5×ELE
  Gear mod: 4×PURPLE ELE (**Damage to Elite**), 1×ELE (Skill Haste)
  Performance mod: 4×Turret damage
  Stats: 2800/2800/9500 (120k (DPS) / 220k (150k health) / 381k (SP))
Skill: **Active Sensor (18s / 12k Dmg)**  
**Life Support (12s / 16k Health)**

■ NOTE:  
Yellow hostiles and named boss are the “Elites”. Purple hostiles are called “Veteran”. In Heroic and Incursion missions, “Damage to Elite” gives you amount of damage buff. I recommend you to get the purple mod with “Damage to Elite”. If you need information about where to buy that purple mods, click the link below.

Weekly Vendor Reset Information by rubenalamina:  

When you use this build, all you need to do in PvE is only to hide behind the cover, use lunch box and throw the “Active Sensor” on the top of something. That’s it. If you do the same thing with your 3 friends together, the mission will end up extremely easier and faster. And when you feel your team has enough healing skills, use “Cluster mine”.

If you need information about the “Time of Every Reset”, click the link below.

Division-zone  
[https://division.zone/reset-timers/](https://division.zone/reset-timers/)
These builds below are not in my loadout currently, but I tested and found they could be an amazing build. So I introduce them to you shortly.

/// Banshee Hybrid (Moving Flexible)

- **Weapon/Gear/Skill:**
  - Main/Sub: SMGs/ARs (LWM4 (Adept, Competent, Responsive))
  - Skill Haste: 50%
  - Gear: 2×**Tactician**, 3×**Banshee**, Specialized (all skill haste)
  - Gear mod: 5×skill haste
  - Stats: 8000/2800/4000
  - Skill: Booster shot / Conceal Pulse

/// Predshee (Moving Flexible)

- **Weapon/Gear/Skill:**
  - Main/Sub: SMGs/ARs (LWM4 (Adept, Competent, Responsive))
  - Gear: 3×**Predator**, 3×**Banshee**
  - Gear mod: 5×skill haste
  - Stats: 8000/2800/4000
  - Skill: Booster shot / Conceal Pulse

/// D3-FNC (Very Nice)

- **Weapon/Gear/Skill:**
  - Main/Sub: MP7/MP5 (Deadly, Hurried, Unforgiving/Responsive)
  - Gear: 4×**D3-FNC**, Reckless, Savage (Health)
  - Gear mod: 5×health
  - Stats: 9500/2800(300k)/2800
  - Skill: Booster shot / Assault Shield
  - Performance mod: 4×**Riotshield Damage**
///  Alpha Bridge  (High Toughness)

● Weapon/Gear/Skill:
  Main/Sub: MP5/MP7 (Deadly, Responsive, Hurried)
  Gear: 4×Alpha Bridge, Refreshed, Savage
  Gear mod: 5×health
  Stats: 8000/4000/2800
  Skill: Booster shot / Conceal Pulse
  Performance mod: 4×First Aid Self Heal

///  Striker PvE  (Super Fast Firming)

● Weapon/Gear/Skill:
  Main/Sub: SASG (Responsive/Predatory/Meticulous)
  Gear: 4×Striker, 2×Nomad (all skill haste)
  Gear mod: 5×skill haste
  Stats: 7000/4800/2800
  Skill: Booster shot / Recon Pack
  Performance mod: 4×First Aid Self Heal

///  Striker PvP  (Cronusmax)

● Weapon/Gear/Skill:
  Main/Sub: SASG (Responsive, Accurate, Competent/Unforgiving)
  Gear: 4×Striker, 2×Tactician
  Skill Haste: 50%
  Stats: 9200/3000/2800
  Skill: Booster shot / Conceal Pulse
  Performance mod: 4×First Aid Self Heal

■ I personally don’t like this build. Why? Please read p17-18.
///  Pop Up Your First Aid While You Are Firing

A lot of top players use this technique. You can use your “First Aid” while you are firing. If you like a trade shooting fight, I think this technique is a MUST.

I think that a lot of console players grab their controllers without using their middle finger. I always set my middle finger on the L2 button (to activate aim down sight) and set my forefinger on the L1 button (to pop up “First Aid”). Also, R1 (forefinger) and R2 (middle finger). In the Patch 1.6.1, strong builds tend to have low toughness, so try to use your “First Aid” while firing. I believe you feel the difference.

///  PvP Damage Test

To calculate the precise PvP damage in this game is complicated. But while I create a new build, I often want to know it. So I use this way. Go to the “Firing Range” in the BOO and shoot the target. Then, divide the damage by 4 and add 10%. That’s it. I know it’s not precise, but it is “almost” the actual PVP damage (especially in LS). Remember most people in LS have around 200k health.

The pictures below is an example. I got 522,254 damage in the “Firing Range”, and actual PvP damage was 142,168.

Damage in the “Firing Range” Damage in the “Last Stand”

[Example]
522,254 / 4 = 130,563 + 13,056 (10%) = 143,619 (actual damage = 142,168)
If you can’t be satisfied with your PvP results, try the things below.

- Don’t run straight to your enemy. Stay there, and look around.
- Run along the wall when you hear the gun firing.
- Always keep your position at the “side” or “behind” of your enemy.
- Don’t go alone. Move around with another agents.
- When you shoot, the closer to the wall, the safer you are.
- Aim your enemy’s chest or around their necks, not their head. Just remember if you missed lots of shots that means your damage buff was nothing.
- Take care your behind especially when you are firing.
- If your enemy start firing faster than you, go rolling forward to your enemy, move your camera focusing him on the center of the screen, then ADS and fire. On the contrary, if you start firing faster, just keep ADS and firing.
- If your enemy is using Shotgun, go hipfiring.
- Set your camera speed high (100%), and use “head shaking motion”.
  “Head shaking motion” = keep running with your right stick left and right very quickly.
- My aim camera speed is 35%.
- Remember you can use your “First Aid” and even “Pulse” while you are scoping.
- When your body flashed dark-red once, you are pulsed. Everybody knows your location and you will get much more damage by the buff in the fight. Stay “Concealed” all the time.
- Don’t forget to use incendiary bullets every time it’s available.
- Don’t throw your “Air Burst” straight to your enemy. Throw it to the side or behind of your enemy. Never drop it on your feet.
- If an agent follow you, keep running, and suddenly turn back, use your grenade at the corner.
- Try to use cover change action more. Activate your “Tactical Advance” and “nimble” more and more than you do now.
- If you find an airburst, remember that you can shot it and destroy.
- When you avoid an airburst, rolling toward the direction where the airburst came.
- Hear the sound of First Aid. It might be popped up just behind you.
- In LS, change your loadout depending on your enemy.
  - DeadEye is good against Airburst team.
  - FireTurret is good against DPS team.
  - DPS is good against DeadEye team.
- Watch the “Mini Map” on the left top of screen frequently. You must know where your hostile will come from. Good explanation about how the “Mini Map” works is here.
  https://www.youtube.com/watch?v=olr1UT8RzgQ
/// The Balance of CHC and CHD

- As I said above, to calculate the precise PvP damage in this game is complicated. Actually I confused tons of times when I compared my builds. So if you want to know the balance of CHC and CHD, I recommend a simple calculation below. It’s very easy.

[Formula] \( \text{CHC} \times \text{CHD} \)

[Example]
- Build A has: 35% (CHC) \( \times \) 95% (CHD) = 3325
- Build B has: 43% (CHC) \( \times \) 80% (CHD) = 3440

[Answer] Build B is better.

/// Self Chain Reaction (Airburst)

- If you are a skill man, this technique is a MUST. In PvP, when a skill man is surrounded by 3 DPS players, there is no chance to survive. He would decide to drop his Airburst on the ground and involve them into the explosion together. I know you experienced a similar situation and did the same thing. You maybe try to get out of the explosion radius before it exploded, rolling away from the circle of the radius, and sometimes it works, you can kill them all and survive. “Self-Chain-Reaction” is doing this thing in 1 vs 1 situation. You know “Chain Reaction” gives you 20% more damage. If you have more than 400k skill power, no one can survive from the damage of Airburst with Chain Reaction. Just practice to keep your position at the edge of the explosion radius, keep your enemy at the center. Timing and rolling direction is the key.
When you create a new build, you may consider about which is better “Flat damage Talents” or “Critical dmg Talents”. I want to show you what I've found through many tests.

- “Responsive” and “Prepared” is the best in each distance.
- “Hurried” is MUST for SMGs.
- “Competent” and “Adept” is good for “Skill Haste” builds.
- “Unforgiving” is good with Health gear mods.
- “Talented” is MUST for Skill builds.
- “Determined”, “Predatory”, “Destructive”, “Ferocious” are nice for PvE.

Weapon talent Combination Example

[SMG or AR]
- Deadly, Hurried, Responsive (9500/2800/2800) Full DPS SMG
- Deadly, Responsive, Unforgiving (8000/3600/2800) DPS & Health
- Responsive, Unforgiving, Competent (7000/4800/2800) DPS & Health
- Adept, Deadly, Competent (7000/2800/4800) Hybrid DPS
- Deadly, Competent, Responsive (7000/2800/4800) Hybrid DPS
- Determined, Predatory, Talented (2800/2800/9500) Skill-Man

[MMR]
- Deadly, Prepared, Competent (9500/2800/2800) M44 Deadeye
- Deadly, Competent, Elevated (8000/2800/4500) M700
- Deadly, Competent, Unforgiving (8000/2800/4500) Hybrid Deadeye

NOTE:
Since Patch 1.6.1, “low gear score weapon talent activation” is not available in LS. But except in LS, You can still use the technique. So, if you are skill man, get the low GS weapon which has “Talented” in the 3rd slot. If you are interested in more details, this thread would be helpful.

“Damage Increases: Multiplicative vs. Additive” by Germany
https://www.reddit.com/r/thedivision/comments/6ivq2r/damage_increases_multiplicative_vs_additive/
/// Gloves

- “+weapon damage” is necessary for any builds.
- “+weapon damage” of gloves gives you about 10% flat damage boost.
- “+weapon damage, CHD, Skill Haste” is good for “Skill builds” and “Hybrid”.
- “+weapon damage, CHC, CHD” is good for “High DPS” builds.

/// Booster Shot

- +10% base weapon damage for 10 seconds (not +15% now).
- +7.5% all damage resilience.

**NOTE:**
If you use “Booster shot” with “Competent” talent, you can get +20% flat damage every time you pop up your Booster. Moreover, with “Vigorous”, you can get overheal (Max overheal is 50% of your health). This is the solid theory for the skill haste builds.

/// Rapid

- You can get additional +15% skill haste (healing skills only).
- It is over the 50% skill haste cap.

**NOTE:**
It is NOT the same as +15% skill haste. Every 15% of skill haste should give you 15% less cooldown times on the base cooldown time. Rapid gives you 15% of your current cooldown time. It’s similar to how Triage (15%), and Strike Back (20%) works.

“Rapid” is broken now. “Rapid” actually lowers the cooldown for the healing skills 15%, but this appears to lower the healing amount, the ability range of them, their duration, deploy range, and “Support Station” health. It seems to be reducing ALL the skill’s stats by the 15%. You had better not use “Rapid” until UBI fix this bug.

EDIT: I’ve got new information that: This issue with Rapid is just a UI bug, so the heal amount is still correct it's not a 15% reduction (2017/06/29)
/// Skill Haste

- cap = 50%
- Gear mods +15% (3%×5)
- Major Attribute +25% (Vest +9%, glove+9%, Holster+7%)
- TAC 2 pieces bonus +15%
- Rapid +15% (This talent has a bug above now)

■ NOTE:
- Hybrid SMG/AR build = skill haste mod
- High toughness DPS build = health mod
- Deadeye build = skill haste mod/ health mod
- Skill man build = skill power mod

/// MMR

■ When you try the new MMR, the information below could be helpful for you.

- High RPM MMR
  Surplus SVD (Scaling 3.9, 34m, RPM260, Base Dmg 31213)
  First Wave M1A (Scaling 4.0, 60m, RPM300, Base Dmg 32014)
  Military SCAR-H (Scaling 4.3, 60m, RPM275, Base Dmg 34415)

- Low RPM MMR
  M700 Carbon (Scaling 8.5, 42m, RPM54, Base Dmg 68029)
  Custom M44 (Scaling 8.4, 60m, RPM55, Base Dmg 67229)

■ NOTE:
I always have these 5 MMRs above in my backpack. And I move around to find a nice spot to shoot the player from a distance. But still I can’t decide which MMR would be a king. Because there are tons of different cases in the actual battle. So I can’t answer that question. I just hope you guys to enjoy your sniper style playing.

- All “Mag size” is based on the “Extended Magazine”.
- All “Base dmg” is based on “the highest GS256”.
- “Prepared” is not so effective with SVD and M700.
- M700 (Deadly, Competent, Elevated) =+35%dmg *1 ELE is necessary.
- M44 (Deadly, Prepared, Competent) =+40%dmg *5 FA is enable.
- Long time player would have the blueprint of M44 (GS182).
- I recommend a stability on the backpack for M1A and SCAR-H if you go with them.
/// SMG and AR

■ When you try the new SMG/AR, the information below could be helpful for you.

SMG (Headshot Multiplier 1.5, CHC 22%)
  ・ AUG A3 (Scaling 1.3, 18m, RPM725, Mag size55, Base Dmg 10404)
  ・ MP-5 ST (Scaling 1.2, 16m, RPM800, Mag size70, Base Dmg 9604)
  ・ MP7 (Scaling 1.09, 19m, RPM950, Mag size44, Base Dmg 8724)

AR (Headshot Multiplier 1.75, EAD 24%)
  ・ Lightweight M4 (Scaling 1.3, 28m, RPM850, Mag size66, Base Dmg 10404)
  ・ Black Market AK-74 (Scaling 1.6, 26m, RPM600, Mag size66, Base Dmg 12805)
  ・ Enhanced ACR-E (Scaling 1.3, 27m, RPM760, Mag size66, Base Dmg 10404)

･ All “Mag size” is based on the “Extended Magazine”.
･ All “Base Dmg” is based on “the highest GS256”.
･ I recommend a stability on the backpack for most of ARs.

■ NOTE:
Mathematically, MP7 and LWM4 is the king of each. But especially on console, I saw lots of players are not capable of controlling it enough. Don't depend on only the Math. Using META doesn’t mean that you can be a king. I love the diversity of guns and I hope you feel it too. Try the weapon which you think it’s a trash.

Among the “MP-5 ST”, “Navy MP-5”, and “MP5”, there actually is a difference of their stability. The same thing goes for ARs. Try them in the “Firing Range”, and find the best one for you. I love “MP-5 ST” now.
/// SG and Optimal Range

- I’m sure that the optimal range mod is good for shotguns. In Patch 1.6.1, “Stagger” was removed from SG, but still I think, SG is nice weapon for PvP, especially you focus at the weapon range and headshot damage.

  - Black Market SASG-12 (Scaling 6.8, 13m, RPM180, Base Dmg 54424)
  - Super 90 (Scaling 8.0, 9m, RPM150, Base Dmg 64024)
  - M870 (Scaling 10.4, 9m, RPM75, Base Dmg 83232)

- A lot of players have a prejudice that SG should be used very near from the enemy. However, take a look at their range in the list below. Most of Mp5/Mp7 users don’t usually select the “range weapon mods”. Because they need more CHC and CHD. Then, SASG has a longer shooting range than Mp5/Mp7.

  - 49.5% (Vertical Grip) + 25% (EXPS3 Holographic sight) = 74.5%(Max)
  - Default Optimal Range: MP5 16m, Mp7 19m.
  - Maxed Optimal Range: SASG-12 22m, Super 90 15m

/// CHC

- cap = 60%
- Mask +4%, Gloves +6%, Holster +4%, Savage +7%,
- Weapon+22% (Sight+9%, Mag +4%**, Suppressor+9%)  
  **Based on extended magazine.
- Fierce +5%, Vicious +10%,
- Adept +7.5%
- pulse +X%

- NOTE:
You can stack up Adept 5 times = 37.5%. If you can use SODA collect, you can stack it up with low skill power like 150k. However I think it’s inconvenient. If you want to stack up Adept 5 times easily, more than 200k SP with maxed skill haste is recommended.

Also keep in mind that “Mobile Cover” stacks Adept to the max by covering in and out. This thing seems to be a kind of bug. It will be fixed soon if the developer isn’t UBI.
/// CHD

- $c = \text{unknown}$
- achievable Critical Hit Damage $= 156\% + \text{pulse}$
- pulse $+\text{X}\%$
  - $+25\%$ default
  - $+35\%$ Gear (Kneepad $+9\%$, Backpack $+9\%$, Gloves $+17\%$)
  - $+20\%$ Deadeye (only Marksman Rifles)
  - $+61\%$ Weapon Mods (Sight $+19\%$, Grip $+19\%$, Suppressor $+19\%$, Mag $+4\%$)
  - $+15\%$ Deadly
  - $= 156\%$ CHD

/// Enemy Armor Damage

- $c = \text{unknown}$
- $7\%$ EAD $= 1\%$ PVP Dmg
- achievable Enemy Armor Damage $= +87.5\%$
  - $+26\%$ Gear (Vest $+9\%$, Mask $+9\%$, Globe $+8\%$)
  - $+24\%$ Assault Rifle
  - $+15\%$ Destructive
  - $+10\%$ Striker (3 pieces)
  - $+12.5\% = 2.5\% \times 5$ (purple gear mods)
  - $= 87.5\%$ Enemy Armor Damage $= 12.5\%$ PVP Dmg

**NOTE:**
Since 1.6, lots of players think that EAD is useless. However, if you need more dmg, especially for glass canon players like deadeye, one-head-shot snipers, EAD on the Vest and Mask would be a good choice.

/// Performance Mods

- Support station range $= 7.5m \rightarrow 9.75m$ ($7.5\% \times 4$)
- Seeker explosion radius $= 5m \rightarrow 6.5m$ ($7.5\% \times 4$)
- Sticky explosion radius $= 4m \rightarrow 4.88m$ ($5.5\% \times 4$)
- Pulse duration $= 20$ sec $\rightarrow 24$ sec ($5\% \times 4$)
- Turret duration $= 45$ sec $\rightarrow 58.5$ sec ($7.5\% \times 4$)
- Shock turret duration $= 25$ sec $\rightarrow 32.5$ sec ($7.5\% \times 4$)
- Ballistic Shield Damage Increase $= 10\% \rightarrow 26\%$ ($4\% \times 4$)
AFTERWORD

I’m sure that the ultimate player’s skill in division is to have new friends to play with. Don’t hesitate to communicate with other players, join to the group voice chat, or take part in the division clans, and enjoy the Division together with them. To do that, you need to have a sense of humor, communication skills, and stop complaining about OP things. Because people don’t like the people who always complain about something. Just enjoy the funniest moment with your nice friends.

After my one year playing the Division, I got various kinds of friends; the top elite players, funky VC players, cute girl players, who are living in each country. They gave me good advices about builds, tactics, and very happy-funny moments. I’m sure that they made me really strong.

If you don’t like to communicate with others, just practice. This is top priority. Practicing gaming skill is a secondary thing. Your friends help you anytime when you want to test a new build, you can check the actual PvP weapon damage, and you can try together a new tactics with them. You know, top elites have great friends around them, not only in the Division but also in their real lives.

Thank you for reading wall of texts. I hope this will help you.
Have fun, and good luck Agents.

http://divisiontracker.com/profile/ps/videogift