

## **Gameplay Settings**

### **Hardpoint**

- Round Score Limit: 250
- Time Limit: 600

### **Search & Destroy**

- Round Win Limit: 7
- Round Time Limit: 120

### **Control**

- Round Score Limit: 3
- Round Time Limit: 90

### **Loadout Restrictions:**

#### **Weapons**

- NA-45
- SVD
- XPR
- Thumper
- SKS
- Shorty
- SMRS
- FHJ-18
- Bursts Gun

#### **Lethal Utility**

- Trip Mine
- Thermite
- Molotov Cocktail
- Contact Grenade
- C4

#### **Tactical Utility**

- Heartbeat Sensor
- Gas Grenade
- Flash Drone
- Echo Grenade
- Cryo Bomb
- Decoy Grenade
- Trip Sensor

#### **Perks**

- Persistence
- Restock
- Martyrdom
- Quick Fix
- Alert
- High Alert
- Tracker
- Recon
- Pinpoint
- Unit Support
- Tactician

#### **Weapon Perks**

- Akimbo

- RPD Infinite Ammo
- DLQ Concussion Ammo
- All Shotgun Slug Ammo
- Thermite and Gas Grenade Blots
- AS VAL 15 Round FMG Mag
- CR AMAX M67 Ammo
- HS0405 Thunder Rounds
- M4 Underbarrel Launcher
- Hades Heartseeker
- HVK Large Caliber Mag
- DRH OTM Mag
- Rytec Thermite and Explosive Ammo
- CX9 9mm Hollow Point Rounds
- Type 19 HI-Accuracy Sniper Ammo
- Man-O-War Thermite Ammo
- MG42 KRAUSNICK 355MM Rapid
- MG42 6.5 ARISAKA 125 Round Drums
- MG42 Recoil Booster
- Sten .45 ACP 20 Round Fast Mags Ammo

#### **Scorestreaks**

- UAV
- Advanced UAV
- Courier-UAV
- Care Package
- Shield Turret
- SAM Turret
- Stealth Chopper
- VTOL
- Hawk X3
- Sentry Gun
- Chopper Gunner
- Napalm
- Cluster Strike
- MQ-27 Dragonfire
- XS1 Goliath
- Guardian
- Gunship
- Emergency Airdrop