

Miramar

Blue Zone

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0.6	0.35	0.5	0
Phase 2		90	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	1
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.7	0.56	1
Phase 9		10	160	18	0.001	10	0

9.4.2 Miramar Settings: Item Spawns

Miramar Ruleset	
Adjustable Ratio & Adjustable Total Number	1.7
Ammunitions	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
Weapons	
Sniper Rifles	2.45
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.8
- Mini14	0.95
- SKS	1.05

- VSS	0.95
- SLR	0.95
- QBU	1
Assault Rifles	1.3

- AKM	0.95
- G36C	1
- M416	1.05
- M16A4	0.95
- Beryl M762	1.05
- Mk47 Mutant	1
- SCAR-L	1.05
- QBZ	1
Hunting Rifles	0.65
- Win94	1
LMGs	0.4
- DP-28	1
- M249	1
SMGs	0.85
- Bizon	0
- Tommy Gun	1
- UMP45	1
- Micro UZI	0.95
- Vector	1.05
- MP5K	0
Shotguns	1
- S686	1
- S12K	1
- S1897	1
- DBS	0.4
Handguns	0.55
- Deagle	1
- P18C	1
- P1911	1

- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.1
- Flash Bang	1.3
- Frag Grenade	0.55
- Molotov cocktail	1.4
- Smoke Grenade	1
- SpikeTrap	0

-Sticky Bomb	0
- C4	0
Melee Weapons	1.85
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
ETC	
Sight Attachments	1
- Dotsight	1
- HoloSight	1
- Scope2x	1.05
- Scope3x	1
- Scope4x	1.05
- Scope6x	1
- Scope8x	1.15
- Canted sight(RMR)	0.75
Magazine Attachments	1.2

- SR Magazine	1.05
- AR Magazine	1
- SMG, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1.05
- AR Muzzle	1.05
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.25
- Foregrips	1
Stock Attachment	1.1
- Quiver(Crossbow)	0
- Composite(AR, Vector, MP5K)	1
- UZI stock	1
- Bulletloops(SG, Win94, Kar98K)	1
- Cheekpad	1.05
Consumables	
Heal Items	1.1

- Bandage	1
- First aid	1
- Medkit	1.05
Boost Items	1.1
- Energy Drink	1
- Pain Killer	1.05
- Adrenaline	1.05
Gas Can	0.35
Equipment	
Backpack	0.95
- Backpack(Lv. 1)	0.95
- Backpack(Lv. 2)	1.05
- Backpack(Lv. 3)	1.1
Helmet	0.8
- Helmet(Lv. 1)	0.95

- Helmet(Lv. 2)	1.05
- Helmet(Lv. 3)	1
Armored Vest	0.8
- Armor(Lv. 1)	0.95
- Armor(Lv. 2)	1.05
- Armor(Lv. 3)	1.1
Clothing	
Clothing	0
Vehicle	
- Buggy	1
- Dacia	1
- Zima	1
- Mirado	1
- Motorbike	1
- Scooter	1
- Motorbike w/ Sidecar	0
- Tukshai	1
- Pickup	1
- Rony	1
- UAZ	1
- Esports Exclusive Vehicle	1
Aircraft	
- Motor Glider	0
Watercraft	
- Boat	1
- Aquarail	1

9.5 Miramar Vehicles



✓ Vehicles:

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.

- Models: Pick-up Truck or Mirado
- Skin: Esports

✓ Boats:

Boats will only and always spawn at the Red dots.

- Model: PG-117
- Skin: None