1. Flak- Jacket – the tank loses less health when attacked by bomb
2. Dead eye – a bigger probability of getting a critical shot
3. Flash – speed increases, armor decreases
4. Agility – move the turret than normal
5. Recon – longer distance shot
6. Hit Fire- hip fire faster than normal
7. Power Hungry- keep buff longer
8. Gambler – halfway through the game, robot gets a random item
9. Gym-e – if a tank bumps into an opponent, the opponent gets damage
10. Slight of Hand – fast reload
11. Awareness – bigger track radius
12. Ninja – increase dogde