

What to note before reading?

- This change list contains a number of errors, mainly because of translation errors from Vietnamese and Chinese language.
- This PDF's creator has edited a lot of those errors, although not all.
- Equipment using *Italic* stands for the fact that the actual equipment name of the word is yet to be identified (Example : "Freedom missile" ; it could be anything such as UGM-133 Trident II). Feel free to edit this PDF if you have identified it.
- It is subject to change as this is the first version of the list created.
- This list only contains tier 3 equipment of ships.

## **Grenade Launchers**

### **RUR-5B ASROC**

Reload 6.3→5.95

Improved Accuracy

Reduced Dispersion

### **RBU-2500**

Damage 1235→1430

AoE reduced

Reserve ammo increased to 35

Range: 7.8→10.4

Reload 4.55→4.2

Improved Accuracy

### **RUR-5C ASROC**

Increased reserve ammo to 30

### **A-22**

Added anti-submarine function

Critical hit cancellation

Reserve ammo increased to 26

### **FQF-6000**

Reserve ammo increased to 26

### ***Hai Kun Kun***

Reserve ammo increased to 15

Improved Accuracy

Reduced dispersion

Critical chance reduced

### **Fireworks Launcher**

Overall bullet velocity increased

Number of bullets in a round is 4→6

Rate of fire increased

Reserve bomb reduced to 18

Range 8.71→9.53

Reload 6.65→6.3

HP bullet 20→40

### **Type 726-4A**

Reserve ammo increased to 21

Improved accuracy

Reduced dispersion

### **Roketsan ASW**

Reserve ammo increased to 36

### **CH-901**

Damage 9100→11700

HP bullet: 40→100

Rate of fire increased

Reserve ammo increased to 21

Reload 8.05→7.35

### ***secret***

Damage 4550→4875

Ammo increased to 32

Reload 5.04→4.9

### ***Whirlwind***

Damage: 14950→18850

AOE increased

AOE range improved

Melee range increased

Overall speed increased

Fire rate increased

Reserve ammo increased to 18

Lock time lost 2→1.5

Range 6.89→7.8  
Reload 10.15→8.05  
Ammo HP 100→125

### **M270 MLRS**

Damage: 5850→6500  
Melee range increased  
Overall speed increased  
The number of ammo in a round is 4→6  
Lock time lost 1.5→1.25  
Reload 7.35→7

### **C-AS**

Damage 13650→14950  
Overall Speed Increase  
Fire Rate Increase  
Lock Time 1.4→1.2  
Reserve Ammo Increase 24  
Ammunition HP 60→120

### **PKX-B**

Damage 8450→10400  
Overall Speed Increase

### **SR-5**

Added Anti-Submarine Function (currently buggy, pending fix)  
Reserve Ammo Increase 21  
Guided Missile Damage: 5200→5850  
Guided Missiles with 50→80 HP

### **Astros II MK6**

Damage 6825→7475  
Overall Speed Increase  
Reserve Ammo Increase 24  
Reload 8.05→5.95  
Ammunition HP 30→60

## **Cannons**

### **H/PJ-29**

Damage 1430→2340

Critical Chance Slightly Reduced

New Proximity Bomb (Not a Friend, You're Not a High-Level Dual-Target)

Magnet Capacity 150→50

Load: 15.4→12.60

### **JRVG-1**

Damage 1495→2340

Added AOE

Magnet Capacity 100→50

Reload 10.85→9.1

Increased Spread

### **Mark 42**

Reload 11.9→9.8

### **Mark 55/12**

Reload 9.8→8.4

### **RG-32 Mk1**

Damage: 39000→46800

Critical Hits Canceled

### **MONARC**

Damage: 28600→35100

Range: 12.09→13

Load 5.95→5.6

### **Cupid Railgun**

Damage: 23400→27300

### **EDU Railgun**

Damage 9750→10140

Add 0.2 critical chance

### **Mark-71**

Reload 6.09→5.6

### **EMRG Konig**

Damage: 29900→35100

AOE reduced  
Source cited,

***Celestial City's main gun***

Added 0.2 critical chance  
Range 12.61→13  
Reload 5.04→4.9

**MKE 76**

Damage 1300→1430  
Critical chance slightly reduced  
The number of bullets in a round is 15→10  
Range 7.8→9.53  
Reload 13.3→10.5  
Improved accuracy

**AK-130**

Remove Bounce  
Damage 2860→2730  
Bullet Velocity 584→681  
Number of bullets in a round is 6→7  
Fire Rate increased  
Range: 11.31→12.13  
Reload 2.8→3.15  
Reduce Bullet Dispersion

**H/PJ-38**

Remove Bounce  
Damage 2990→4030  
Critical Hits Canceled  
Bullet Velocity 642→739  
Range: 9.49→10.4  
Reload 2.1→2.45

***Volcano***

Damage 3900→3510  
Bullet Velocity 584→681  
Number of bullets in a round is 4→5  
Range 13→13.91

### **Mark 51 AGS**

Short shake before firing

Reload 4.2→4.06

### **A-192 Armat**

Remove bounce

### ***Minh***

Damage 8125→8450

### **Oerlikon GDF-4**

Damage 1300→1820

Critical hits canceled

Added AOE

### **Erlik-2050**

Full load 5.46→5.25

### **Sahi-209 Block-II**

Damage 6500→7150

Changed to one-button burst

Rate of fire increased

Reload 6.02→5.6

Improved accuracy

### **Bofors M/42**

Reload 5.39→4.9

### **Centauro 155**

Improved Accuracy

### **A-222 Bereg**

Damage: 20150→22100

Critical Chance Reduced

### **BAE Systems 155/39 TMF**

Damage 14950→16900

Critical Chance Reduced

Rate of Fire Increased

Improved Accuracy

### **Dana-M2**

Damage 13650→14300

Rate of Fire Increased

Improved Accuracy

### **Den Sho gun**

Reload 9.1→8.05

### **H/PJ-45B**

Damage: 2795→3315

Added AoE

Increased Melee Range

Ammo Rate 681→778

Range 9.1→9.53

### **A-220M**

Added AOE

Range: 7.8→8.67

Improve accuracy

Reduce dispersion

## **Missile Batteries ( )**

### **BrahMos-II**

HP increased to 110

### **ASN4G**

HP increased to 290

### **DF-100**

HP increased to 300

### **Hyunmoo-3C**

HP increased to 115

### ***Flying***

HP increased to 300

Reserve ammo increased to 29

Damage 26000→27300

Boost Guide  
Ballistics Enhanced  
Lockdown Time 1→0.8

***Wedge (Bermuda in the air)***

HP increased to 125  
Reserve ammo increased to 36  
Ballistics Enhanced  
Boost Guide  
Range 8.71→9.53

**P-900 Alfa**

HP increased to 80  
Fire Rate increased

**P-500 Bazalt (Nuke)**

HP increased to 280

**HyFly-2 (Nuke)**

HP increased to 300  
Reserve ammo increased to 17  
Damage 35100→37700  
Load 19.65→17.15

***Nuclear Sea***

HP increased to 300  
Overall speed and guidance increased  
Ballistics increased  
Reload 21.7→19.6

**RUM-139 Swarmer**

Missile HP increased to 55  
Missile speed increased  
Damage 8450→9750  
Lock time 2.2→1.7  
Reload 8.75→8.05  
Torpedo acceleration increased  
Torpedo HP increased

**Type 07 SUM**



Missile HP increased to 80  
Damage: 12350→14300  
Lock time lost 2.6→2  
Reload 7.91→7  
Increase Torpedo Acceleration  
Increase Torpedo HP

### **YU-8**

Missile HP increased to 150  
Reserve Ammo increased to 24  
Missile Overall Speed increased  
Damage 27300→29900  
Lockdown Time 2→1.5  
Reload 9.1→8.4  
Increased Torpedo Acceleration  
Increased Torpedo HP

### **Red Shark**

Missile HP increased to 150  
Reserve Ammo increased to 33  
Reload 6.3→5.6  
Increased Torpedo Acceleration  
Increased Torpedo HP  
Sentinel (Warpatriot 2000)  
Increased Torpedo Acceleration

### **UUM-125 Sea Lance**

Missile HP increased to 100  
Reserve Ammo increased to 24  
Damage 16250→18200  
Increased Torpedo Acceleration

### ***Reaction***

Missile HP increased 150  
Reserve Ammo increased to 33  
Reload 6.65→5.95  
Increase Torpedo Acceleration  
Increase Torpedo HP

### **IDAS**

HP increased to 110  
Reserve Ammo increased to 39  
Overall Speed increased

#### **Type 40 JHGV**

HP increased to 290  
Reserve Ammo added to 21  
Overall Speed increased  
Damage 28600→29900  
Ballistics enhanced  
Lockdown time lost 1.9→1.5  
Reload 7.35→6.3

#### **YJ-21**

HP increased to 300  
Lockdown time lost 2.5→2  
Reload 10.15→8.4

#### **Pralay**

Overall Speed increased  
Fire Rate increased  
Reload 7.7→6.65

#### ***Starfish 3***

HP increased to 300  
Damage: 28600→30550  
Ballistics enhanced  
Lockdown time lost 1.2→1  
Reload 8.75→8.05

#### **DF-12**

HP increased to 300  
Reserve ammo increased to 17  
Overall speed and guidance increased  
Damage: 39000→42900  
Lock time lost 2.5→1.8

#### **RIM-174 (SM-6)**

HP increased to 290  
Reserve ammo increased to 41

Overall speed and guidance increased  
Damage 13000→14950  
Ballistics increased

#### **SCALP Naval**

HP increased to 300  
Reserve ammo added to 21  
Damage 28600→29250  
Lock time: 2→1.8

#### **HVGP (Block I)**

HP increased to 300  
Reserve ammo increased to 23  
Damage: 26000→29250  
Reload Ammo 14.7→13.3

#### **S-350 Vityaz**

Reserve ammo increased to 38  
Damage: 15600→16250  
Ballistics enhanced  
Guide enhanced

#### **X-51 Waverider**

HP increased to 100  
Although I mentioned earlier that it would be increased to 200, looking back, there are surprises in other laser guides  
Reserve ammo increased to 20  
Load capacity 17.5→15.4

#### **NSM Block 1A**

HP increased to 110  
Reserve cut to 13  
Damage 16575→17550

#### **Zircon**

HP increased to 100  
Damage 34450→35100  
Ballistics Enhanced  
Guide Enhanced

Lock Time Takes 2→1.5

### ***Sandfly M***

HP increased to 150

Reserve ammo reduced to 21

Overall speed increased

Ballistics enhanced

Fire rate increased

Reload 7→5.95

### ***Claw Knife***

HP increased to 90

Damage 27300→29900

Range: 10.79→11.27

Lockdown time 1.8→1.5

Reload 7.7→7

### ***Sea Attack***

HP increased to 110

Reserve ammo reduced to 21

Damage 14300→15600

AOE added

Fire rate increased

Reload 6.51→5.95

Perseus

HP increased to 220

Damage 26000→27300

Lockdown time lost 2.5→2

Reload 6.65→6.3

### **Gabriel V**

Reserve ammo reduced to 12

Overall speed increased

Fire rate increased

Load 10.85→9.8

### **HQ-26**

HP increased to 115

Reserve ammo increased to 48

Overall speed and guidance increased

Damage 9100→9750  
AOE damage increased  
Ballistics increased  
Lockdown time lost 0.35→0.3

#### **DF-17**

HP increased to 40  
Reserve ammo increased to 26  
Overall speed increased  
Reload 7→6.3

#### **P-750 Meteorit-M**

HP increased to 90  
Reserve Ammo increased to 24  
Damage: 26000→27950  
Overall Speed Increased

#### **Mako**

HP increased to 110  
Damage 12350→13000  
AOE added

#### **9K720 Iskander**

HP increased to 250  
Overall Speed Increased  
Lock Time: 2→1.8  
Reload 9.8→9.45

#### **YJ-18B**

HP Increased to 110  
Damage 10400→14300  
Ballistic Enhancement  
Guidance Enhancement

#### **Happy Swarmer**

HP Increased to 70  
Reserve Ammo Increased to 23  
Damage 6500→8450

#### **RIM-161 (SM-3)**

HP Increased to 260  
Reserve Ammo Increased to 42  
Damage 11700→13000  
Overall Speed and Guidance Enhancement  
Range 7.8→8.71  
Lock Time Lost 0.5→0.4  
MK2E  
HP increased to 260  
Reserve Ammo added to 21  
Damage: 22750→26000  
Lockdown time lost 1.5→1.2

#### **YJ-18**

HP increased to 260  
Overall speed and guide increased  
Reload 6.3→5.6

#### **Kh-35**

HP increased to 110  
Reserve Ammo reduced to 20  
Damage 13650→15600

#### **RBS-15**

HP increased to 110  
Reserve Ammo increased to 17

#### **CHAMP**

HP increased to 260  
Reserve Ammo increased to 24

#### **P-700 Granit**

HP increased to 250  
Reserve Bomb reduced to 11

#### **GTX 690**

HP increased to 280  
Overall speed increased  
AOE slightly increased  
Duration lock lost 3→2.2  
Reload 17.5→13.3

### **MGM- 140 NTACMS**

HP increased to 120

Reserve bomb reduced to 17

Overall speed increased

Body damage 10400→22750

Mold damage split 5200→3900

### ***Brush***

HP increased to 80

Overall speed increased

Damage 26000→31200

Ballistic enhancement

Range 8.71→10.40

Lock time: 2→1.6

Reload 7.7→7

### **YJ-12A**

HP increased to 110

Overall speed increased

Damage 14300→16900

Ballistic enhancement

Reload 7→6.65

### **S-500 Prometheus**

HP increased to 110

Overall speed and guidance increased

Damage 6760→8450

Ballistics increased

Range 8.71→9.53

### ***Haiko***

HP increased to 60

Lock time: 2→1.8

Reload 8.75→7

### **MANSUP-ER**

HP increased to 110

Overall speed increased

Damage 13650→14300

AOE added  
Fire rate increased  
Lock time lost 1.5→1.3  
Reload 7→6.3

### **Type 17 SSM**

HP increased to 110  
Reserve bomb reduced to 18  
Overall speed increased  
Damage 15600→17500  
Ballistics increased  
Lock time lost 1.7→1.5  
Reload 7.35→7

## **Missile Batteries ( )**

### **P-800 Onix-M (Project 22350M)**

HP increased to 125

### **TL-30C (054B)**

HP increased to 115

### **DF-15B (Chengying)**

HP increased to 260

### ***12 (shield and)***

HP increased to 125

### **YJ-21E (ChiXiao)**

HP increased to 60

### **DF-17 X8 (Type 100)**

HP increased to 24

### ***Big whale harpoon***

HP increased to 115

### **SSM-750K Sea Dragon (Chungnam)**



HP increased to 110  
Range 8.71→9.53