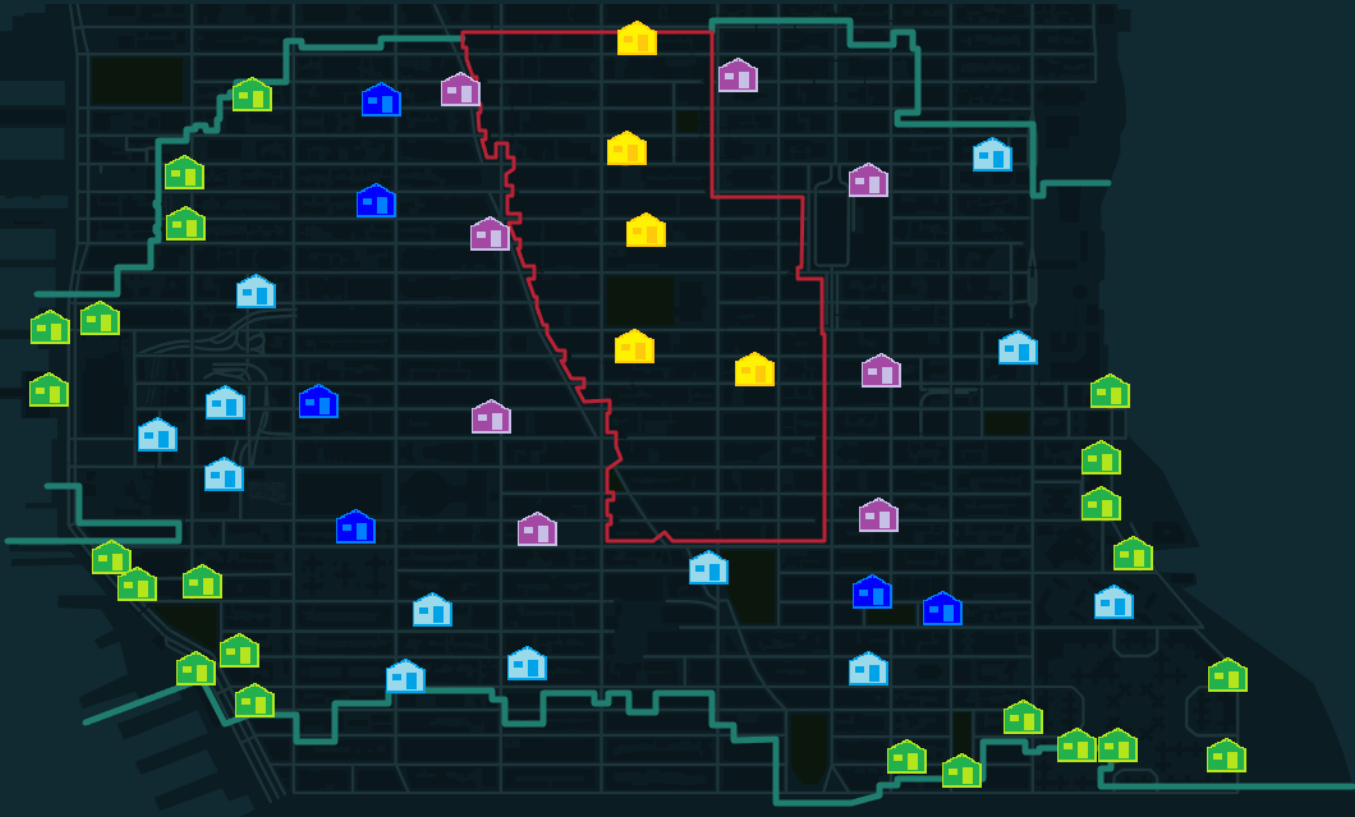


Guide to Survival Crafting

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The four different types of crafting hideouts in Survival have been color coded to indicate which blueprints are available. Hideouts with the same color have the same blueprints.



The odds are that you will get loot drops that match the color of the nearest hideout. E.g. clearing a landmark near a purple hideout or inside the dark zone will often yield purple items.

The recommended crafting recipes are:

- **Extended Magazine, VX-1 Scope (4 Tools)**

The Extended Magazine and the VX-1 Scope can only be crafted at Green and Light Blue hideouts. The extra magazine size and headshot damage will allow you to drop multiple enemies before reloading.

- **Omega Rifle Suppressor, Basic Virus Filter (4 Tools, 2 Fabric, 1 Weapon Part)**

The Omega Rifle Suppressor can only be made at Light Blue and Blue hideouts. The suppressor provides additional headshot damage and reduced threat to delay detection when you open fire with a MMR.

- **First Aid (3 Electronics, 1 Medkit, 1 Tool)**

You should craft First Aid before entering the dark zone because you won't be able to find Blue Electronics and Blue Tools after entering.

- **Gun, Armor, and Stamina Mods (Fabric and Electronics)**

Build armor and make a gun in order: Holster & Gloves (before gun), Pack & Vest, Pads. Finally make five stamina mods.

Green Hideout Blueprint List

Survival Equipment

Basic Virus Filter	2 blue fabric, 2 blue tools
Advanced Virus Filter	1 blue fabric, 1 blue tool
Additional Medkit Pouch	2 blue fabric, 2 blue tools
Medkit	1 blue fabric, 1 blue tool

Clothing (1 green fabric)

Mesh Cap	4 deg
Slim Jacket	3 deg
Scarf	4 deg

Weapons (2 green weapon parts)

Police M4	3030-3447dmg
Classic AK-47	3729-4243dmg
Black Market T821	3146-3580dmg
Converted SMG-9	2750-3129dmg
Classic RPK-74	2680 3049dmg
M249 B	3146-3580dmg
Double Barrel Shotgun	26288-29624dmg
M870 Express	26288-29624dmg
Classic M1A	10112-11396dmg
Classic M44 Carbine	23257-26210dmg

Weapon Mods (2 green tools)

Extended Magazine	~50% Magazine Size
Heavy Magazine Spring	~5.2% Rate of Fire
ACOG Scope (4x)	~7.5% Accuracy
VX-1 scope (12x)	~8% Headshot Damage
SR-7 Suppressor	~9% Critical Hit Damage, ~26% Reduced Threat
Muzzle Brake	~6.5% Stability
Angled Grip	~5.5% Stability
PEQ-15 Laser - Red	~7.5% Accuracy

Armor (2 blue fabric)

Blue Level 89 armor	301-362 firearms/stamina/electronics
Backpack	300-368 armor, 2x Random Bonus
Mask	226-276 armor, 2x Random Bonus
Gloves	226-276 armor, 2x Random Bonus

Skills

Pulse	3 blue electronics
Sticky bomb	3 blue weapon parts, 1 blue tool
Ballistic Shield	3 blue tools

Gear Mods

None

Material Conversion

3 green -> 1 blue

Green Hideout Recommendations

The best crafting options in Green Hideouts are as follows:

PVE

Weapons :: Classic AK-47 or Classic M44 Carbine

Weapon Mods :: Extended Magazine and VX-1 Scope (*recommended*)

PVP

Weapons :: Police M4 or Classic RPK-74

Weapon Mods :: Extended Magazine (*recommended*)

Skills :: Pulse

Spawn time tips...

- When you spawn listen for other players. You can hear them taking medicine, walking, and opening the cloth box even though you can't see them inside the hideout.
- Try to reach the edge of the dark zone in 15 minutes because the loot get's much better the closer you get to the dark zone.

Inside the Green Zone...

- Don't waste your time making any armor or clothes here because you will find better armor and clothes on your way closer to the dark zone.
- Kill any Rikers, Rioters, or LMB opponents because 'reds are free meds'.
- Try to enter at least one residence and gather clothing.
- Do not save medicine but take it as soon as you get it.
- Beginners are usually killed by the enemy they can't find. The pulse skill is a lifesaver while learning to survive.
- Don't fight while freezing it's how most people die.
- Know when to run from a fight. Rikers and Rioters will rush your position so either engage from a distance (and behind cover) or be ready to hit-and-run repeatedly down the street a block at a time.

To Helicopter or Not to Helicopter...

- If you are rushing to a helicopter crash press F to skip the intro.
- When you are racing to a helicopter crash second place gets nothing so don't stop to loot.
- Depending on where you spawn, you will often pass more loot on the way to a helicopter crash than what you get there... No gun? enemies drop them. No medicine? there are plenty of ambulances around. No armor? try rooftops, alleys, and landmarks.
- If you are a long ways from the helicopter crash it's faster to craft a hat/scarf and put it on before leaving the hideout.
- You will fight while freezing when you are rushing a helicopter crash. Crashes always have a fire so just fight your way to the fire (while freezing).
- Always take the gun first and practice approaching the crash so that the fight doesn't start until after you have taken the gun. If someone else is fighting the defenders then they have the NPC aggro so just run past them to the gun.
- Loot in the following order: gun, armor, medicine, medkit, tools/electronics/cloth, food, clothes

Light Blue Hideout Blueprint List 1-2

Survival Equipment

Basic Virus Filter	2 blue fabric, 2 blue tools
Advanced Virus Filter	1 blue fabric, 1 blue tool
Additional Medkit Pouch	2 blue fabric, 2 blue tools
Medkit	1 blue fabric, 1 blue tool

Clothing (1 green fabric [low] or 1 blue fabric [high])

Mesh Cap	4 deg
Watch Cap	9 deg
Slim Jacket	3 deg
Cargo Jacket	8 deg
Jeans	8 deg
Scarf	4 deg
Neck Gaiter	12 deg
Cardigan	4 deg
Work Boots	8 deg

Weapons (2 green weapon parts [green] or 2 blue weapon parts [blue])

SOCOM SCAR-L	4881-5482dmg, Random Talent
Military G36	4327-4861dmg, Focused
Military P416	3760-4178dmg
MP7	3546-3984dmg, Random Talent
AUG A3 Para XS	4230-4751dmg, Random Talent
Burst Fire MP-5 A4	4339-4821dmg
Military L86 LSW	4230-4751dmg, Random Talent
Classic M60	4555-5117dmg, Random Talent
M249 B	3905-4338dmg
Super 90	28072-31280dmg, Random Talent
SASG-12	24160-26888dmg, Random Talent
M870 Express	32120-35464dmg
Covert SRS	25381-28510dmg, Random Talent
Military SCAR-H	13944-15670dmg, Random Bonus
Classic M1A	11572-12856dmg

Armor (2 blue fabric)

Blue Level 89 armor	301-362 firearms/stamina/electronics
Backpack	300-368 armor, Random Bonus, Random Bonus
Vest	451-552 armor, Random Bonus, Random Bonus
Mask	226-276 armor - 2x Random Bonus
Gloves	226-276 armor - 2x Random Bonus
Kneepads	375-460 armor, Random Bonus x3
Holster	226-276 armor, Random Bonus

Light Blue Hideout Blueprint List 2-2

Skills

Pulse	3 blue electronics
Sticky bomb	3 blue weapon parts, 1 blue tool
Turret	3 blue weapon parts, 1 blue electronic, 1 blue tool
Seeker Mine	3 blue weapon parts, 1 blue electronic, 1 blue tool
Ballistic Shield	3 blue tools
Smart Cover	3 blue tools, 1 blue weapon part
Mobile Cover	3 blue tools, 1 blue weapon part

Weapon Mods (2 blue tools [blue] or 2 green tools [green])

Quick Release Magazine	~16% Reload Speed, Random Bonus
High Velocity Magazine	~4.5% Critical Hit Chance, Random Bonus
Extended Magazine	~50% Magazine Size
VX-1 scope (12x)	~8% Headshot dmg
Pro Red Dot Sight	~12% Critical Hit Damage, Random Bonus
C79 Scope (3.4x)	~12% Critical Hit Damage, Random Bonus
Omega Rifle Suppressor	~30% Reduced Threat, ~11% Headshot Dmg, Random Bonus
Flash Hider	~9.5% Accuracy, Random Bonus
Muzzle Brake	~6.5% Stability
Handstop - Coyote	~16.5% Reload Speed, Random Bonus
Angled Grip - Red	~7.5% Stability, Random Bonus
PEQ-15 Laser - Red	~7.5% Accuracy

Random Bonuses include: 2% critical hit chance, 3.1% rate of fire, 2.5% optimal range, 3.5% headshot damage, 3% optimal range, 1.5% accuracy

Gear Mods (2 blue electronics [blue] or 2 green electronics [green])

Performance Gear Mod	Random Bonus
Gear Mod	~85 firearms/stamina/electronics
Performance Gear Mod	Random Bonus
Gear Mod	~64 firearms/stamina/electronics

Material Conversion (no change)

3 green -> 1 blue

Light Blue Hideout Recommendations

The best crafting options in Light Blue Hideouts are as follows:

PVE

Survival Equipment :: Basic Virus Filter

Weapons :: Military G36, Classic M60, or Covert SRS

Weapon Mods :: Extended Magazine, VX-1 Scope, and Omega Rifle Suppressor (*recommended*)

Skills :: Turret

PVP

Survival Equipment :: Basic Virus Filter

Weapons :: Military G36 or SASG-12

Weapon Mods :: Extended Magazine and C79 Scope or Pro Red Dot Scope (*recommended*)

Skills :: Pulse

Light Blue Weapons++

- Crafting a G36, AUG, or SASG 12? Make it at the Light Blue hideout for higher damage than the Blue hideout.

Taking your first landmark...

- The turret is the most overpowered PVE skill in Survival. Use it.
- Don't try to take your first landmark with a pistol or shotgun (experts only!).
- Before attacking a landmark check the street in all directions for red mobs. Your attack will draw their attention so clear the street first so you don't die trying to fight in two directions.
- Fight from cover.
- Consider grouping up when you are learning. It's much easier when there are two or more players.
- Fire first, surprise them if possible. Don't open fire until you have selected cover where you can see the landmark defenders.
- You can count on Rikers rushing so poke the bear from a distance and kill them as they charge across the open to get at you.
- With an Omega Rifle Suppressor you can use an MMR to kill the first purple defender before you are detected.

Winning the fight...

- Don't fire or give away your presence until you can drop your enemy with one clip.
- The difference between a beginner and an expert in survival is the ability to pick the right time and place for fighting and running.
- Take cover (e.g. behind a car) and move while reloading.
- Stamina is king. Prioritize that in selecting armor. You won't need electronics until you craft healing skills or turret.
- The best weapons are AR (PVP/PVE), SG (PVP), LMG (PVP/PVE), and MMR (PVE).
- The following weapons are surprisingly bad in survival: Fast firing sniper rifles (low damage, limited ammo), M870 / Super 90 (slow fire rate), Double barrel sawed off shotgun (slow reload, worse than pistol)
- The following weapons are unexpectedly good in survival: SASG-12 (PVP, headshot stun), 3 round burst weapons (PVE only, headshot stun), Double barrel shotgun (PVE only, instant kill)

Blue Hideout Blueprint List 1-2

Survival Equipment

Basic Virus Filter	2 blue fabric, 2 blue tools
Advanced Virus Filter	1 blue fabric, 1 blue tool
Additional Medkit Pouch	2 blue fabric, 2 blue tools
Medkit	1 blue fabric, 1 blue tool

Clothing (1 blue fabric [low] or 2 blue fabric [high])

Watch Cap	9 deg
Slouchy	14 deg
Cargo Jacket	8 deg
Puff Jacket	14 deg
Jeans	8 deg
Military Pants	12 deg
Neck Gaiter	12 deg
Wind Gaiter	14 deg
Cardigan	4 deg
Turtleneck Sweater	9 deg
Work Boots	8 deg
Walking Boots	13 deg

Weapons (2 blue weapon parts [blue] or 4 blue weapon parts and 2 tools [purple])

Double Barrel Sawed Off	34744-39960 dmg
Enhanced ACR-E	3755-4277 dmg
G36 C	3842-4376 dmg
Military SA-58	5200-5922 dmg
PP-19	3611-4112 dmg
Enhanced AUG A3P	3755-4277 dmg
Navy MP-5 N	3466-3948 dmg
Military L86 LSW	4030-4552 dmg
Military RPK-74 M	3597-4058 dmg
Tactical M249 Para	4175-4716 dmg
Super 90	23112-26320 dmg
Tactical SASG-12 K	19640-22368 dmg
Military M870	30040-34216 dmg
SOCOM M1A	11556-13161 dmg
Hunting M44	26001-29612 dmg
Surplus SVD	11267-12831 dmg

Blue Hideout Blueprint List 2-2

Weapon Mods (2 blue tools)

Quick Release Magazine	~16% Reload Speed, Random Bonus
Heavy Magazine Spring	~7.1% Rate of Fire, Random Bonus
Mk4 M5A2 Scope (15x)	~13.5% Optimal Range, Random Bonus
ACOG Scope (4x) - FDE	~9% Accuracy, Random Bonus
Improved Iron Sights	~7.5% Stability, Random Bonus
Omega Rifle Suppressor - Tan	~30% Reduced Threat, ~11% Headshot Damage, RndBonus
Loud Vent Brake	~29% Increased Threat, ~11% Crit Hit Damage, RndBonus
Compensator	~7.5% Stability, Random Bonus
Handstop - FDE	~18% Reload Speed, Random Bonus
Small Laser Pointer	~9% Accuracy, Random Bonus
Vertical grip - Foliage Green	~28.5% Optimal Range, Random Bonus

Random Bonuses include: 2% critical hit chance, 3% critical hit damage, 3.5% headshot damage, 1.5% accuracy, 3% reload speed

Skills

Pulse	3 blue electronics
Sticky bomb	3 blue weapon parts, 1 blue tool
Ballistic Shield	3 blue tools
Turret	3 blue weapon parts, 1 blue electronic, 1 blue tool
Seeker Mine	3 blue weapon parts, 1 blue electronic, 1 blue tool
Support Station	3 blue electronics, 1 medkit, 1 blue tool
Smart Cover	3 blue tools, 1 blue weapon part
Mobile Cover	3 blue tools, 1 blue weapon part

Gear Mods (2 blue electronics)

Performance Gear Mod	Random Bonus
Gear Mod	~85 firearms/stamina/electronics

Armor (2 blue fabric)

Blue Level 89 armor	301-362 firearms/stamina/electronics
Backpack	300-368 armor, Random Bonus, Random Bonus
Vest	451-552 armor, Random Bonus, Random Bonus
Mask	226-276 armor - 2x Random Bonus
Gloves	226-276 armor - 2x Random Bonus
Kneepads	375-460 armor, Random Bonus x3
Holster	226-276 armor, Random Bonus

Material Conversion

3 green -> 1 blue

Blue Hideout Recommendations

The best crafting options in Light Blue Hideouts are as follows:

PVE

Survival Equipment :: Basic Virus Filter

Weapons :: Hunting M44

Weapon Mods :: Omega Rifle Suppressor (*recommended*)

Skills :: Turret or Support Station (only if in group)

PVP

Survival Equipment :: Basic Virus Filter

Weapons :: None (make your weapons in [Light Blue hideouts](#) for greater dmg)

Weapon Mods :: Loud Vent Brake (*recommended*)

Skills :: Pulse

Using the consumables wheel

- Remember to take food whenever your health is low (especially in combat).
- Take water when entering buildings to quickly find loot.
- MedKits are inexpensive to craft. Fill your inventory before entering the dark zone.
- MedKits are generally more effective before you go down because AI opponents often won't let you use them to get back up.
- Medicine and painkillers each lose effectiveness the more that you take. So the duration of each will decrease, the more you take. Medicine and painkillers each have their own separate diminishing return from usage as well. So if you take 30 painkillers and then your first medicine will still be full duration.

Expediting your trip

- As you near the midpoint of your journey to the dark zone search the area, find a gun in a park or rooftop, and remember it's location. Next time you spawn on the same side skip everything and run straight to that gun for a _much_ faster trip to the dark zone.

Purple Hideout Blueprint List 1-2

Survival Equipment

Basic Virus Filter	2 blue fabric, 2 blue tools
Advanced Virus Filter	1 blue fabric, 1 blue tool
Additional Medkit Pouch	2 blue fabric, 2 blue tools
Medkit	1 blue fabric, 1 blue tool

Clothing (2 blue fabric [low], 1 gold fabric [high])

Slouchy	14 deg
Pom Pom Beanie	16 deg
Puff Jacket	14 deg
Military Jacket	16 deg
Military Pants	12 deg
Trekking Pants	15 deg
Wind Gaiter	14 deg
Neck Warmer	16 deg
Turtleneck Sweater	9 deg
Tactical Hoodie	14 deg
Walking Boots	13 deg
Waterproof Boots	17 deg

Weapons (3 gold weapon parts and 1 gold tool [gold], 4 blue weapon parts and 2 tools [purple], 3 blue weapon parts [blue])

X-45	4660-5375dmg, Expert, Random Talent
Double Barrel Sawed Off	36656-41872dmg, 2x Random Talent
LVOA-C	4582-5234dmg, 2x Random Talent
Black Market AK-74	5639-6442dmg, 2x Random Talent
Custom P416 G3	4582-5234dmg, 2x Random Talent
SOCOM SCAR-L	4609-5211dmg, Random Talent
Tactical AUG A3P	4785-5437dmg, 2x Random Talent
Converted SMG-9 A2	4343-4935dmg, 2x Random Talent
Police T821	4969-5646dmg, 2x Random Talent
MP7	3358-3775dmg, Random Talent
Custom L86 A2	4785-5437dmg, 2x Random Talent
Military M60 E4	5153-5855dmg, 2x Random Talent
Tactical M249 Para	4359-4900dmg, Random Talent
Double Barrel Shotgun	38280-43496dmg, 2x Random Talent
Marine Super 90	29440-22456dmg, 2x Random Talent
Tactical SASG-12 K	21952-24680dmg, Random Talent
SRS A1	28711-32765dmg, 2x Random Talent
Police Mk17	15828-17985dmg, 2x Random Talent
First Wave M1A	14723-16730dmg, 2x Random Talent
Surplus SVD	12593-14157dmg, Disciplined

Material Conversion

- 3 green -> 1 blue
- 3 blue -> 1 gold

Blue Hideout Blueprint List 2-2

Weapon Mods (2 blue tools and 1 blue weapon part [purple] or 2 blue tools [blue])

Heavy Magazine Spring	~7.3% Rate of fire, Random Bonus
High Velocify Magazine	~4.5% Critical Hit Chance, Random Bonus
552 HoloSight	~5% crit chance, Random Bonus
CQBSS Scope - FDE	~8.5% stability, Random Bonus
C79 Scope (3.4x)	~12% Critical Hit Damage, Random Bonus
Osprey .45 Suppressor	~12% accuracy, Random Bonus, 33% reduced threat
Muzzle Brake	~10% stability, random bonus
Flash Hider	~9.5% Accuracy, Random Bonus
Vertical Grip - OD Green	~32.5% optimal range, Random Bonus
PEQ-15 Laser - Green	~12.5% accuracy, random bonus
Angled Grip - Red	~7.5% Stability, Random Bonus

Random Bonuses include:

2.5 critical hit chance, 3.1% rate of fire, 3.5% optimal range, 1% accuracy, 3% critical hit damage, 3.5% headshot damage

Skills

Pulse	3 blue electronics
First Aid	3 blue electronics, 1 medkit, 1 blue tool
Support Station	3 blue electronics, 1 medkit, 1 blue tool
Sticky bomb	3 blue weapon parts, 1 blue tool
Turret	3 blue weapon parts, 1 blue electronic, 1 blue tool
Seeker Mine	3 blue weapon parts, 1 blue electronic, 1 blue tool
Ballistic Shield	3 blue tools
Smart Cover	3 blue tools, 1 blue weapon part
Mobile Cover	3 blue tools, 1 blue weapon part

Gear Mods

Performance Gear Mod	Random Bonus
Gear Mod	~114 firearms/stamina/electronics, Random Bonus
Performance Gear Mod	~3.5% Random Bonus
Gear Mod	~85 firearms/stamina/electronics

Armor (4 blue fabric and 2 blue electronics [purple] or 2 blue fabric [blue])

Purple Level 131 armor	379-457 firearms/stamina/electronics
Backpack	376-460 armor, 2x Random Bonus
Backpack	300-368 armor, 2x Random Bonus
Vest	564-690 armor, 3x Random Bonus
Vest	451-552 armor, 2x Random Bonus
Mask	282-345 armor, 2x Random Bonus
Mask	226-276 armor - 2x Random Bonus
Gloves	282-345 armor - 3x Random Bonus
Gloves	226-276 armor - 2x Random Bonus
Knee pads	469-575 armor, 4x Random Bonus
Knee pads	375-460 armor, 3x Random Bonus
Holster	282-345 armor, Random Bonus
Holster	226-276 armor, Random Bonus

Purple Hideout Recommendations

The best crafting options in Purple Hideouts are as follows:

PVE

Survival Equipment :: Advanced Virus Filter, Additional MedKit Pouch, MedKit

Weapons :: Military M60 E4, Black Market AK-74, or SRS A1

Weapon Mods :: None

Skills :: First Aid

PVP

Survival Equipment :: Advanced Virus Filter, Additional MedKit Pouch, MedKit

Weapons :: LVOA-C

Weapon Mods :: None

Skills :: Pulse

Before Entering the Dark Zone

- Never craft Green, Blue, or Purple armor in PVE. In the Light Zone (blue) armor drops frequently. After clearing a few landmarks in the dark zone you will have all the (purple) armor you want.
- Purple gun, mod, and armor crafting is expensive. Wait until you are in the Dark Zone and can craft Gold equipment.
- Remember to craft First Aid before entering the Dark Zone.
- The purple hideout is the best location to make any missing clothing items before entering the dark zone.

Gold Hideout Blueprint List 1-3

Survival Equipment

Flare Gun	2 gold weapon parts, 1 gold division tech
Basic Virus Filter	2 blue fabric, 2 blue tools
Advanced Virus Filter	1 blue fabric, 1 blue tool
Additional Medkit Pouch	2 blue fabric, 2 blue tools
Medkit	1 blue fabric, 1 blue tool
Medkit	High End Materials - 1 gold fabric

Weapons (4 blue weapon parts and 2 blue tools [purple]. 3 gold weapon parts and 1 gold tool and 1 gold division tech _if_ not pistol [gold])

586 Magnum	9811-11316 dmg, Expert, Random Talent
X-45	4660-5375 dmg, Expert, Random Talent
Double Barrel Sawed Off Shotgun	36656-41872 dmg, 2x Random Talents
Tactical ACR	5314-6129 dmg, 3x Random Talent
Tactical SA-58	7358-8487 dmg, 3x Random Talents
G36 Enhanced	5437-6271 dmg, Focused, 2x Random Talent
Enhanced PP-19	5110-5893 dmg, Hurried, 2x Random Talents
First Wave Vector 45 ACP	5110-5893 dmg, 3x Random Talents
MP-5 ST	4905-5658 dmg, 3x Random Talents
Black Market M60 E6	5723-6601 dmg, 3x Random Talent
Military MK46	5518-6365 dmg, 3x Random Talents
Black Market RPK-74 E	4701-5422 dmg, 3x Random Talents
Black Market SASG-12 S	27792-32056 dmg, 3x Random Talents
Tactical Super 90 SBS	30120-34384 dmg, 3x Random Talents
Custom M870 MCS	46072-52592 dmg, 3x Random Talents
Custom M44	37213-42479 dmg, 3x Random Talents
Paratrooper SVD	17277-19722 dmg, Disciplined, 2x Random Talents
SOCOM Mk20 SSR	19049-21475 dmg, 3x Random Talents

Armor (3 gold fabric and 1 gold electronic [gold]. 4 blue fabric and 2 blue electronics [purple])

Gold Level 163 armor	474-553 firearms/stamina/electronics
Backpack	469-575 armor, Random Talent, 2x Random Bonus
Backpack	376-460 armor, 2x Random Bonus
Vest	704-863 armor, Random Talent, 3x Random Bonus
Vest	564-690 armor, 3x Random Bonus
Mask	352-431 armor, Random Talent, 2x Random Bonus
Mask	282-345 armor, 2x Random Bonus
Gloves	352-431 armor, Random Talent, 3x Random Bonus
Gloves	282-345 armor, 3x Random Bonus
Kneepads	586-718 armor, Random Talent, 4x Random Bonus
Kneepads	469-575 armor, 4x Random Bonus
Holster	352-431 armor, Random Talent, Random Bonus
Holster	282-345 armor, Random Bonus

Gold Hideout Blueprint List 2-3

Skills

Pulse	3 blue electronics
First Aid	3 blue electronics, 1 medkit, 1 blue tool
Support Station	3 blue electronics, 1 medkit, 1 blue tool
Sticky bomb	3 blue weapon parts, 1 blue tool
Turret	3 blue weapon parts, 1 blue electronic, 1 blue tool
Seeker Mine	3 blue weapon parts, 1 blue electronic, 1 blue tool
Ballistic Shield	3 blue tools
Smart Cover	3 blue tools, 1 blue weapon part

Weapon Mods (2 blue tools, 1 blue weapon part [purple]. 1 gold tool, 1 gold weapon part [gold])

Quick Release Magazine	~26.5 Reload Speed, 2x Random Bonus
Heavy Magazine Spring	~9.4% Rate of Fire, 2x Random Bonus
High Velocity Magazine	~6.5% Critical Hit Chance, 2x Random Bonus
Heavy Magazine Spring	~7.3% Rate of fire, random bonus
ACOG Scope - Bronze	~13.5% Accuracy, 2x Random Bonus
CQBSS Scope - FDE	~8.5% stability, random bonus
Rugged Mini Reflex Sight	~6.5% Critical Hit Chance, 2x Random Bonus
T2 Micro Red Dot Sight	~14.5% Accuracy, 2x Random Bonus
EXPS3 Holographic Sight - Tan	~20.5% Optimal Range, 2x Random Bonus
Osprey .45 Suppressor - FDE	~42% Reduced Threat, 13.5% Accuracy, 2x RandBns
Loud Vent Brake - Increased Threat	~16% Critical Hit Damage, 2x Random Bonus
Compensator	~11% Stability, 2x Random Bonus
Flash Hider	~13% Accuracy, 2x Random Bonus
Muzzle Brake	~10% stability, random bonus
Handstop - Wolf Grey	~25% Reload Speed, 2x Random Bonus
Vertical Grip - Wolf Grey	~43% Optimal Range, 2x Random Bonus
PEQ-15 Laser - Orange	~14% Accuracy, 2x Random Bonus
Small Grip - Red	~17% Critical Hit Damage, 2x Random Bonus
Vertical Grip - OD Green	~32.5% optimal range, random bonus

Random Bonuses include: 2-2.5% stability, 3.5-4.5% optimal range, 4.5-5.5% headshot dmg, 3-4% crit hit dmg, 2.5% crit hit chance, 2% accuracy, 4% reload speed

Gear Mods (1 gold electronic and 1 gold fabric [gold]. 2 blue electronics and 1 blue fabric [purple])

Performance Gear Mod	Random Bonus
Firearms Gear Mod	118-144 Firearms, Random Bonus (power level 31)
Stamina Gear Mod	118-144 Stamina, Random Bonus (power level 31)
Electronics Gear Mod	118-144 Electronics, Random Bonus (power level 31)
Performance Gear Mod	Random Bonus
Gear Mod	~114 firearms/stamina/electronics, Random Bonus

Material Conversion

- 3 green -> 1 blue
- 3 blue -> 1 gold
- 1 division tech -> 1 gold

Gold Hideout Recommendations

Clothing (1 gold cloth)

Pom Pom Beanie	16 deg
Military Jacket	19 deg
Trekking Pants	15 deg
Neck Warmer	16 deg
Tactical Hoodie	14 deg
Waterproof Boots	17 deg

The best crafting options in Gold Hideouts are as follows:

PVE

- Survival Equipment :: MedKit, Flare Gun
- Weapons :: G36 Enhanced, Black Market M60 E6, or Custom M44
- Armor :: Holster & Gloves, Vest & Pack, Pads
- Weapon Mods :: Small Grip – Red or PEQ-15 Laser - Orange

PVP

- Survival Equipment :: MedKit, Flare Gun
- Weapons :: G36 Enhanced, Black Market RPK-74 E, Black Market SASG-12 S, or MP-5 ST
- Armor :: Holster & Gloves, Vest & Pack, Pads
- Weapon Mods :: Small Grip – Red or PEQ-15 Laser – Orange

Extraction Tips

- Extraction points are, bad: Intersection-DZ05, good: Byrant Park-DZ04, best: Rooftop-DZ02
- Hunters won't follow you outside the extraction area. Hunters will spawn for you at each separate extraction until you kill them. After you or another player kill the hunter he will not respawn at that extraction point.
- Pulse before running through extraction points. There may be hunters left over from previous players.
- When the hunter spawns listen for their spawn sound and spot the smoke. You can also look for their healing boxes or other skills to locate them. Your pulse or turret will locate them.
- If you listen carefully on extraction. Once you hear the smoke pop, you have a fraction of a second to get your pulse off before the Hunter will EMP you, so you can get your pulse off and have their location, which is a huge advantage.
- Hunters will instant kill and finish you once they get in melee range. Avoid close combat with hunters.
- Understand how hunters kill. They are not all the same. The hunters either use MMR, LMG, AR, or SG.
- If hunter launches a sticky bomb make sure you dodge. It can instantly kill you at range.
- If the hunter hacks your turret, use the skill to destroy the turret.
- Extractions tend to draw other players and when they arrive at your extraction their hunters will also spawn.
- Take food and water before getting on the helicopter for a higher score.

Armor Up!

- Make your gloves and check your weapon damage type before you make your gold gun.
- Craft armor in the following order: Gold Holster & Gold Gloves, Gold Chest & Gold Pack, Gold Pads.
- After making armor you should make five stamina mods and put them on.
- Stamina is king in survival but you will benefit if you have a piece with firearms and a piece with electronics. Consider re-crafting if you have more than two non-stamina armor pieces.

Dark Zone Landmarks

Dark Zone Landmarks:

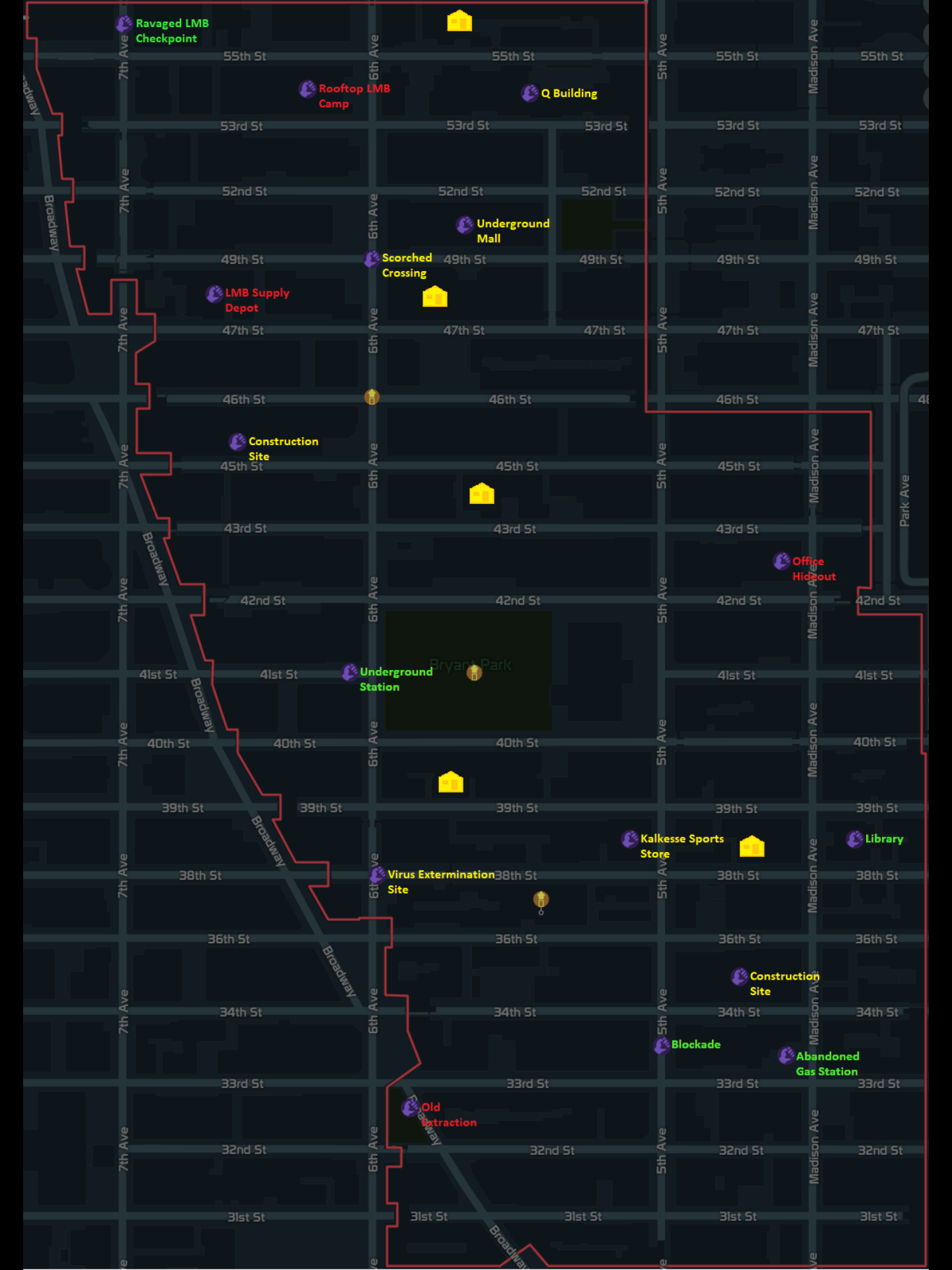
<u>Landmark Name</u>	<u>Faction</u>	<u>Difficulty</u>	<u>Zone</u>	<u>Location</u>
Ravaged LMB Checkpoint	LMB	Easy	DZ06	7 th and 55 th St
Rooftop LMB Camp	LMB	Hard	DZ06	6 th and 53 rd St
Q Building	Cleaners	Medium	DZ06	6 th East and 53 rd St
Underground Mall	Cleaners	Medium	DZ05	6 th East and 49 th St
Scorched Crossing	LMB	Medium	DZ05	6 th and 49 th St
LMB Supply Depot	LMB	Hard	DZ05	6 th and 47 th St
Construction Site	Rikers	Medium	DZ04	6 th and 45 th St
Office Hideout	LMB	Hard	DZ04	Madison and 42 nd St
Underground Station	Rioters	Easy	DZ03	6 th and 41 st St
Virus Extermination Site	Cleaners	Medium	DZ02	6 th and 38 th St
Kalkesse Sports Store	LMB	Medium	DZ02	5 th and 38 th St
Library	Rikers	Easy	DZ02	Madison and 38 th St
Construction Site	LMB	Medium	DZ02	Madison and 34 th St
Blockade	LMB	Easy	DZ01	5 th and 34 th St
Abandoned Gas Station	Rioters	Easy	DZ01	Madison and 33 rd St
Old Extraction	LMB	Hard	DZ01	Broadway and 33 rd St

Dark Zone Landmarks

- Clearing dark zone landmarks solo is dangerous work. Wait until you have a gold gun.
- Even easy landmarks can kill you quickly if you don't play smart. These landmarks either have easy enemies (Rioters) or are a natural shooting gallery (Library, Blockade) for sniper rifles.
- Watch for shotgun rushers and don't get cornered in construction sites.
- Don't allow the mob to flank you. Engage at range and whittle down the mob until only the boss is left. If the mob is nearing your position run a block further away.
- Using pulse and turret will keep you alive. Prioritize rushers and avoid trading direct fire when possible.
- Fire and relocate often. Use grenades on bosses to stun them for an easy kill.
- Pro solo players just snipe landmark enemies from a distance using a MMR.
- When a boss dies he will drop one division tech and one survival chest. Whoever runs over his body first gets the division tech.
- Most landmarks and contaminated areas have division tech. Drink water or soda to help find it.
- The Purple extended magazine is the best mod in the game. It cannot be crafted. It is only found when dropped by enemies.

Survival Maps

- Good [Map URL](#) of light zone points of interest
- Better [Map URL](#) of dark zone div tech locations
- Best [Map URL](#) of div tech, landmarks, contaminated zones, and hideouts



Ravaged LMB Checkpoint

Rooftop LMB Camp

Q Building

Scorching Crossing

LMB Supply Depot

Underground Mall

Construction Site

Office Hideout

Underground Station

Virus Extermination Site

Kalkesse Sports Store

Construction Site

Blockade

Abandoned Gas Station

Old Extraction

Library

Bryant Park

Crafting Trade-Offs

Material Conversion

3 green -> 1 blue

3 blue -> 1 gold

1 division tech -> 1 gold

Crafting Trade-Offs

2 blue clothes (low) or 1 blue armor

1 blue clothes (high) or 1 blue armor

2 blue clothes (high) or 1 purple armor

Armor Trade-Offs (firearms/stamina/electronics)

Green-38

Blue-89

Purple-131

Gold-163

248-292

301-362 +21-23%

379-457 +25-26%

474-553 +21-25%

Crafting Recipes (always make an Extended Magazine)

headshot

VX-1 Scope

Omega Rifle Suppressor

Angled Grip Red

crit dmg

C79 Scope

Loud Vent Brake

Small Grip Red

crit chance

Rugged Mini Reflex Sight

Loud Vent Brake

Small Grip Red

Gun Trade-Offs

ACR

3755-4277 dmg

5314-6129 dmg +41-43%

G36

3842-4376 dmg

4327-4861 dmg +11-12%

5437-6271 dmg +25-29%

MP-5

3466-3948 dmg

4905-5658 dmg +41-43%

M60

4555-5117 dmg

5723-6601 dmg +25-29%

SASG-12

19640-22368 dmg

24160-26888 dmg +20-23%

27792-32056 dmg +15-19%

M44

23257-26210 dmg

26001-29612 dmg +11-12%

37213-42479 dmg +43-43%

Looting Goals

- Have a plan, visit the crafting station when you reach each goal (4-5 visits)

Green/Light-Blue Crafting

4 tools - VX-1 scope, Extended Magazine

Light-Blue/Blue Crafting

4 tools and 2 fabric (Omega Rifle Suppressor, Basic Virus Filter)

Purple Crafting

3 electronics, 1 medkit, 1 tool (First Aid)

Light Zone Looting Totals: 4 tools, 5 tools, 2 fabric, 3 electronics, 1 medkit

Gold Crafting

3 weapon parts, 1 division tech, 1 tool (Gun)

Gold Crafting

2 weapon parts, 1 division tech (Flare Gun)

15 cloth, 5 electronics (5 Armor)

5 cloth, 5 electronics (5 Stamina Mods)

Dark Zone Looting Totals: 5 weapon parts, 2 division tech, 1 tool, 20 cloth, 10 electronics