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## Easy loadout warzone

Creating perfect loads has always been the main pursuit of Call of Duty players. The desire for min-max, however, has never been more important than today with Warzone Battle Royale. So here's how we tweak our best Warzone cargo to take home the crown. If you are unfamiliar, all players at Warzone BR can summon in their multiplayer loads to use during a match. They can also pick them up from one of the airfields that come throughout the match. The result is the same: you get three whole perks as well as two decks of weapons. Besides being the only way to get three perks at Warzone, the optimal load also ensures that you have the tools you need to be ready for the final laps by taking RNG out of the equation. Warzone's best workloadsYard of what we get our recommendations, it's worth bearing in mind that some of the weapons and attachments we've selected may not be immediately available to all players. While Warzone is free to play, those of us who have been playing Modern Warfare since launch have an advantage in the number of options available. There's no getting around that fact, but we hope you've made enough progress so far to mitigate some of it. Alternatively, you might notice a running theme with our favorite loads: they tend to have two main weapons rather than basic weapons and a secondary one. This is because sning is very powerful in Warzone due to increased head damage. One shot to the head from either of the bolt's two sniper rifles will be down any player, no matter how much armor they have. Click here to go to the new meta loads. With everything said, let's jump! Sign up for the VG247 newsletter Get all the best bits of VG247 delivered to your inbox every Friday! Light modeFashion of the M4A1 assault rifle and HDR sniper rifle are both early unlocks in your career progression. They also happen to make a killer combo at Warzone. The M4 is perhaps the most versatile weapon in Warzone (and Modern Warfare). It stands out at close range with decent damage, and its low return makes it a breeze for control in long-range interactions. For this download, we will configure the M4 for long-range efficiency without neglecting close range performance. Go to this: The inventory hybrid area. M16 Grenadiu stock barrel. Monolithic suppressor. 50-round Mag. This installation offers plenty of ammunition, providing a fairly low ADS speed, and the hybrid area allows you to quickly switch between near and larger threats when they appear. Most of these attachments are fairly early unlocks, too. Now for an HDR sniper rifle. First, we need an Overkill perk (Column 2) equipped to Bring two main weapons. By default, hdr stock is already a great long-range weapon. You most likely won't be too much When you align it a little bit, we recommend this installation: Heat Sniper Area. 26.9HDR Pro barrel. Light suppressor. Having a mind perk. Shares of FTAC Stalker Scout. The presence of the mind allows you to hold your breath for much longer, which will help you land these single shots. The heat area is essential for quick scanning purposes, but you can switch it for a conventional sniper area if you don't like the thermal image. It is also worth noting that players who use cold-blooded perk will not find out on the thermal spheres. Either way, your sheen scale will be visible to enemies (this is true for all attractions above 4x), so it's best not to linger too long while you're scouting. If you have to get rid of the scale of the shine, you can go with Scout Combat or VLK areas, but those obviously offer much lower scaling. For perks, we'll go with Cold-Blooded not to appear on a heat scale, Overkill is a must, as we mentioned above, and is amped up in column three to increase the rate of weapons swap between both of our primaries. Deadly and tactical grenades can be anything to go by. There is another way you could further adjust this load, assuming you are confident in your sning skills. The M4 settings we mentioned above are for medium and long range, but you can go with the setting below to create a long-range laser beam: 1mW Laser. FSS 11.5 Commando barrel. Light suppressor. Hand pepper sight. 50-round Mag. You won't need scope for this because it's only for near-field combat. The iron sights on the M4 are very clear notwithstanding. SMG's budgetary dominance is one of the most consistent and stable weapons in the Combat Zone. It sits in a pleasant middle ground between close-range dominance and medium-range countdown control. We're talking about transforming Nato's 5.56 here, of course, which essentially turns aug into an assault rifle. To do this, we configure AUG for maximum ammunition and efficiency in close to the middle range. Go with this: Forge Tac CQB Warehouse Comb. 407mm elongated barrel. Tactical suppressor. Fastening the clutch tape. 5.56 NATO 60-round drums. This installation retains the advantage of the SMG AUG and brings it closer to damage to the assault rifle and the range area. As an added bonus, AUG will continue to use SMG's Warzone ammunition despite a 5.56 conversion. For this class, our average will do most of the heavy lifting in the range. We're going with The Overkill Perk again. This time we picked up a Dragunov Marksman rifle, a powerful, easy-to-use DMR that can knock down players in three or four shots. Here are the tweaks we recommend: FTAC Hunter Scout promotions. Thermal sniper scope, suppressor, 15-round Magspies. Fully loaded perk. Fully loaded can be switched to the nozzle if you prefer, but we like it because it ensures that Dragunov spawns with maximum ammunition when you pick up that load. Marksman rifles tend not to have many backup munitions where Fully loaded can actually real Our installation of perks from the previous class stands, so cold-blooded, excessive and ampunizing is to move on to. Again, feel free to choose the deadly and tactical you are comfortable with. Cheese, Which next class installation is recognized, is a bit corny, but nothing is too cheap if it's part of the game. You can mock it, but you can bet someone out there will use it. In Warzone, shields not is exactly as annoying as it is in a multiplayer game. The shield will always block damage from all areas it covers, which is most of the player's back where it is covered. You can equip it if you push a dangerous area to prevent damage to the front. You can even do it while crouched down. While it slows you down, it makes you essentially untouchable from the front, and will make opponents scramble in the middle of a shootout. Shields do not break, no matter how many rounds of ammunition are fired at it. An effective way to kill a user shield is to use C4 or Semtex (sticky grenade), but explosives are rare at Warzone, so this may not always be an option. You can also try to set the area around them on fire using Molotov or Termit, or find a way to cause some damage to AoE using a rocket launcher - as long as it's not directly hitting the shield. Shields are also useful when squad mates are folded behind the carrier when pushing buildings so they can come in handy when storming a campsite. Even in long-distance engagements, looking through the shield window allows you to survey the area without worrying about snipers. We're going to rely on AUG services here again using the same shipment we recommended above: Forge Tac CQB Comb stock. 407mm elongated barrel. Tactical suppressor. Fastening the clutch tape. 5.56 NATO 60-round drums. For this class, we also adjust our perks, lethal and tactical for maximum bulldour. We will work with double perk time, as you will do a lot of running as a shield user to position again and avoid getting flanked, Overkill perk, and boosted to speed up the replacement rate between the shield and your main one. For lethal, we'll go with a throwing knife because they throw quickly and can down a player pushing you into a pinch as well as a heartbeat sensor in a tactical slot. Cold-blooded players haven't figured out on it, but it's incredibly useful when they know where the campers are, and beautifully combo with a shield when fighting indoors. Reliable Grau 5.56 is one of the Season 2 combat pass award weapons. It's unlocked pretty early at level 15, whether or not you have a pass. Grau is essentially a more accurate M4, which is better in the range, but the victims of close efficiency are few. We'll set this up mainly for interaction in the middle range. Our attachments mostly help with broth and snuffus, but this setup can also be used for close range with the button pressed. that ADS speed will not be the best here. Go with this: Integra's hybrid optics. FSS 26.4 Archangel Barrel. Tactical suppressor. Commando Foregrip. Foregrip. Sniper elite back grip. Using this, you'll be surprised how consistently accurate you are in the range, staying decent when you get pushed. We're not collecting Overkill this time, so you can equip any secondary here. We recommend the M19. It's a fast, accurate gun. If you go with the M19, select the following attachments: Cronen LP945 Mini Reflect Vision. 1mW laser. XRK L Super Barrel. Monolithic suppressor. Light trigger action. For perks, it's another one for cold-blooded, and we go with Ghost in Column Two - to hold back uav scans - and Amped for perk three. You may be wondering why we chose Amped if we don't use a heavy secondary, and that's because the idea is to give up your lateral weapon as quickly as possible for another, more powerful weapon. This choice is ultimately up to you. You can go world spawning a P90 or MP7 for maximum close-range efficiency, or choose a dead player sniper or a maxman rifle. Either way, Amped is the way to go. The best of both fal worlds is one of those weapons people tend to sleep on. In the right hands, it can kill in the middle of the range and double as a budget DMR long range. With this workload, we will try to get the best out of both worlds. Customize it like this: VLK 3.0x optics. The barrel of XRK Marksman. Monolithic suppressor. Mark Foregrip. 24-round Mag. VLK has a small ADS fine and it shares the difference between strictly close sightseers and more powerful areas: You can get away with a hybrid if you like, but VLK works just fine. We added to Merc Foregrip to help with the broth because you'll need to be accurate to hit the next shots. It is admitted to be a higher skill weapon compared to the M4, but taking the time to master it is worth it. For the minors, we'll go with the shotgun of your choice. We recommend the R9-0 because of its rapid fire speed and double-barreled design. It's devastating in close proximity, but really nowhere. Take it out when you absolutely need it. Again, we use cold-blooded, excessive and amped up for perks. This particular load simply requires a heartbeat sensor, especially since your shotgun will make it easy to clean these buildings. But to do it well, first you need to know where they are camping, which heartbeat sensor will help. The sensor is not a pointless system, so just because no one appears on it doesn't mean you're on your own. Listen to the footprints and try to predict where they will be. When it comes down to it, no automatic weapon will be able to beat a shotgun at CQC. You can choose any deadly one for this class, but you can't go wrong with a well-cooked pomegranate. Call of Duty: Warzone is just over a month old. Five weeks may not seem like long, but it's more than enough for metags to shift and evolve. The initial set of Recommended Warzone loads at the top of the page are just as valid today, and when we wrote them. For example, none of the weapons or equipment was insanity. However, we spent much longer playing Warzone BR and it gave us appreciation for these alternative, equally valid options. In the following loads, we're going to go with a few unusual tweaks that take advantage of certain benefits, as well as some designed to set you up pretty well for specific situations. If you've played Warzone BR for a while, too, and would like to experiment a little or explore corners not covered by your M4 or Grau load, the sections below for you. More Warzone loads for the new spam metaRPG as it pains me to admit RPG is a very effective weapon in Warzone. Even by postponing how it compares to other launchers, RPG does great damage, making it ideal in clearing buildings, or simply softening enemy groups before a push. It's also fantastic on vehicle diseming - a threat at Warzone. I would even argue that it's more useful than a sniper rifle in most situations, since you don't need to be accurate with it. Of course, you won't be able to challenge holidaymakers in the hills in extreme ranges, but you'd better find coverage at this point. For all the other situations, a couple of these missiles will flute your enemies and force them to move, potentially abandoning the position of power. RPG is an important choice for this workload, and choosing a primary is ultimately up to you. We recommend something that works well in the medium range, as you can always detonate targets that connect with multiple missiles before moving to the main range. We go with a reliable Grau 5.56 because it continues to be very powerful in Warzone, slightly driving the M4A1 to range. Select these attachments: Integra hybrid optics. FSS 26.4 Archangel Barrel. Tactical suppressor. 50-round mage. We don't take the standard Cold Blooded route here because let's face it, someone spam rockets don't have to worry about their thermal signature. Instead we will choose an EOD for Perk 1 to reduce the damage to explosives released from us (and our own), Ghost for Perk 2, and Amped in the third slot to speed up the RPG reboot and swap speed. For our deadly one, we'll pick up the C4 for even more explosive damage, and an indispensable heartbeat sensor as tactical.If you feel a little more adventurous, you can switch RPG for PILA. It has slower ADS and restart speeds compared to RPG, but it can lock vehicles. It is better to get them out as a result, especially helicopters. PILA can also work without the need for blocking, so you can use it as an RPG in close range, just know that you won't be able to wash it in exactly the same way. Fully loaded This load is specifically designed for the times when you come out of the GULAG late in the game and immediately hit Loadout Drop. As you probably know now, loading weapons only spawn with enough ammunition for Magazine. You were undoubtedly in situations where you thought you were ready for battle, only to run out of ammunition halfway through and sour your victory gulag. Fully downloaded downloaded Weapon perk all this cargo relies on. It ensures that the gun is attached to spawn with all its maximum possible ammunition. It's just like picking a load, and immediately hitting a box of ammunition. We advise you to devote a custom slot to a fully loaded load forever. This will save your example in those late repeated caviar. Choosing a primary and secondary here should ultimately be up to you, but we have some recommendations regardless. Grau 5.56 is our choice once again. Our normal installation is one that we will use again here, with one exception: replacing the 50-round mag with Fully Loaded. Integranal hybrid optics. FSS 26.4 Archangel Barrel. Tactical suppressor. Commando Foregrip. Fully loaded perk. If you have a Renetti explosion unlocked, you can use this as a secondary (more on that below). If not, the M19 remains the top side. 1mW laser. XRK L Super Barrel. Monolithic suppressor. Easy trigger. Fully loaded perk. We'll go from EDS to Perk 1. While it may be tempting to go with Overkill in Perk 2, we'll instead choose Ghost to stay out of the UAV scan. You can always pick up a good secondary along the way, especially as you'll be able to challenge and take out other players immediately after picking the load. It's also the reason that we're going to keep amped up in Perk 3.How to get Akimbo pistols in WarzoneAkimbo Snake ShotThere was a time when having two main weapons was considered important at Warzone. That remains true, but detecting the power of Akimbo pistols has significantly reduced the need for a solid primary in the second slot. Before we get any further, keep in mind that Akimbo is a perk of weapons that requires the completion of certain problems before it is unlocked. It's a bit of a grind, but it's worth it. Now, on installation. There are two sidearms in particular that make for ideal Akimbo candidates. Both pistols, which will cause massive near-range damage, are larger than any of Akimbo's other options. We'll start with the Akimbo Snake Shot. 357 Snake Shot is an ammunition conversion for the .357 that turns it into a mini-shotgun. Having two small shotguns at your disposal that can be spam in close proximity will make you forget about the MP7 and everyone else is quickly firing SMGs.Assuming you have both Akimbo perk and Snake Shot Unlocked, go with this setup: Akimbo perk. Snake shot ammunition. Easy trigger. 1mW laser. Silver Field barrel. These highlights provide maximum accuracy to the hip fire without slowing down the speed of movement, or reducing the range too much. It's a good balance. You can also aim down the sights, of course, for example when you climb the stairs, but the Akimbo Snake Shot is best shot from the hip. Akimbo burst RenettiThere'a is also a similar installation you can create with a newly added Renetti pistol. He unlocked at Level 16 of Season 3 combat pass. Free. Renetti has a serial mod, making it borderline smashed paired with Akimbo perk. This is what we will go with: Akimbo Akimbo Barrel Mk3 Burst Mod. Easy trigger. 21-round magic. 1mW laser. Just like Snake Shot, Renetti's Akimbo blast is designed to dominate the near distance, most effective when hip-fired. You can choose any major that you like because sidearm is the center of the Akimbo classes. However, we have a great idea for a primary here. Seeing how our Akimbo will be snacking everything that's coming, we go with a sniper rifle for medium to long range. We'll set our sniper a little differently, though. Ax-50 is our choice thanks to faster ADS speed and fire rate compared to HDR. Keep in mind that this installation is not designed to challenge snipers with extreme magnifying optics, it is designed to be used as AR. We offer this installation: Cronen C480 Pro optics. 17.0 Factory barrel. Light suppressor. 9-round Magspies. Fastening the clutch tape. Given the near quarter nature of the Akimbo classes, our Perk installation will maximize survivability in these areas, and enhance our ability to track targets trying to escape. EDS is our first choice to delay more explosive damage - many of which will come your way the closer you try to get to your targets. The ghost keeps us off the mini-card, so it stays. For Perk 3, we'll choose Tracker to see enemy footprints. Tracker pairs very well with Akimbo pistols because it allows you to get up all in their grill and leaves little room for them to retreat and over arm. Finally, C4 remains our Deadly, and Heartbeat Sensor is a good choice for tactical. You can also switch the sensor to stun, which helps when you push holidaymakers with Akimbo, but obviously more situational. JOKRMa decided to finish with this because it's not the most competitive haul out there. While it's effective, it requires a certain style of play you can't always follow. Choose this when you're in the mood for guffing around because boy is a good time. While JOKR is our launcher secondary, we will treat it as primary. JOKR is essentially javelin you may be familiar with other games. However, unlike most games, you can lock in almost everything - it doesn't have to be a player or a vehicle. This makes it indispensable in communicating with rooftop campers like those who frequent buildings in the city centre. It's also great during the destruction of a day of players who like to ride in circles around each other in Solos. You can essentially treat a JOKR rocket like a mini cluster of strikes. Fix on the lower floor of the building, and the rocket will land at the top, taking out enemies on that roof - a hard counter for the rest of the stadium. Locking on a vehicle, and splash damage will be enough to also destroy any vehicles or players nearby. The only drawback of jokr is that the rocket's speed is noticeably slow, so you have to move the enemy instead of reacting as you could with RPG. But when it hits, your enemies will be taken out without warning. You can even use it it Heat view to find targets if you can't see anyone to impress. Ideally, JOKR should do all the work, but we have an idea for a good pairing in the assault rifle department. You know when you really decide to stop a funny business and start dumping. The M13 is an easy-to-use laser with great fire speed, making it a solid choice for the close to mid-range. This installation brings out its best qualities: VLK 3.0x optics. Tempus Marksman barrel. Fastening the clutch tape. 60-round Magspies. Foregrip command. For perks, we'll go with EDS, Ghost and Ampledom. C4 and heartbeat sensor also remain as lethal/Tactical.Bonus tipA final, incredibly useful thing to know that you should always have more than one load saved in your special classes. Just like a full download, you should always have at least one load with Ghost.assuming you have cash/time to pick up two loads, first call in your Overkill load and then call/take another from Ghost. Once you get a new one equipped with a Ghost Load, go back and manually pick up the weapon you just dropped with overkill load. So you get the best of both worlds: a hidden class with a Ghost, and the added advantage of having two main weapons. In a multiplayer game it would be impossible, but not in Warzone.For more helpful tips like this, we have a list full of them for Warzone. Warzone.