





# DRG Weapon Overclocks (148)


## Driller (36)


Flamethrower 	Type	Tier
<input type="checkbox"/> Lighter Tanks	C	B
<input type="checkbox"/> Sticky Additive	C	B
<input type="checkbox"/> Compact Feed Valves	B	A
<input type="checkbox"/> Fuel Stream Diffuser	B	B
<input type="checkbox"/> Face Melter	U	S
<input type="checkbox"/> Sticky Fuel	U	S

Cryo Cannon 	Type	Tier
<input type="checkbox"/> Improved Thermal Efficiency	C	A
<input type="checkbox"/> Tuned Cooler	B	S
<input type="checkbox"/> Flow Rate Expansion	B	C
<input type="checkbox"/> Ice Spear	B	A
<input type="checkbox"/> Ice Storm	U	A
<input type="checkbox"/> Snowball	U	B


Sludge Pump 	Type	Tier
<input type="checkbox"/> Hydrogen Ion Additive	C	B
<input type="checkbox"/> AG Mixture	C	C
<input type="checkbox"/> Volatile Impact Mixture	B	S
<input type="checkbox"/> Disperser Compound	B	A
<input type="checkbox"/> Goo Bomber Special	U	B
<input type="checkbox"/> Sludge Blast	U	A


Subata 	Type	Tier
<input type="checkbox"/> Chain Hit	C	C
<input type="checkbox"/> Homebrew Powder	C	C
<input type="checkbox"/> Oversized Magazine	B	A
<input type="checkbox"/> Automatic Fire	U	A
<input type="checkbox"/> Explosive Reload	U	A
<input type="checkbox"/> Tranquilizer Rounds	U	A


Plasma Charger 	Type	Tier
<input type="checkbox"/> Energy Rerouting	C	S
<input type="checkbox"/> Magnetic Cooling Unit	C	C
<input type="checkbox"/> Heat Pipe	B	C
<input type="checkbox"/> Heavy Hitter	B	A
<input type="checkbox"/> Overcharger	U	A
<input type="checkbox"/> Persistent Plasma	U	S


Wave Cooker 	Type	Tier
<input type="checkbox"/> Liquid Cooling System	C	A
<input type="checkbox"/> Super Focus Lens	C	B
<input type="checkbox"/> Diffusion Ray	B	A
<input type="checkbox"/> Mega Power Supply	B	A
<input type="checkbox"/> Blistering Necrosis	U	A
<input type="checkbox"/> Gama Contamination	U	A


## Engineer (36)


Warthog Shotgun 	Type	Tier
<input type="checkbox"/> Stunner	C	C
<input type="checkbox"/> Light-Weight Magazines	C	A
<input type="checkbox"/> Magnetic Pellet Alignment	B	A
<input type="checkbox"/> Cycle Overload	U	A
<input type="checkbox"/> Mini Shells	U	A

Stubby 	Type	Tier
<input type="checkbox"/> Super-Slim Rounds	C	B
<input type="checkbox"/> Well Oiled Machine	C	B
<input type="checkbox"/> EM Refire Booster	B	A
<input type="checkbox"/> Light-Weight Rounds	B	B
<input type="checkbox"/> Turret Arc	U	C
<input type="checkbox"/> Turret EM Discharge	U	A

LOK-1 Smart Rifle 	Type	Tier
<input type="checkbox"/> Eraser	C	B
<input type="checkbox"/> Armor Break Module	C	B
<input type="checkbox"/> Explosive Chemical Rounds	B	S
<input type="checkbox"/> Seeker Rounds	B	A
<input type="checkbox"/> Executioner	U	S
<input type="checkbox"/> Neuro-Lasso	U	B


Grenade Launcher 	Type	Tier
<input type="checkbox"/> Clean Sweep	C	B
<input type="checkbox"/> Pack Rat	C	B
<input type="checkbox"/> Compact Rounds	B	B
<input type="checkbox"/> RJ250 Compound	B	S
<input type="checkbox"/> Fat Boy	U	S
<input type="checkbox"/> Hyper Propellant	U	S


Breach Cutter 	Type	Tier
<input type="checkbox"/> Light-Weight Cases	C	S
<input type="checkbox"/> Roll Control	C	C
<input type="checkbox"/> Stronger Plasma Current	C	B
<input type="checkbox"/> Return to Sender	B	A
<input type="checkbox"/> High Voltage Crossover	B	A
<input type="checkbox"/> Spinning Death	U	B
<input type="checkbox"/> Inferno	U	B


Shard Diffractor 	Type	Tier
<input type="checkbox"/> Efficiency Tweaks	C	A
<input type="checkbox"/> Automated Beam Controller	B	B
<input type="checkbox"/> Feedback Loop	B	C
<input type="checkbox"/> Volatile Impact Reactor	B	A
<input type="checkbox"/> Plastcrete Catalyst	U	B
<input type="checkbox"/> Overdrive Booster	U	S

## Gunner (39)


"Lead Storm" Minigun 	Type	Tier
<input type="checkbox"/> A little More Oomph!	C	A
<input type="checkbox"/> Thinned Drum Walls	C	B
<input type="checkbox"/> Burning Hell	B	A
<input type="checkbox"/> Compact Feed Mechanism	B	B
<input type="checkbox"/> Exhaust Vectoring	B	A
<input type="checkbox"/> Bullet Hell	U	C
<input type="checkbox"/> Lead Storm	U	A

"Thunderhead" Autocannon 	Type	Tier
<input type="checkbox"/> Composite Drums	C	B
<input type="checkbox"/> Splintering Shells	C	A
<input type="checkbox"/> Carpet Bomber	B	A
<input type="checkbox"/> Combat Mobility	B	B
<input type="checkbox"/> Big Bertha	U	A
<input type="checkbox"/> Neurotoxin Payload	U	S


"Hurricane" Guided Missiles 	Type	Tier
<input type="checkbox"/> Manual Guidance Cutoff	C	D
<input type="checkbox"/> Overtuned Feed Mechanism	C	A
<input type="checkbox"/> Fragmentation Missiles	C	B
<input type="checkbox"/> Plasma Burst Missiles	B	A
<input type="checkbox"/> Minelayer System	B	A
<input type="checkbox"/> Jet Fuel Homebrew	U	A
<input type="checkbox"/> Salvo Module	U	A


Bulldog Heavy Revolver 	Type	Tier
<input type="checkbox"/> Chain Hit	C	C
<input type="checkbox"/> Homebrew Powder	B	B
<input type="checkbox"/> Volatile Bullets	B	S
<input type="checkbox"/> Six Shooter	B	A
<input type="checkbox"/> Elephant Rounds	U	A
<input type="checkbox"/> Magic Bullets	U	S


BRT Burst Pistol 	Type	Tier
<input type="checkbox"/> Composite Casings	C	A
<input type="checkbox"/> Full Chamber Seal	C	C
<input type="checkbox"/> Compact Mags	B	A
<input type="checkbox"/> Experimental Rounds	B	A
<input type="checkbox"/> Electro Minelets	U	A
<input type="checkbox"/> Micro Flechettes	U	B
<input type="checkbox"/> Lead Spray	U	S


Coil Gun 	Type	Tier
<input type="checkbox"/> Re-atomizer	C	C
<input type="checkbox"/> Ultra-Magnetic Coils	C	B
<input type="checkbox"/> Backfeeding Module	B	B
<input type="checkbox"/> The Mole	B	S
<input type="checkbox"/> Hellfire	U	S
<input type="checkbox"/> Triple-Tech Chambers	U	A

## Scout (37)


Deepcore GK2 	Type	Tier
<input type="checkbox"/> Compact Ammo	C	B
<input type="checkbox"/> Gas Rerouting	C	B
<input type="checkbox"/> Homebrew Powder	C	C
<input type="checkbox"/> Overclocked Firing Mechanism	B	A
<input type="checkbox"/> Bullets of Mercy	B	S
<input type="checkbox"/> AI Stability Engine	U	A
<input type="checkbox"/> Electrifying Reload	U	B

M1000 Classic 	Type	Tier
<input type="checkbox"/> Hoverclock	C	A
<input type="checkbox"/> Minimal Clips	C	A
<input type="checkbox"/> Active Stability System	B	B
<input type="checkbox"/> Hipster	B	S
<input type="checkbox"/> Electrocuting Focus Shots	U	B
<input type="checkbox"/> Supercooling Chamber	U	C

Plasma Carbine 	Type	Tier
<input type="checkbox"/> Aggressive Venting	C	A
<input type="checkbox"/> Thermal Liquid Coolant	C	A
<input type="checkbox"/> Impact Deflection	B	A
<input type="checkbox"/> Rewiring Mod	B	B
<input type="checkbox"/> Overtuned Particle Accelerator	U	A
<input type="checkbox"/> Shield Battery Booster	U	B
<input type="checkbox"/> Thermal Exhaust Feedback	U	A

Boomstick Shotgun 	Type	Tier
<input type="checkbox"/> Compact Shells	C	A
<input type="checkbox"/> Double Barrel	C	D
<input type="checkbox"/> Special Powder	C	S
<input type="checkbox"/> Stuffed Shells	C	A
<input type="checkbox"/> Shaped Shells	B	A
<input type="checkbox"/> Jumbo Shells	U	A

Zhukov SMGs 	Type	Tier
<input type="checkbox"/> MiniAmI Magazines	C	B
<input type="checkbox"/> Custom Casings	B	B
<input type="checkbox"/> Cryo Minelets	U	A
<input type="checkbox"/> Embedded Detonators	U	S
<input type="checkbox"/> Gas Recycling	U	A

Boltshark crossbow 	Type	Tier
<input type="checkbox"/> Quick Fire	C	A
<input type="checkbox"/> The Specialist	C	A
<input type="checkbox"/> Cryo Bolt	B	B
<input type="checkbox"/> Fire Bolt	B	B
<input type="checkbox"/> Bodkin Points	U	A
<input type="checkbox"/> Trifork Volley	U	A