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Warzone Season 4 is en route, bringing new weapons, map changes, operator skins, and more to the Battle Royale title. Season 3 saw the return of Verdansk, which immediately made it one of the most popular seasonal updates in the games history. This was followed up by the mid-season Reloaded update, which reintroduced Warzone Ranked,
further bolstering the amount of content in Season 3. The onus is now on Activision to somehow take things up a notch with Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned, learn everything about Warzone Season 4. So if you are wondering what the devs have planned in the devs h
29, 2025. As usual, the Battle Pass timer gave the release date away, which was eventually confirmed by the official Call of Duty X account as well. New seasonal updates usually kick off at 9:00 AM PT (12:00 PM BST). Warzone Season 4 Content With official details on Warzone Season 4 out, we can compile all the bits of content coming
to the game in this update. Like every seasonal update, players can expect a selection of new weapons, map updates, gameplay updates, and more. So, heres a look at everything coming to the battle royale: Image Credit: Activision FFAR 1: Full-auto assault rifle. Very high rate of fire and excellent CQB power, but slower handling and mobility. LC10:
Full-auto submachine gun. Excellent accuracy and range, with a moderate rate of fire. Average mobility and very slow handling for its class. Essex Model 07: Classic lever-action marksman rifle. High damage potential. Balanced by a slower rate of fire and handling. Olympia: A Double-barrel shotgun with very high damage and respectable range, but
requires frequent reloading. Pickaxe: A deadly melee weapon that downs unarmored enemies with brutal severity. Though its range is short, the Pickaxes combination of rapid slashes and overhead swipes can halt enemies in their tracks. The FFAR 1 and LC10 from Black Ops: Cold War briefly appeared in the Black Ops 6 Season 3 outro cinematic.
Both weapons have now been confirmed for Season 4, with the LC10 packing the most potential to disrupt the SMG meta. The Essex Model 07 made its franchise debut back in Black Ops 4, and the deadly marksman rifle is hitting the streets of Verdansk in Season 4. Being a level-action rifle, its got some cowboy flair, but given its slower fire rate,
youll need to make every shot count. Next up is the Olympia, a classic double-barrel shotgun that is also set to return. While the weapon packs a ton of damage, its range leaves a lot to be desired, so we dont expect a high pick rate for this one. Four new attachments are coming to Warzone, all of which will be released at different points in Season 4:
G-Grip (SMGs/ARs): Obtainable via the Battle Pass, the G-Grip is essentially a Vertical Foregrip with a laser slapped on, offering improved firing stability, horizontal recoil control, and tightened spread when transitioning between hipfire and aiming down sights. Stryder .22 3-Round Burst Mod: Converts the Stryder .22 into a 3-round burst. Drastically
improves fire rate and maintains manageable gun kick, but alters the weapons damage profile outside of the effective range. SVD Full Auto Mod: Many players will be looking at this in-season event reward, which does exactly what it says on the tin: converts the SVD to a fully automatic weapon. TR2 CQB Auto Conversion: Alters the TR2 Marksman
Rifle to fire handgun caliber rounds, resulting in a Marksman Rifle with a compact frame and fully automatic capabilities that rival the fire rates of an SMG. Warzone Season 4 introduces a brand-new POI to Verdansk, named The Overlook. The monolithic skyscraper sits at the heart of Downtown, situated where the SKN Comm Tower previously
stood. The currently under-construction building offers incredible verticality and detailed interiors, including a decked-out lobby. Its flanked by two cranes, both of which are accessible, adding further jeopardy to combat encounters on the buildings upper levels. Theres also a network of ziplines connecting The Overlook to nearby buildings, meaning
hot drops on this skyscraper are set to be intense. On the buildings exterior, youll find road checkpoints, a Burger Town outlet, and a Sushi Bar nestled near its stepped courtyard. Located near its stepped courtyard. Located near its stepped courtyard.
upper floors. Five new game modes are entering the Warzone, two of them being Ranked Play: Battle Royale and Ranked Play: Battle Royale and Ranked Play: Battle Royale and Ranked Play: Resurgence. Heres a look at the other three: Clash: This action-packed team-based mode takes place in and around a specific POI within Verdansk, and pits two teams of 52 players (divided into 13 Quad Squads per side)
against each other. With no Circle Collapse, the primary objective is to gather 500 points to win. The mode comes with its own scoring system, power-ups, and the Search and Destroy contract, among other things. Havoc Royale: Drop into a specially themed area of Verdansk with your Loadout. Every new gas circle activates a different modifier. Adapt
fast to sudden changes as Havoc modifiers may impact you, the environment, and even the gameplay rules. Survive the Havoc, be the last team standing, and claim victory. Resurgence Casual: Similar to Battle Royale Casual; Similar to Battle Royale Casual; Similar to Battle Royale Casual offers the standard Rebirth Island experience but with bots thrown into the mix. Perfect for players who
prefer a more relaxed gameplay experience as compared to the typically sweaty Resurgence mode. Stitch has returned to haunt Verdansk once again. This was initially confirmed in the Season 3 outro cinematic before the Season 4 key art cleared up any remaining doubts. The ex-KGB agent will be available as an operator in Warzone, but he appears
to be siding with the Rogue Black Ops team on this occasion. Besides the Cold War antagonist, players can also use the new Omen BlackCell skin and the Eve Macarro operator in Warzone, both of which will be available via Black Ops team on this occasion. Besides the Cold War antagonist, players can also use the new Omen BlackCell skin and the Eve Macarro operator in Warzone, both of which will be available via Black Ops team on this occasion. Besides the Cold War antagonist, players can also use the new Omen BlackCell skin and the Eve Macarro operator in Warzone, both of which will be available via Black Ops team on this occasion.
Verdansk during Season 04. The bulk of these new features will be tied to the Clash mode initially before being added to other modes via the mid-season update. Heres an overview of all four: Search & Destroy Contract: After acquiring the contract will need to plant or defuse a bomb on a buy station to trigger a fire sale and gather high-
quality loot. The contract will be made available across Battle Royale, Resurgence, and Plunder. Care Package Kill Stream that drops a loadout-sized crate from the skies. Inside, youll find quality loot including rare equipment, the Specialist Perk, and more. Available across all modes. Door Barricade Field Upgrade: Coming to
BR and BR Casual via the Care Package, the Field Upgrade lets you setup a lockable barrier to block doors. Hand Cannon Kill Streak hits Battle Royale, BR Casual, and Plunder via the Care
Package. Loot Master Perk: Available only as Ground Loot during Resurgence and Plunder matches, the Loot Master Perk allows you to maximize your scavenging potential and gear up faster by increasing the amount of loot you find while opening caches. Polaris Sportsman XP 1000 ATV: A brand-new quad that offers more stability than ever before,
alongside ample space for three operators. Useable across all game modes. That wraps up everything to know about the Warzone Season 4 roadmap. While you wait for the new season, let us know which feature youre most excited for in the comments below. Call of Duty: Warzone Season 3 release date has been set for the first week of April 2024,
after the end of Season 2. New seasonal updates consistently captivate players with massive content releases and notable game-balancing elements. Similarly, Season 3 will continue the trend, introducing new weapons, modes, events, and other exciting additions. In this article, we will provide the start date and time of Warzone Season 3 across all
regions based on the in-game battle pass timer. When does Warzone Season 3 start? Release date and time for all regions According to the official announcement on Call of Duty's X page, the Season 3 patch of Warzone will go live on April 3, 2024. Here is the list of the release dates and times for different regions: Time Zone Date Time Pacific Time
(PT)April 3, 20249:00 AMMountain Time (ET)April 3, 202410:00 PMCentral European Time (ET)April 3, 202411:00 PMCentral E
PMChina Standard Time (CST)April 4, 20241:00 AMJapan Standard Time (JST)April 4, 20242:00 AMNew Zealand Daylight Time (AEDT)April 4, 20244:00 AMNew Zealand Daylight Time (AEDT)April 4, 20246:00 AM Warzone Season 3 launch countdown: The Warzone Season 3 launch countdown: The Warzone Season 3 launch countdown timer reaches zero. Warzone Season 3 launch countdown: The Warzone Season 3 launch countdown timer reaches zero.
Season 3 content Although much hasn't been revealed, the Season 3 patch of Warzone will bring one of the most anticipated maps back to the Resurgence playlist. According to the latest post on the official X page and a new trailer on YouTube, the upcoming season will reintroduce Rebirth Island in the game as it was promised during the COD Next
event. However other than this, there is no official information about the release of new weapons, events, and more in the Season 3. Check out other Modern Warfare 3 and WZ-related articles from
Sportskeeda: How to collect Mimic Skulls faster in MW3 || How to get Saddle Up bundle for free in MW3 and Warzone || What to expect from Modern Warfare 3 Zombies || Best AMR9 loadout in Warzone Season 2 Reloaded About the author Quick Links Edited by Sijo
Samuel Paul Season 3 Arrives in Modern Warfare III and Call of Duty: Warzone Leave no friend behind: The Konni Group has left its indelible mark on Fortunes Keep and is now occupying another landmass the infamous Rebirth Island comes back to Call of Duty: Warzone! Rally your squad and investigate this hottest of drops at the start of Season 3.
Elsewhere in Call of Duty: Modern Warfare III, expect one of the biggest Multiplayer map drops ever, with six new Core 6v6 maps. Also included are four free base weapons; eight Aftermarket Parts; Ranked Play (including Resurgence on Rebirth Island); the arrival of Makarov and Snoop Dogg; and two brand-new Operators to the premium Battle
Pass, Banshee and Hush. This is one of the biggest content drops in Call of Duty: Warzone Mobile. Featuring more Events, Challenges, and secrets than ever before, Season 3 for Call of Duty: Warzone Mobile. Featuring more Events, Challenges, and secrets than ever before, Season 3 for Call of Duty: Warzone Mobile.
Duty: Warzone and Call of Duty: Warzone Mobile goes live on Wednesday April 3 at 9 AM PT across all platforms. Consult the Call of Duty Blog for all official comms and announcements. Check Patch Notes prior to the release of Season 3 on April 3, with separate notes for Modern Warfare III (led by Sledgehammer Games and Treyarch), Call of Duty
Warzone (led by Raven Software), and Call of Duty: Warzone Mobile (led by the Call of Duty: Warzone Mobile teams). Consult the free official Guides to Rebirth Island and the new Season 3 Multiplayer launch maps. Due to the breadth of content available, here are links to the various content overview sections of this blog for immediate access:
ROADMAP AND MODERN WARFARE III MULTIPLAYER OVERVIEW: Click HERE!CALL OF DUTY: WARZONE MOBILE OVERVIEW: Click HERE!CONNECTED CONTENT OVERVIEW: Click HERE! MODERN WARFARE III
MULTIPLAYER OVERVIEW (MWIII) Sledgehammer Games is cooking: Six Core 6v6 Maps are coming to Season 3, including three that are brand-new, one thats remastered, and two repurposed from Vondel and Rebirth Island points of interest. Four game modes . . . that we know of: Capture the Flag Multiplayer Mode leads the charge at the start of
Season 3. Watch your step in the all-new Minefield mode and bring a knife to a gunfight in One in the Chamber, and look for Escort and off-world Vortex Playlists later in season. Season 2 content to claim on April 3. Perk up,
Soldier!: Sledgehammer is about to change up how you play Multiplayer with the addition of three new Perk Vests, new Boots, and new Gear. Plus, a new Tactical EMD Mine and Enhanced Vision Goggles are coming during the season. Multiplayer
Maps across Season 3, and two of them were constructed in collaboration with Beenox. Expect six new battlegrounds: 6 Star (Launch) Brand-New, Core, 6v6, Medium-Sized An incredible feat of engineering, the Hadiqa 6 Star resort sits atop a Dubai skyscraper and caters to the most discerning of guests. Youll have little time to marvel at the
breathtaking views now that this lavish retreat is under attack. The primary flow lanes through these locations offer opportunities no matter your playstyle, and while the curved connecting the aquarium and Oasis Lounge, a pump
room that drops down into the lounge, and a precarious catwalk joining the garden helipad to a security office. Emergency (Launch)Brand-New, Core, 6v6, Small-Sized Force your foes to visit the ICU after dominating this Arizonan medical facility, nestled on the summit of a remote mountain range. A nearby town lies in the wooded valley below. The
entire area is the scene of a major conflagration, with black smoke billowing from the valley below, while the State Disease Control Agency facility has seen evidence of fierce fighting. The flow of the map is via an exterior forecourt, the interior reception lobby, and a medical laboratory, offering longer sightline opportunities from both the ground and
atop parked vehicles. Otherwise, expect rapid and riotous combat. Growhouse (Launch)New (Remastered), Core, 6v6, Small-Sized First released as Sphere during Season 3 of Call of Duty: Vanguard, the layout of this deceptively compact map is similar, but the environment has changed significantly. This is less of an experimental test site and more of
a backwoods narcotics den nestled in remote foothills. The roof of the main barn seems to have been struck by missile fire, and the rafters are still smoldering. Smaller than Meat, this map features upper and lower levels offering greater space to move than youd initially expect, especially if you know the ladders and points of entry. Expect mid-to
longer-ranged battles aboveground, and close-quarter combat inside the rickety structures on the east and west sides as ambush points. Tanked (Launch)New (Repurposed), Core, 6v6, Medium-Sized Drop into Vondel Zoo after-hours in this fast-paced, medium-sized map developed by Beenox. The map is centered around a
main Aquarium structure within the Call of Duty: Warzone point of interest, significantly reworked for Multiplayer. Expect well-lit exterior pathways with two long flanks allowing for longer-range sightlines as you navigate a tiki bar, petting zoo, concession stalls and Smiling Noodles restaurant, as well as the secondary interior of the reptile house, all
surrounding the Aquarium. The action is mainly at ground level, with the most ferocious combat occurring around and in the fish-filled exhibition, with winning players making the most of the Aquarium tunnel, along with an exterior cave ambush point to the north. Checkpoint (Mid-Season)New (Repurposed), Core, 6v6, Small-Sized Get a taste of
Rebirth Island in Multiplayer later in Season 3, as the eastern point of interest known as Stronghold becomes the setting for some furious and fast-paced combat. Developed by Beenox, this small military comms outpost features a central checkpoint, an interior armory, storage locker room, and garage. The front gate and rear roundabout are dotted
with building supplies, tarp-covered crates, and transport vehicles. The map is pleasingly dense, with almost all the action at ground level. The upper walkways and the control tower are sealed off, so combat is rapid, with plenty of cover options. Fall back toward the roundabout and the small hangar and shoreline buildings, or battle for control over
the checkpoint road and its interior spaces. Grime (Mid-Season)Brand-New, Core, 6v6, Small- to Medium-Sized Among the graffitied walls, navigate the piles of rubbish and brave the derelict London canal, well away from Big Ben and the bright lights in Englands capital city. As the tube trains rattle overhead, visit the murky brown waters of the
docks, duck into a boathouse, and look for tactical cover throughout an abandoned SKN Comms center with a choke point in the lobby where combat is usually the fiercest. Near the waters edge, youll find Emilys greasy spoon caf. The urban layout provides a variety of cover opportunities, though you could always head to the Captains Dog for a pint of the combat is usually the fiercest.
Game Mode: Capture the Flag (Launch) An often-requested objective game mode, beginning in the first Call of Duty Multiplayer experience, Capture the Flag (CTF) pits two competitive teams against each other, with eliminations being only part of the plan: The real tactics involve stealing the opponents flag and returning it to their home base, while
simultaneously defending that same base and their flag from the enemy. As a flag wont be scored as captured until a teams flag is safe in its base, squads must bring both impressive offensive and defensive capabilities to win the match. Game Mode: One in the Chamber (Launch Window) This fun-filled Party Mode first introduced in the original Call
of Duty: Black Ops rewards those with impressive aiming and ammunition discipline. Each player in this free-for-all gets a single bullet to start with three lives, and the bullet youre firing is extremely potent, dropping foes no matter where you hit them. Enemies who succumb
to this one-hit kill lose a life, while the successful marksman gains another bullet. Out of bullets? Fancy your chances at close-range combat? Then melee attacks are also an option; bring a knife to a gunfight if you (or your foes) run out of ammo. Note: Kills, Deaths, and Wins/Losses do not affect your Combat Record in this Game Mode. Game Mode.
uses the same rules as the mode in question, but with one important addition: When you defeat a rival player, a Proximity Mine is dropped at the enemy team (but not to any friendly teammates). As the action heats up, the scattered mines across the map ramp up the action to a
cacophony of chaos! Watch your step out there, Operator! Game Mode: Escort (Mid-Season) Those Call of Duty: Warzone veterans who remember playing the entertaining, limited-time mode known as Payload know what to expect here as two teams both with unlimited respawns face off on a variety of maps, with one side protecting a MAW as it
maneuvers across the map. Meanwhile, the opposing force has enemy takedowns and the grand prize of vehicular destruction on their minds! The attacking teams overriding goal is to ensure the vehicle by any means necessary. Once the first game of the match is destination. The defending teams plan of attack is to disable the vehicle by any means necessary.
completed, the teams swap objectives, and the side with the quickest vehicle takedown wins. Game Mode: Vortex Playlist (In-Season) The preternatural map variants Airborne, Satans Quarry, Skidgrow, Sporeyard, and Tetanus return in a special limited-time Playlist coming later in Season 3. The familiar Vortex Mosh Pit will be available, along with
new Arcade Mode, with a number of [[REDACTED]] gameplay modifiers to add yet more variety to your game. Expect the Vortex Vir.Rus Mainframe Event to launch alongside this limited-time Playlist. More information on this event is available later in this blog. Multiplayer Ranked Season 3 Intel (Launch Window) Prepare to grind for bragging rights
Throughout Season 3, you can unlock the following coveted rewards as you rank up: Win 5 Ranked Matches: Pro Issue Rival-9 Weapon BlueprintWin 25 Ranked Matches: MWIII Season 3 Competitor StickerWin 10 Ranked Matches: MWIII Season 3 Competitor StickerWin 10 Ranked Matches: MVIII Ranked 
Skins and cosmetics for having a season-high placement within the Gold Division or above, with special rewards for the Top 250 and No. 1 player in the world at the end of the season. If you didn't get a chance to earn the Gold, Platinum, Crimson, or even Iridescent Ranked Play Operator Skin set, this is the season to focus on one of these unlocks!
New Season 3 Division Rewards: Here are the end-of-season 3 Gold Animated EmblemGold: MWIII Season 3 Gold Animated EmblemGold: MWIII Season 3 Gold Large DecalPlatinum: MWIII Season 3 Platinum Animated
Iridescent Calling CardIridescent: MWIII Season 3 Top 250: MWIII Season 3 Top 250 Animated EmblemTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated EmblemTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated EmblemTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated EmblemTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated Calling CardTop 250: MWIII Season 3 Top 250 Animated CardTop 250 Animated CardT
Male and Female Operators (for both factions) to represent your highest Skill Division. Once the Skins from one Skill Division have been unlocked, they can be permanently used in the future seasons of Modern Warfare III and Call of Duty: Warzone: Gold Competitor Skin (Male and Female, SpecGru and KorTac): Reach this division. Platinum
Competitor Skin (Male and Female, SpecGru and KorTac): Reach this division. Season 3 Ranked First Place Player: The player who finishes Season 3 in the No. 1 position on the Top 250 Leaderboard will receive ultimate bragging rights and the following one-of-a-kind rewards: #1 Overall: MWIII Season #1 Overall Animated Calling Card#1 Overall:
MWIII Season #1 Overall Animated Emblem If you need a refresher on Ranked Play for Modern Warfare III, consult the Multiplayer Ranked Play insights, updates, and more. New Perks and Equipment (Launch and In-Season) Perk up, Soldier! Sledgehammer Games is about to change
how you play Multiplayer with the addition of three new Perk (Vest): Gunslinger Vest (Launch)Secondary Weapon Slots: No Primary Slot, Secondary Weapon Slot (2)Equipment Slots (4): Tactical (2),
Lethal, Field UpgradeGear Slots (4): Gloves, Boots, Gear (2) The following benefits apply to Secondary Weapons only: Refreshes stamina on kill. Improved reload speed. Reload while sprinting. Increases weapon swap speed by a minimum of 40% (swap speed bonus differs between weapons). Spawn with maximum Reserve Ammo. Duplicate effects do not
stack. If equipped with Quick-Grip Gloves or Commando Gloves, gain the effects of Marksman Gloves. If equipped with Mag Holster, gain the effects of Mission Comlink. New Perk (Vest): Modular Assault Rig (Launch)Lethal and Tactical scavenger. Equipment Slots (3): Tactical (2), Lethal (2), Field UpgradeGear Slots (3): Gloves, Boots, Gear Start with
maximum Reserve Ammo. Resupply Lethals and Tacticals from dead players. New Perk (Vest): Compression Carrier (Launch)Assisted healing and gas protection. Equipment Slots (1): LethalGear Slots (3): Gloves, Boots, GearImmediately regenerate health after a kill or objective capture. Reduced effects from gas grenades. New Perk (Boots)
Reinforced Boots (Launch)Immune to movement reduction effects. New Perk (Gear): High-Gain Antenna (Launch)The minimap is zoomed out for you and nearby allies fen movement reduction effects. New Perk (Gear): High-Gain Antenna (Launch)The minimap is zoomed out for you and nearby allies for movement reduction effects. New Perk (Gear): High-Gain Antenna (Launch)The minimap is zoomed out for you and nearby allies for movement reduction effects. New Perk (Gear): High-Gain Antenna (Launch)The minimap is zoomed out for you and nearby allies for movement reduction effects.
nearby ally Signal Jammers. New Tactical: EMD Mine (Mid-Season) Proximity-triggered mine that sticks to surfaces. Once triggered, the mine shoots out tracker devices that reveal the enemy location and direction until removed. New Field Upgrade: Enhanced Vision Goggles (EVG) (Mid-Season) Toggle between normal vision and enhanced vision with
integrated target highlighting. Has limited battery. MODERN WARFARE ZOMBIES OVERVIEW (MWZ): The Dark Aether Story Continues: Take on the Third Rift: An ethereal voidscape houses insanity-inducing
horrors within, including a new and diabolic Disciple variant. Provide fire support for Ravenov, and find Dr. Jansen before shes consumed by darkness.: Season 3 Challenges and Schematics: Unlock Prestige levels to acquire Zombies Challenges, and gather three new Schematics to aid your progress, including a way to disguise yourself among
Mercenaries, Dead Wire your explosive weaponry, and outlast the gas.: Warlord Rainmaker: Holed up on Rahaa Island, this heavily armored psychopath makes it rain artillery fire and has little regard for his own forces. Though his compound is easy to reach, stepping foot on the island with your limbs still attached may be more of a challenge. The
Dark Aether Story Continues: Saving Dr. Jansen (Mid-Season) An unknown force of disturbing power has its psychic tendrils wrapped tightly around Dr. Ava Jansen. The doctor has been lured unto a new region of the Dark Aether under this malignant influence. Strike Teams from Operation Deadbolt have converged to assist Sergei Ravenov as he
attempts to locate and rescue Dr. Jansen from the unknown. Your expertise surviving and escaping the Dark Aether, and readying up for another Dark Aether Gate hunt. Additional Unlock Quest, a Third Rift, and More (Mid-Season) This third Dark Aether
Rift is just as ornery as past two; expect a series of unlock objectives focusing on finding and attuning several relics, allowing access through the Gate. Accomplish these tasks to step into the ethereal voidscape and face the terrifying horrors lurking within, claiming valuable rewards if you survive. Squad up and help Operation Deadbolt continue to
contain the onslaught of the undead. Naturally, youre also here to complete activities and contracts, discover arcane secrets, and secure some highly classified schematics! New Challenges and Schematics (Mid-
Season) Prestige Challenges Unlock new Prestige Calling Card Challenges at each level of prestige reached, and select up to five challenges to track, including any from across the game. Camo Challenges to track, including any from across the game. Camo Challenges to track, including any from across the game. Camo Challenges to track, including any from across the game.
at the impressive electrical damage the Dead Wire Ammo Mod inflicts? Then you might want to employ the Dead Wire Detonator, and attach it to all your explosive weaponry, including Lethals and Launchers! Golden Mask Filter (Schematic): A prized schematic with a shiny hue and an impressive, long-lasting effect gain a self-regenerating gas mask
for the rest of the match. This comes in extremely handy for surviving zombie strongholds and any surprises in the rifts. Sergeants Beret to disguise yourself among the Mercs, and summon a trusty Merc Bodyguard who
shadows you to the end. Warlord: Rainmaker (Mid-Season) Additional caution is advised when operating in the southeastern part of the Urzikstan Exclusion Zone, as Warlord: Rainmaker (Mid-Season) Additional caution is advised when operating in the southeastern part of the Urzikstan Exclusion Zone, as Warlord Rainmaker (Mid-Season) Additional caution is advised when operating in the southeastern part of the Urzikstan Exclusion Zone, as Warlord Rainmaker has commandeered and heavily upgraded the defenses of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name suggests, this Warlord Rainmaker has commandeered and heavily upgraded the defenses of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name suggests, this Warlord Rainmaker has commandeered and heavily upgraded the defenses of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name suggests, this Warlord Rainmaker has commandeered and heavily upgraded the defense of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name suggests, this warlord Rainmaker has commandeered and heavily upgraded the defense of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name suggests, this was a suggest of the defense of his fortress of his fortress on Rahaa Island, across the water from Shahin Manor. As his code name and the suggest of his fortress of his
is an artillery and demolitions expert, and though his island compound is relatively easy to reach, stepping foot on the island with your limbs still attached may be more of a challenge. Expect mortar rounds and RPG fire to descend on your squad, with assault maneuvers made even more difficult due to the water surrounding Rainmakers lair. Fast
transport is recommended, and once you disembark, try to ignore the chaos and focus on the fortress. Rainmakers forces are expendable, and he almost enjoys sacrificing his own men to take out intruders. With the fortress breached, slow your progress, as the compound is brimming with tripwires and traps. Stepping on a mine at this point would be
unfortunate. Then prepare to change your gameplan once you finally corner Rainmaker; hes capable of some nasty surprises you wont be expecting. CALL OF DUTY: WARZONE OVERVIEW (WZ): Resurgence Rebirthed: Welcome back to Rebirth Island! The weather is clear, the visibility across the island is excellent, and the action is about to heat up
What surprises are in store? : Welcome Back to Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: Stations. A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: Stations and Cameplay Features: Resurgence modes and Variants. Biometric Scanners. Smart Displays. Weapon Trade Stations. A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: Stations and Variants. Biometric Scanners are in store? : Welcome Back to Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of the 11 major Points of Interest throughout Rebirth Island: A thorough inspection of Interest throughout Rebirth Island: A thorough Island
new Resurgence Champions Quest in Rebirth Island. Variable time of day conditions that change the atmospheric mood but not the visibility of the action. Infil Strikes where the Water Tower, Lighthouse, and even the Prison roof is destroyed as your infil begins. And a host of secrets to discover. Optimized combat for Rebirth Island arrives in Season 3.
: Call of Duty: Warzone Ranked Play Resurgence on Rebirth: Ranked Play continues with a new map to master. Use the same Resurgence rules and innovations, claim the stack of impressive rewards for your grind, and drop into Rebirth Island throughout the new season. Happy Rebirth Day: Welcome Back to Rebirth Island (Launch) Rebirth Island
returns at the launch of Season 3! The island feels incredibly familiar; veteran players will find all the Points of Interest instantly recognizable. The structures and topography of the islands latest occupying force Konni Group hasnt ignored the structures that are
 important to its machinations, retrofitting and thoroughly modernizing them, both outside and in. While a small power plant known as Building No 06 is the only new structure on the map, expect more than a few surprises as you return to Rebirth Island! Developed by Beenox, the return of Rebirth Island represents your new destination for
 Resurgence Matches, as well as your home for Season 3 Call of Duty: Warzone Ranked Play: Resurgence developed by Treyarch and Raven Software. Return to Rebirth: Points of Interest Intel Swimming and water combat. Submerged and new shoreline access points. Biometric Scanners. Smart Displays. Weapon Trade Stations. A new Resurgence
Champions Quest. Variable Time of Day that changes the atmospheric mood but not the visibility of the action. Infil Strikes where the Water Tower, Lighthouse, and even the Prison roof are destroyed as your infil begins. Well detail all of this later in the blog, but for the moment, lets reacquaint ourselves with the 11 major POIs across Rebirth Island:
Bioweapons One of the bona fide hot drops, this three-floor brick and steel building is easily spotted on its coastal corner along the northern edge of the island. While much of the structure has been left to rust and decay over the decades, the Konni Group has thoroughly modernized the third-floor laboratory with the latest in research technology. The
same cannot be said for the atrocious basement showers and the remains of an office floor within the building. A great place to make a stand, the roof is accessible by parachute and by interior and exterior: This low-lying structure nestled below
the helipad plateau has received more than a new coat of red and white paint. But the flanking allow between the two areas is still a good place to take cover, and there are plenty of doors and breakable windows allowing you access into the main, two-floor interior. Head southeast to the bridge connecting to the road close to the Prison. Interior:
interior of this giant storage structure has been cleaned up considerably and features a white polished floor and impressively enhanced visibility when checking the dark corners and crate stacks within. Dont miss the side room, accessible from both floors, that leads to a tunnel cutting under the helipad to the front of Chemical Engineering. Hilltop
and Helipad: Adjacent to the long Industry building is a raised plateau, featuring a helipad and several sheds, one of them accessible with several windows providing views over the Industry rooftop. If youre not spotted on this exposed grassy knoll, this makes a good pivot point along the road. It is adjacent to the Water Tower, a major Prison
landmark. Chemical Engineering Smokestack and Factory: One of the few POIs to receive a complete retrofit, this area is painted in orange and white and is easily identified by the smokestacks rising from its roof. From the roadside or rocky shoreline, there are numerous entry points, and the low exterior ground level below the road offers a tunnel to
Industry as well as protection. Investigate the zipline and ascenders before you enter the main, L-shaped factory floor featuring huge chemical tanks and a row of control systems, as well as smaller rooms and links to the adjacent building. Building No. 7: Though both structures are numbered 07, the pitched roof and visible sign of the storage and
security building is a major draw for players looking to stock up on supplies and engage in combat across multiple floors. The upper levels are accessible by roadside ramps or a lower unloading area that is fully open to the elements, as well as a wraparound walkway along the shoreline. The upper floors, which include server rooms and security
offices, also provide a ladder to the sloped roof, as well as commanding views across Harbor, the hilltop, Industry, and Bioweapons. Dock Sewage Treatment, Power Room, and Lookout: This POI stretches all along the northern shoreline of the map, beginning with a sewage treatment plant connected to Industry. Adjacent to that is Power Room 04,
jutting out on an elevated concrete structure. Rusting catwalks connect these areas. Theres both an open Bunker door and a submerged pipe leading into a completely waterlogged Bunker, and likely a few secrets lost to the waves. Wharf and Freighter: Farther along the elongated dockside, a large freighter is accessible for exploration. The deck of
this ship sits in full view of the nearby gun emplacements, so watch for foes attacking from that direction. Move down the ramp and use the clusters of crates and supplies on the dockside as cover, or hide inside the ship. Climb the foremast if youre after a sniping position. Control Center Once a construction site, this piece of brutalist architecture
features a main building connected to a smaller section via a covered breezeway and a concrete exterior forecourt behind the structure. Youve excellent vantage points to Prison and out toward Living Quarters. Inside, even the larger of the two buildings has tight interior spacing, with several offices on two floors to explore, ideally in Tac-Stance.
Prison Prison Overview and Rooftop: Right in the center of the action, the sprawling Prison complex is the main draw for Operators and the largest building on the map. There are numerous points of entry: via the paved walkway, various staircases, ramps, and even the tunnel on the grassy bank above the Docks. Scattered ascenders and exterior
ladders also provide direct access to the roof. This looks out across the entire island, with a 360-degree view of your surroundings, though you are vulnerable to enemy fire. The central roof has rows of pitched skylights, with several openings allowing you to drop into the Prison, as well as a tram platform that shuttles you back and forth to the
Harbor, Prison Interior: The vast interior is split into the main cell block, which is clustered across four long hallways providing excellent sightlines. The wider central floor offers a little more breathing room aside from threats above you. The numerous open cells can be used as ambush points. To the northeast is the Prison cafeteria and infirmary
next to the Prison yard serves as the islands main landmark and is a phenomenal watchpoint. Climb the ladder or use an ascender to reach the top. The dirt yard below has tents, vehicles, and supplies, with a wall and sentry towers. This can be a preferred location to land some eliminations before ducking into cover or using the zipline to whisk you to
Industry. Harbor Warehouse and Old Office: The southern part of Harbor stretches between Chemical Engineering and Factory, and the concrete shoreline provides quick traversal, with several smaller buildings offering the chance to lose pursuers and find cover. The lower tram platform sits adjacent to Factory and offers a ride up to the Prison
rooftop. Next to that is a red-roofed building with a covered, tunnel-like service road under its dilapidated frame, connected to gray-and-white storage structures that Konni Group seem to have forgotten about. Comms Office and Power Station
marked 06. While the warehouse is mainly a defensive location, the power station (with black and orange exterior cladding) has smaller monitoring offices around a main turbine room, which descends into a water-filled concrete pipe you can swim through to reach multiple exit points, perfect for repositioning and flanking unsuspecting enemies.
Headquarters (and Lighthouse) Lighthouse (Surveillance Tower): Dominating the upper forecourt of Rebirth Island between the Prison and the three main Headquarter buildings is the Lighthouse (Surveillance tower). Dominating the upper forecourt of Rebirth Island between the Prison and the three main Headquarter buildings is the Lighthouse. This is used as a surveillance tower.
high traffic and close combat as Operators head for this structure, using parachutes or the interior ladder from the main HQ building. The HQ houses a kitchen, sitting room, study, library, and a tight cluster of offices on the upper floor. Command Center and Garrison: Not to be confused with the Control Center POI, the brown and stone structure
with the truck parked outside offers excellent views surrounding this upper plateau. The explorable interior allows for cover and access to the roof. Next to that is the green-roofed Garrison, once offering a comfortable interior living space but now is a place for vicious combat. It also houses some interesting chambers below its main structure...
Outside is a twisting network of exterior concrete staircases that lead down to the main road, Factory, and sloping Prison road. Factory is the largest feature on the southwestern shoreline. This commanding, three-floor building and basement comes with an exterior gantry
overlooking the dockside and Harbor, and ascenders offer rapid access to the rooftop. Inside are control rooms, with a lower floor midsized storage room half-filled with barrels and boxes. This is where youll find a long concrete tunnel hallway with covered access to and from the Factory. Toward Stronghold is a single-level brick office with a pitched
roof and views across the docks. Dockside and Freighter: One of the lowest-lying areas on the map, the docks provide a straight and flat route around the Factory, with a crane, tower, tram station platform, and docked freighter to utilize for climbing or cover. The red hull of the freighter is visible to spot at distance, and the ship has a larger top deck
tight but reasonable hiding places. The green and white main living quarters (No. 9) stands alone in the center of this POI with double doors and broken windows, good interior access, and a ladder to the roof, which provides good views of your surroundings. Living Quarters Basecamp and Switchbacks: On the low plateau overlooking Stronghold is a
sprawling network of military tents, medical prefabs, and a small office building. Up the craggy rocks is Headquarters. Although the structures may have changed over the years, their position has not. This is a great place to get off the road and get out of sight. Also note the storage room near the pathway switchbacks and jetty accessible by the
coastal road, as well as a strange and locked bunker door. How does that open? Stronghold Another favorite location for Operators to drop into, the southwestern corner of Rebirth Island consists of a complex, low-lying construction site, an old checkpoint in need of repair, a rear roundabout, a helipad, and the landmark satellite tower. Theres plenty
of caches, vehicles, and barricades to utilize, as well as confined offices and a covered walkway across the checkpoint. Climb the tower for an elevated and commanding view from various levels. If all else fails, remember you can jump onto the shoreline rocks or even swim to reposition to a more advantageous location. Rebirth Island Tac-Atlas: Live
 Now! Need an interactive overview of Rebirth Island? Our free Tac-Atlas showcasing POI boundaries and tactical intel on each map locale is now live! Click here to check it out. New Call of Duty: Warzone Bootcamp (Launch) Available on: Urzikstan (Player Count: 44, up to 20 Players
24 Bots). Refine your Call of Duty: Warzone tactics in a new training mode set on a randomized slice of Urzikstan. Expanding on the Modern Warfare III Training Course, which launched in Season 2, the all-new Call of Duty: Warzone
Bootcamp is a Quad-only training mode (either partied up or fill-squad) providing players a snapshot of the real-deal Call of Duty: Warzone experience, featuring up to 20 players via mode-specific matchmaking and 24 bots to test their mettle. Warzone experience, featuring up to 20 players via mode-specific matchmaking and 24 bots to test their mettle.
well ensure the community is informed ahead of time. Player, Weapon, and Battle Pass XP progression is limited in Call of Duty: Warzone Bootcamp. The new training mode will not feature public events
or advanced contracts. Drop in, learn the ropes, and get ready to take on the world. New Game Mode: Rebirth Island is the perfect place for the faster-paced, more aggressive playstyle that Resurgence brings to Battle Royale. As you know if youve dropped into
Urzikstan, Ashika Island, Vondel, or Fortunes Keep, your squad is here for the win, but accomplishing this requires more frequent engagements and greater risks. The Gulag is closed, and any time your eliminated, you redeploy after a short respawn timer, providing you have teammates who are still battling across the island! Come for the loot,
takedowns, and rapid combat, and stay for the frantic final moments and earn that Rebirth Resurgence victory! New Game Mode: Rebirth Resurgence and bring in your preferred Loadout and custom equipment, meaning all players
come fully locked and loaded right from the start of the match, enabling you to concentrate on the win without the possibility of changing to another of your custom Loadouts. If youre out of ammo or equipment, the higher
ratio of legendary and reusable loot boxes means youre never far from a fully kitted out Operator, though youre here to bring the firepower, and the victory! New Game Mode: Rebirth Island with multiple squads tasked to capture and control zones
across the map, scoring points for each zone successfully held, like a large-scale Battle Royale version of Hardpoint. Total player count is adjusted due to the smaller nature of the map, allowing for balanced but chaotic combat: Drop in with your favorite Custom Loadout or bring a new weapon you want to quickly level up and learn the new rotations
so your team occupies as many zones as possible, accruing more points to ensure victory, rather than being the last squad standing. Respawns are active, and toward the end of a match, so are High-Value Zones that offer the chance for greater point acquisition, as well as the fiercest fighting yet experienced in this mode! New Public Event: Rebirth
Infil Strikes (In-Season) Available on: Rebirth Island. Rebirth Island has numerous landmarks you utilize in almost every game, but what if one of those locations was leveled by an airstrike, just prior to infil? Keep your wits about you and learn new tactical movement across the rubble-filled scenery, should an Infil Strike occur during a match. These
explosive infil elements occur rarely and randomly adding new gameplay experiences to that match. On certain drops, prepare to adjust your drop point and dynamic movement around a particular point of interest, as these Infil Strikes destroy one of the following: Lighthouse Disintegration: The lighthouse tower at Headquarters topples into the
forecourt and the corner of Prison below, creating rubble ramps to the adjacent building and Prison. Prison Roof Collapse: An aerial bombardment creates a large plume of smoke and a massive fracture across the Prison roof, with numerous small fires and rubble piles inside the now-visible interior. Water Tower Wreckage: Missiles strike the towers
central platform, and it crashes down into the plateau close to the helipad. A mass of mangled steel, the tank is ripped open in several places. New Public Event: Gulag: Climb and Punishment (Launch) Available on: Battle Royale Urzikstan, Vondel (Gulag, Player Count: 2). A duel to the death isnt the only option if you find yourself in a Gulag during a
Battle Royale; if this public event is announced at the start of your Gulag confrontation, its worth keeping your comms on and negotiating with your opponent. Two ladders will drop from the roof, providing an easy escape route, and its up to you both to trust each other and ascend to redeployment. Or you can engage in combat as normal and ignore
the ladders or pretend to agree to escaping and then double-cross a well-meaning rival during their climb. . . . New Public Event: Heavy Armor (Mid-Season) Available on: Rebirth Resurgence Modes. Announced during infil, if this public event is activated, it allows you some added protection, enabling the equipping of an additional Armor Plate for the
duration of the match. The extra plate slot is visible above your health bar where plate information is normally seen: This increases your Operators Armor Hit Points from 150 to 200. The extra plate slot is applied no matter the plate carrier type you have equipped (standard 3-plate, Communications Vest, Medic Vest, Stealth Vest, or Tempered Plate
Carrier). You begin the match with an additional plate equipped. Except for the Tempered Plate Carrier, you have four filled plates at the start of a match. 200 Health, 50 Health per plate. The Tempered Plate Carrier, if equipped, has three plates, with the third one partially filled at the start of a match. A full Tempered Plate Carrier has 200 Health,
66.7 Health per plate. Adjust your tactics accordingly, as this Public Event allows you to last longer between re-plating and lengthens the TTK and ammo expenditure when downing foes. New Mission Contract: Spy Drones (Launch) Available on: Rebirth Island. Confirmation that spy drones of unknown origin have been observed within the area of
operations has resulted in a new Contract to undertake. You and your squad are to locate the drones, which appear to be gathering data at a specific destination. Head to the rendezvous point, and immediately destroy them. Expect additional rewards for neutralizing the swarm in rapid succession, and ensure you inspect the vicinity for dropped
Armor Plates, Redeploy Drones, and possibly an Advanced UAV. Fair warning: Enemy Operators active in the area can steal these rewards if they reach the designated Drone zone before your team does. New Mission Contract: Resurgence Champions Quest (Launch) Available on: Rebirth Island. The ultimate contract mission is confirmed to be active
on Rebirth Island once a certain number of consecutive wins, or a total number of wins, are achieved. Bring a game plan and some competent cohorts with you while you wait for, locate, and then defend three elements necessary to create an impressively explosive finale, and achieve complete domination over your enemies. Expect a variety of
rewards, including an Animated Calling Card, Charm, Sticker, Weapon Camo, and Operator Skin for those elite enough to complete the quest. Call of Duty: Warzone New and Returning Features New Equipment (Field Upgrade by looting
or purchasing at a Buy Station, and then huff the mask to your tactical advantage! Once active, Squad Rage vaporizes any gas within that radius. Stave off the gas, resist the effects of enemy Tacticals, and utilize the infinite Tactical Sprint,
increased Health, and regeneration for the duration of the Rage. Weigh these advantages with keeping your crew close enough for everyone to gain these possibly match-winning low on both armor and ammunition? Only got one inventory space
to carry a resupply box? Then you may want to invest in a Utility Box! Available as rare ground loot or to purchase from a Buy Station, the Utility Box combines the utility Box combines the utility Box! Available as rare ground loot or to purchase from a Buy Station, the Utility Box combines the
will be dropped for your teammates to use, and the Utility Box functions as a resupply for your squad as well. New Equipment (Killstreak): Foresight can offer incredible insight regarding the future of your match!
Returning from the original Call of Duty: Warzone, Foresight was last available at a Containment Monitor Station, or found on the corpse of a fallen foe. Foresight shows you the location of every future gas circle, so youll know
where the game ends. Plan your tactics accordingly! Returning Equipment (Perk Package): Specialist (In-Season) Available on: Rebirth Island. Its back! The most prized Perk possession in all of Call of Duty: Warzone returns! This hexagon of omnipotence may be incredibly difficult to discover in fact, its only very rarely found at a [[REDACTED]] or in
specific [[REDACTED]] but its effectiveness cannot be understated. Once found, this grants you every applicable Perk in the game and continues to function even if you subsequently access your Loadout Drop with your chosen Perks. In addition to the default Perks available to all Operators (Tac Pads, Commando Gloves, Ouick-Grip Gloves, Climbing
Boots, and Overkill), Specialist grants you the advantages of the following 29 additional Perks, but only for the remainder of the match: Perk Slots 1 and 2 (all Perks active): Battle Hardened, Double Time, E.O.D., Focus, Irradiated, Mechanic, Mountaineer, Scavenger, Shrapnel, Sleight of Hand, Spotter, Strong Arm. Perk Slots 3 (all Perks active): Cold-
Blooded, Escapist, Payout, Primed, Quick Fix, Resolute, Shrouded. Updated Movement: Aquatic Gameplay Comes to Rebirth Island! (Launch) Available on: Rebirth Island. The last time Operators descended on Rebirth Island.
the ocean was very much out of bounds. Not so in Season 3, as a variety of watercraft and the ability to swim are available to any player wanting to get their feet wet. There are now new ways to traverse land and sea, including waterlogged tunnels and even a flooded bunker to explore. New Feature: Biometrics Scanner (Launch) Available on: Rebirth
Island. Dotted around Rebirth Islands upgraded communications facilities is a series of 10 Biometric Scanners are active, you can approach a Biometric Scanner and guickly check your statistics. The Scanner produces a Keycard based on your identity
(placed directly into your Backpack), along with an XP reward. Inspect the Keycard, and youll see it contains your Operator name, Clan Tag, and Access Level. Keycards: These take up a slot in your Backpack, can be dropped or looted, and can unlock a special menu in any Rebirth Island Buy Station for the duration of the remaining match. Keycard
Rarity: There are six different rarities of Keycard: Bronze (common) Gold (uncommon) Platinum (rare) Polyatomic (very rare) or in (incredibly rare). It is a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]], but your chances improve if a squadmate is close by during a specific rarity is [[REDACTED]]].
the next few days. Buy Station Access and In-Match Rewards: Bring your Keycard menu will be accessible, based on the highest card you have in your possession. General examples of expected items from each Keycard menu are as follows (with any
Equipment and Perks selected from your favorite Loadout): Bronze: Random ammunition, Cash ($$), Armor Plates, Lethals, Tacticals, Perk Package, Plate Carrier, Field Upgrade. Platinum:
Random ammunition, Cash ($$$), Armor Plates, Lethals, Tacticals, Perk Package, Plate Carrier, Field Upgrade, Killstreak.Polyatomic: [[REDACTED]] Weapon.Orion: [[REDACTED]] Weapon.orio
Permanent In-Game Rewards: There is growing evidence that returning to a Biometric Scanner on subsequent but nonconsecutive visits may unlock a variety of additional assets including camouflage for your armaments as well as communications deemed Most Secret. No further details have been authorized. New Feature: Variable Time of Day (In-
Season) Available on: Rebirth Island. As Season 3 progresses, the atmospheric conditions of Rebirth Island may begin to vary, with an increasing chance of variable changes to the weather mainly serves as pleasing new ambience to the backdrop yours
fighting in. Rebirth Islands weather is almost always sunny, with clear skies. Occasionally there may be matches where the sky is brooding and overcast, the sun is setting, or light sea fog begins to roll in. Sometimes the changes in conditions
mean extra vigilance is recommended, as unique items may spawn across the map during these infrequent events. Take advantage of every situation to win the game! New Feature: Smart Displays (Launch) Available on: Rebirth Island. Bolted onto both exterior and interior walls across Rebirth Island are over a dozen smart display panels, offering
Operators the latest in Konni propaganda, the general weather forecast for Rebirth Island, and more tactically, where the largest heat zone is (the congregation of players fighting during a match). Operators whove secured Biometric Scanner Keycards may also be shown on these big screens, as well as the first demon Operator to hit 10, 15, or even
20 kills in a game, so you know who to take down (or avoid)! Unsubstantiated rumors also indicate [[REDACTED]] comms from an unknown entity have occasionally breached the security systems running these displays. New Feature: Squad Assemble and Squad Play Bonus (Launch) Available in: Resurgence (excluding Ranked Play) and Battle Royale.
The squad that stays together, slays together, slays together, slays together: During the infil of Resurgence and Battle Royale, expect to earn match rewards if you land near your more enthusiastic teammates who led the way. When active, youll receive a message to land with your squad to earn bonuses. This is purely optional, though you may find staying closer during enemy
encounters helps your overall team dynamics as well as getting those Ws. The preceding image (above) shows the three main landing examples (this is for demonstration purposes only). The circle radii shown dont appear on your in-game Tac Map. When your first teammate lands, they create a small radius around them, roughly the size shown in the
previous image. The rest of the team simply needs to land within that radius to land together, as follows: Full Squad Landing (Quads): All four Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two Half Squad Landing (Quads): Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Operators landing radii overlap with at least one other. Two pairs of Oper
land separately, with each pairs landing radii, and one Operator lands separately. Majority Squad Landing (Duos): Three of the four Operators land with overlapping radii, and one Operator lands separately. Duo Squad Landing (Duos): For Duos, both
squadmates need to land with their radii overlapping. In-Match Rewards: Did your team successfully land (somewhat) together? Youll know if you did, as youre awarded XP, Cash, and even a special Supply UAV revealing legendary and personal loot cache locations across the nearby vicinity. Mark the Landing Destination: Each squad member receives
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XP if any teammate pings the location where you land before the first squad member touches the ground. Full Squad Landing (Quads, Trios): Land as a full squad for a sizeable XP and Cash bonus, as well as a Supply UAV. Majority Squad Landing (Quads, Trios): Land with two other members (Quads) or one other member (Trios) for a reasonably XP

Tracer Pack: Stoney Sloth, Tracer Pack CODasaurus Ultra Skin, Tracer Pack: Big Brain Ultra Skin, and more! Look for a showcase of BlackCell, Battle Pass, and Store Bundle content right here on April 2! New Challenges, Events, and Seasonal Progression Season 3s content tsunami doesnt stop! repare to unlock additional content with all-new Weekly Challenges, Seasonal Prestige progression, and multiple events. Here are some highlights: Weekly Challenges (MWIII, MWZ, WZ) Get your Season 2 Weekly Challenges in order and unlock that animated Rotten Inferno Weapon Camo before April 3, as Season 3 drops all-new sets of Weekly Challenges across Multiplayer, Zombies, and Call of Duty: Warzone. This time, theres a full complement of Aftermarket Parts on order. Grind to complete more than five Challenges in a week for sizable or Hellenges for exclusively dealer or sizable for Hollow EarthLaunch: April 3 to 10Discover the mysterious power of the Monsterverses mighties trans. Earn XP to unlock exceptional rewards. Equip the Godzilla, Kong, Shimo, or Skar King Operator Skins for a oost. EVENT: Blaze Up (MWIII)Launch WindowHow high are you? Er, I mean, Hi! How are you? Complete event challenges for exclusively dank rewards. Warning: Event may cause the munchies. EVENT: High Trip (WZ)Launch WindowJump into this limited-time event and get ready for some heightened fights. Collect gummies to sharpen your enses and smoke out the competition. EVENT: Vortex: Vi.Rus Mainframe (MWIII, WZ)In-Season: Its not a system error: Vi.Rus has made his way into the Vortex. Earn XP to unlock rewards. Equip the Bacillus Skin for a boost. SEASON 3 RELOADED: EVENTS (Mid-Season) Expect additional events necessand and store and such as a season and stone and such as a season and store and such as a season and	

Warzone 3 season 5 release date. Warzone season 3 release date 2025. Warzone season 3 reloaded date. Warzone 3 season 4 release date. Warzone ranked season 3 release date. Warzone mobile season 3 release date. Warzone 3 season 5 release date. Warzone 3 season 6 release date. Warzone 3 season 2 release date. Warzone season 3 start date.