

# Valens-Progression

## v1.2.0

You can now fully customize gear to your liking. By default however, it will use my own progression so you must disable my progression by setting it to false in either/or of the scav and pmc.jsons in the config folder.

You must fill out as the whitelist shows.

For example, the following Whitelist1 for Scavs will spawn them with **ONLY** an RFB that has M62 Tracer ammo when you, the player, are Level 1-25.

You can find all of the categories for equipment, and cartridges/ammo in

SPT-Aki/Aki\_Data/Server/Database/Bots/Types/YourBotType.json where YourBotType is either Assault.json (for Scavs) or Usec.json and Bear.json (for PMCs).

You can find all of the item IDs in the [Database](#).

If you desire to have for instance the same ammo round from whitelist to whitelist you will need to have that ID in every single whitelist.

Unfortunately you guys are unable to save variables to make it easier on you and this will have to all be hand typed by you.

```
"customWhitelist1":  
  {  
    "weaponModLimits": {  
      "scopeLimit": 1,
```

```
        "lightLaserLimit": 1
    },
    "randomisedWeaponModSlots": [],
    "blacklist": [],
    "whitelist": [{
        "levelRange":
        {
            "min": 1,
            "max": 25
        },
        "equipment":
        {
            "FirstPrimaryWeapon":
            [“5f2a9575926fd9352339381f”]
        },
        "cartridge":
        {
            "Caliber762×51":
            [“5a608bf24f39f98ffc77720e”]
        }
    }
},
```

Everything past here is to do with my settings.

Scavs gear can be found on the Wiki page [here](#). Ammo wise they will spawn with PMC LL1 and LL2 ammo types until you hit the LL3 level where they will also start spawning with some more high tier, deadly ammo to keep you on your feet, and engaged.

If you'd like to look into the weighting of items you may see that [here](#) or in the mod folder via the Weighting.xlsx spreadsheet that's included.

The following are the only items PMCs can spawn with.

Post-wipe start PMCs can spawn with Wipe Start items + the next so at Lv 16 Wipe Start + LL2, at Lv 26 wipe Start + LL2 + LL3. Post Lv 36 they can spawn with all items in the game.

## Wipe Start (Lv1-15)

### Weapons

SKS, PP-91 Kedr, PP-9 Klin, PP-19-01, PPSH41, Mosin (Sniper), Mosin (Infantry) & Carbine, AKM, AKS-74UN, VPO-136, ADAR-2-15, TOZ-106, MP-153, M4A1, MP5, MP5K-N, UMP45, MPX, AK-74N, VPO-209, MP-133, MP7A1, OP-SKS, VPO-101, MTs-255-12, MP-43-1C, MP-18, M590A1, VPO-215

### Holster

PM, TT, MP-443, APS, M1911A1, M9A3, P226R, Glock 17

### Backpacks

VKBO Army Bag, MBSS, LBT-8005A, Tactical sling, Wartech Berkut

### Rigs

6sh112 S-S, Bank Robber, CSA, UMKA, Scav Vest

### Headset

Gssh, M32

### Helmet

6B47, SFERA-S, SSh-68, Kolpak-1S w/ Face shield,  
FORT Kiver-M

### Armor Rig

6B5-16 Zh-68 Uley armored

### Armor Vest

6B2 Flora, MF-UNTAR, PACA, 6B23-1, Zhuk-3

### Eyes

Dundukk Sport Glasses, Tactical Glasses, 6B34

Armband White, Red, Blue, Green, Yellow

Balaclava

USEC baseball cap (tan), USEC baseball cap (black)

BEAR baseball cap (green), BEAR baseball cap (black)

### Ammo

7.62×54 LPS

7.62×51 TCW SP

7.62×39 PS gzh, HP

7.62×25 AKBS, FMJ43, LRN, LRNPC

.366 TKM FMJ, EKO

5.56×45 FMJ, M855, M856, HP

5.45×39 PRS, T

4.6×30 Action SX

9×18 P, PPT, PRS, PS PPO, PSO, Pst, PSV

9×19 PSO, Green Tracer

.45 Match FMJ

12/70 7mm buckshot, 5.25mm buckshot, 6.5mm express,  
lead slug, grizzly 40 slug, poleva-3 slug

20/70 7.5mm buckshot, 5.6mm buckshot, poleva-6u  
slug, poleva-3 slug

## LL2 - Start @ Player Lv 16

### Weapon

AKS-74UB, AKMS, AKS-74N, AK-74, AK-74 Plum, SV-98, MCX  
.300 BLK, AK-545, RFB, M870, STM-9, Mk 16 LB, G36, MP9,  
AK-101, M1A, P90, M700, Saiga-12ga v.10, MP-155

### Holster

CR 50DS, PB 9×18 silenced pistol, SR-1MP, PL-15, USP  
.45

### Backpack

Trizip, Pillbox, T20, F5 Switchblade, Attack 2

### Tac Vest

SOE Micro Rig, AVS, 6B5-15, Tactical Alpha, D3CRX,  
TV-109, Commando, Triton, 6B3TM-01, GC-BSS-MK1, Stich  
Profi Recon, MMAC, Azimut, Tarzan

### Earpiece

Comtac 2, Sordin

### Headwear

UNTAR Helmet, TC-2001, Zsh-1-2M, Zsh-1-2M Face shield, ACHHC IIIA (Olive), LShZ, Beret (Olive), Tactical fleece beanie, Bandana, Stich Profi Chimera boonie, Ops-core fast visor

### Armor Vest

Kirasa, 6B13

### Eyewear

Crossbow

### Facecover

Cold Fear, Shemagh (Tan)

### Ammo

7.62×54 T-46M  
7.62×51 BCP FMJ,  
7.62×39 T-45M1  
7.62×35 (300 BLK) BCP FMJ  
7.62×25 TT P, PT,  
.366 TKM Geksa  
5.56×45 RRLP, M856A1  
5.45×39 PP, US, SP  
5.7×28 SS197SR  
9×18 PM PPe,  
9×19 Pst gzh  
9×21 P gzh



9×39 SP-5

.357 Magnum FMJ, Hollow Point, Soft Point

.45 Lasermatch FMJ

12/70 8.5 Magnum Buckshot, Poleva-6u slug, FTX

Custom Lite slug,

20/70 6.2mm Buckshot, 7.3mm Buckshot

## LL3 - Start @ Player Lv 26

### Weapon

AK-104, AKMN, AKMSN, AK-74M, AK-103, AK-105, RPK-16, VSS Vintorez, SVDS, KS-23M, TX-15 DML, DVL-10, MDR, SA-58, Mk 16 FDE, RSASS, SR-25, G28, RD-704, Mk17, M3 Super 90

### Holster

APB 9×18, FN 5-7, Glock 18

### Backpack

F4 Terminator, Oakley Mechanism, Drawbridge, Takedown, T20 Multicam, T30 Black

### Tac Vest

CQC Osprey MK4 Assault, Blackrock, ANA M2, TV-104, Profi Chest Rig Assault, TacTec, BeltA, ANA M1, TV-110, A18, MPPV, Bagariy, Strandhogg, RBAV-AF, Tiger SK

### Earpiece

Ops-Core FAST RAC

### Headwear

Ops-Core FAST MT Tan & Black, Team Wendy EXFIL, ACHHC IIIA Black, DevTac Ronin, LShZ-2DTM, Cowboy, Maska-1SCh, Beret (black & blue), Altyn face shield

### Armor Vest

Korund-VM, Zabrało, Gzhel-K, Gen4 HMK, 6B13 DFL, 6B23-2 MF, FORT Redut-M, THOR CRV

### Eyewear

Condor, Pyramex, Gascan

### Facecover

Shemagh (Green), Momex

### Ammo

12.7×55 PS12A, PS12B

7.62×54 R PS, R SNB

7.62×51 M80, M62 Tracer, M61

7.62×39 US, BP

7.62×35 .300 Whisper, M62 Tracer

7.62×25 TT Pst

.366 TKM AP-M

5.56×45 SOST, M995, Warmage

5.45×39 BP, Igolnik, BS, BT

5.7×28 SS190, L191, SB193, SS198LF, R37.X

4.6×30 FMJ SX, Subsonic SX

9×18 PM Bzht, PBM, PstM, RG028, SP7, SP8,

9×19 AP 6.3, Quakemaker, PBP

9×21 PS, PE

9×39 SP-6, BP, SPP

.357 Magnum JHP

.45 ACP AP, Hydrashok

12/70 Copper Sabot Premier, Dual Sabot,

20/70 Star slug, Devastator Slug,

23/75 Shrap-10, Shrap-25