

Free Fire OB51: New Nero Character

Free Fire OB51 will feature many exciting updates, including new characters and a redesigned safe zone.

Details of Battle Mechanisms and Items (OB51 Version)

Survival Mode (Battle Royale)

When the confrontation begins, **flying banners** representing each team will appear in the air.

These banners will **disappear completely** once all members of their respective teams are **eliminated** .

A commentator will narrate the highlights, such as: when the Fiery Circle appears, a series of consecutive enemy eliminations, or the wiping out of a team.

At a **predetermined point** , the **Blazing Circle** will replace the traditional safe zone. Simultaneously, the Blazing Cup will rise into the air, surrounded by banners of the surviving **teams** .

The team that ultimately wins will trigger a **special Booyah celebratory effect** .

Clash Squad Mode

The two teams will be assigned **random team banners** . When a team reaches a **decisive point** , the usual safe zone will be replaced by **the Fiery Circle** , and at the same time, the Fiery Cup will appear in the sky, with the banners of the two competing teams flying around it.

The Deathmatch Counter , **waiting area** , and Upgraded Loot all sport **the distinctive interface** of the Blazing Arena event.

The winning team will receive a special **blazing Booyah animation** .

Special equipment for the event



When the Fiery Arena **begins** , flamethrowers and **incendiary grenades** will appear, causing **extensive damage** in an area .

List of special firearms:

1. **Trogon - Explosive Shot:** Firing **3 shots** releases **1 explosive shot** . Cooldown: **5 seconds** .
2. **FAMAS-III - Explosive Bullet:** Firing **3 bullets** releases **1 explosive bullet** . Cooldown: **5 seconds** .
3. **PARAFAL - Explosive Bullet:** Firing **3 bullets** will release **1 explosive bullet** . Cooldown: **5 seconds** .
4. **Winchester-III-Explosive Bullet:** Firing **3 bullets** will launch **1 explosive bullet** . Cooldown: **5 seconds** .
5. **AC88 - Explosive Bullet:** Firing **2 bullets** will release **1 explosive bullet** . Cooldown: **5 seconds** .
6. **VSK94 - Explosive Bullet:** Every shot **fires an explosive bullet** that deals **continuous damage** . Cooldown: **5 seconds** .

Location where it was found:

1. **Survival:** Weapon Rack
2. **Deathmatch:** Deathmatch Shop

Strengthen the Team

Become an invaluable **support** for your teammates!

"Dealing **massive amounts of damage every second** isn't always the most important thing. Use **Team Support** to **shield** and **provide assistance** to your team members."

Survival (Battle Royale):

You can choose **3** out of **6 beneficial effects** . Each effect can only be selected **once** and is effective for **the entire team** .

At the start of the match, **one effect will be provided for free** , and **the next two effects can be purchased for 488 and 880 coins** respectively .

You can **flexibly change** the effects during the match, and the effects that have already been activated will remain **after** resurrection.

A total of 6 distinct effects:

1. **Health/Energy Recovery (HP/EP):** Restores **2 EP** and **1 HP per second** .
2. **Acceleration:** Increases **movement speed by 7%** after **4 seconds** of not firing or not being hit.
3. **Enhanced Healing:** Restores an additional **10% of your health** . This effect **ends** after **2 seconds** when taking damage outside the safe zone.
4. **Peripheral Advantage:** Increases **EP conversion speed by 200%** and moves **7%** faster when outside the safe zone.
5. **Glue Bomb:** Increases Glue Bomb's **HP by 180** .
6. **Armor:** Restores **3% armor durability every second** .

Clash Squad:

Each round will feature a **Rescue Robot** capable of **healing allies within a 16-meter** radius . This robot can be **destroyed** if shot.

The Rescue Robot needs **7.5 seconds** to save a person, but this time **is reduced to 4 seconds** when using Thiva's skill.

Players can now purchase **beneficial effects** from the Special Booth in the Battle Royale Shop.

Reinforcement Hammer

MAXIMIZE FIREPOWER!

"Need powerful equipment? **The Enhancement Hammer** is the solution!"

Survival Mode:

1. **Enhance the power** of your weapon or your teammate's weapon for **600 coins each time** .
2. **Maximize** all weapon attachments (accessories) to the highest level, including **one part** upgraded to **red tier** .
3. The upgraded parts **cannot be removed** .

Deathmatch Mode:

1. Defeating **two enemies** will reward you with a Hammer HH. Use this item to **enhance the weapon power** of your entire team in the Deathmatch Shop.
2. Additionally, **the Hammer item** can be used to **upgrade** Glue Bombs, allowing the entire team **to carry a maximum of 6 Glue Bombs** .

Tactical Shop

Survival

The Trading Post can be accessed at **any time** to purchase the following items: Information Boxes, Item Station Keys, Wanted Lists, Tactical Equipment, Supply Cars, and the new Lightning Generator (up to **5 per match** , effective for **688 seconds** after the match starts).

Use **the Lightning Generator** to create a **Lightning Zone that** lasts for **30 seconds** . Lightning will strike **randomly every second** , dealing **60 damage** to enemies hit. Your teammates will be **completely unaffected** by this effect.

Deathmatch

Each round has a **strategy interface** (tactics panel), allowing you to select **one** of the following equipment to use:

1. Super Campfire: **Restores health** to teammates within an **8m** radius and **enhances** their combat abilities.
2. Smoke Storm: Creates a **smoke storm** to **block** the enemy's vision.
3. Technological Moat: **Erecting a large barrier** for protection.

Players can also **purchase** these equipment items at the Deathmatch Shop.

Super Supply Backpack

The perfect 3-in-1 combination!

"The old Supply Backpack, Campfire Sink, and Helmet have now been merged into a new **Premium Supply Bag !**"

Survival Mode:

Get the Furnace, **which adds space** to your backpack, **provides extra armor** , and many other items right from the start of the match.

Deathmatch Mode:

Receive a Furnace, **katana** , **additional armor** , and many other items right from the start of the match.

OTHER ADJUSTMENTS

1. **Reduced cost for Level 3 Backpack: 300 ? 200 FF Coins** .
2. The maximum number of times you can buy a **Tier 3 Helmet per match is 5** .

Adjust equipment upon resurrection.

1. **Standard resurrection weapons: G18 ? M1917**
2. **Super Resurrection Weapon: P98 ? Bizon**

General Adjustments:

1. **Helmets and armor will not be destroyed** (armor durability will not drop below **8**).
2. Reduced drop **rate of Tier 3 Helmets and Tier 3 Armor : 28 ? 8** .
3. **There are no more Tier 3** weapons visible outside.
4. Reduced the spawn **rate of Supply Vehicle Calling Devices** (Vehicle Calling Devices): **18 ? 5** .
5. **Currency** (coins) will appear **more frequently** .
6. **Armor Repair Kit**: Each time you pick up **1 ? 2 Armor Repair Kits** .
7. **Recovery Mask** (Healing Mask): Each time you pick up **1 ? 2 Recovery Masks** .
8. **Reduced Supply Drop** spawn rate : **28 ? 18** .
9. **Reduced Supply Crate** (Loot Drop) spawn rate : **15 ? 6** .
10. When the match starts, players have **4 First Aid Kits** and **2 Recovery Masks** available ; the First Aid Kits currently **do not take up space** in the Backpack.
11. Each **Coin Generator** provides **200 FF coins** and **2 First Aid Kits** .
12. Players **will not lose coins** when they are defeated; after respawning, they will **retain 50% of their** current coin balance.
13. **Increased reward for defeating enemies** (plague): **100 ? 200 FF Coins** .

Super Resurrection Pillar

Revived with **full gear** , ready to **join the battle immediately** !

"The Ultimate Resurrection Pillar provides similar equipment to **the Super Resurrection Point** .
Furthermore, players receive an additional **treasure chest** and **numerous bonus rewards** ."

At the start of the battle, **three random** regular Resurrection Pillars will **transform** into Ultimate Resurrection Pillars (which will have **distinctive visual effects** to differentiate them from regular Pillars).

After **420 seconds** , **all** Respawn Towers will be **upgraded simultaneously** to Ultimate Respawn Towers.

Players **revived** at the Ultimate Revive Tower will receive **premium revival items** and will find **revival treasure chests** on both **the main** and **minimaps** , allowing for **quick upgrades of** weapons, armor, and medical supplies.

Upgrade Item Station

Discover **the** brand-new Supply Point with **tons of upgraded items** !

"Use your currency (coins) wisely to upgrade your Supply Drops and enjoy more quality equipment!"

Use **1588 FF Coins** to **upgrade** your Supply Point to get **more premium items** .

Both regular Supply Stations and **Defensive Supply Points** are **upgradeable** .

A key is required to open a Standard Supply Point, while a Defensive Supply Point **does not require** a key.

Item Station Key is now **discounted to 600 FF Coins** .

The Advanced Supply Point will include:

1. **Level 3** helmet , level **3** armor , and level **3** accessories .
2. Four additional **red** -tier weapons (random type).

Directions feature

Improve your strategy by mapping out a roadmap with your teammates!

"Are you having trouble moving with your teammates? This update has added the Navigation feature, making it easier for you and your teammates to communicate and set up more efficient routes."

Added route planning options on the minimap, allowing players to place up to **three markers** to create a complete route.

Players can **reset individual points** or **delete the entire route** .

The landmark will **automatically disappear** after **10 seconds** when the player approaches within **15 meters** .

Weapon Rack

Be fully equipped right from **the start of the match** !

Tired of landing without weapons? Weapon Display Stands are now everywhere, allowing players to instantly gear up and get ready for battle.

There are **2 to 4 weapon display racks** located in **strategic** (key) positions.

Each shelf contains **2 weapons** and **1 First Aid Kit** .

Bombax Mushroom

Faster Glue Bomb Recovery!

"When your Glue Bombs are running low, look for Glue Bomb Mushrooms to help speed up your Glue Bomb regeneration."

Introducing a **new Tech Mushroom - the Glue Bomb Mushroom** : interact with it to **increase the Glue Bomb regeneration rate** in the area.

Glue Bomb Booster Device

Don't even dream of destroying my Glue Bomb!

"Now you **no longer have to worry about** your Glue Bombs being destroyed too quickly – with **the Glue Bomb Enhancer** , the **durability** of your Glue Bombs is **significantly improved** , making it much harder for enemies **to destroy them** easily."

A new item **has appeared in the match** that **increases the durability** of all **Glue Bombs** in the area.

NEW CHARACTER: NERO



Proactive skills

Throw a teddy bear with **150 HP** , lasting **12 seconds** , that can **pass through any obstacle** and **fly up to 50m** (**100m** in Survival mode). It **tracks** enemies within an **8m** radius and **explodes**, creating an **8m** radius **illusion zone** that prevents enemies inside **from setting up Glue Bombs** and **deals 16 HP damage per second** . This zone **disappears** when the teddy bear is destroyed, and enemies who destroy it will be **marked** for **5 seconds** . **Cooldown: 45 seconds.**

Adjusting the old character

FORD

Players may notice that despite **dealing high damage** , they are **unable to defeat** enemies. **This is** often due to Ford's **incredibly fast health regeneration** during combat. To **restore balance** , we have **adjusted** Ford's healing abilities.

Iron Stone (Passive Skill)

Gain 18 HP per second for **4 ? 3 seconds** after **taking damage** . After using **the active skill** , this passive skill will be **refreshed immediately** . **Cooldown: 20 seconds.**

KAIROS

The damage Kairos inflicts on **shields and armor** is **too great** – even players with **high-level armor** lose their armor **too quickly** and **take heavy damage** . To **maintain the value** of high-level armor, we have **reduced** Kairos's damage to shields and armor.

Armor Breaker

1. **Defense Status:** Continuously restores **2 EP per second** .
2. **Attack State:** Activated when **EP is full and** begins **attacking** enemies with Shields/Armor, the skill user **consumes 28 EP per second** . Each shot at a shielded/armored enemy deals **damage to the Shield** or **reduces Armor Durability** by **120% ? 90%** . When **EP is depleted** , return to Defensive State.

RIN

Rin's previous skills were **primarily effective** at **breaking Glue Walls** , while her **kunai were difficult to hit** and **dealt consistent damage** . To make Rin **more versatile** in combat, we increased **the projectile speed** and **damage** of her kunai, making her **more dangerous** in her attacks.

Typhoon Kunai

Every **8 seconds** , **one Kunai** can be **summoned** (maximum **3**). When **hitting** an enemy or a Glue Bomb, the Kunai will **automatically fly** to the target, dealing up to **12 damage** , and **the damage will increase with distance** .

"Kunai will now **launch faster** after hitting a target. **Mid-range and close-range damage is increased** , while **maximum long-range damage remains the same** ."

Other character adjustments

1. **Ignis:** The fire screen created by the user and their teammates will be **blue** to easily **distinguish it** from the opponent's fire screen.
2. **Santino:** Santino's skills can be used at **the conveyor belt** on the first floor and **the Elevator** on the second floor in **the Estate** .
3. **Tatsuya:** When performing **the downhill sliding maneuver** , Tatsuya will **no longer get stuck** halfway.
4. **Thiva:** **No cooldown required** if using the skill after **the Deathmatch round ends** and **before the new round begins** .
5. **Cooldown display:** Players can now **visually track** the cooldown times of **their personal abilities** and **support items** (equipment).

New weapons



A new rifle with incredibly high damage potential !

" The new **Winchester long-range** rifle has joined the battlefield! With its **two-round burst firing** mechanism and **high mobility** , it promises to be a **preferred choice** in long-range engagements."

How it works:

1. Firing mode: 2 rounds at a time.
2. Reloading mode: Partial reloading (reload when the magazine is not empty), a few rounds can be loaded at a time.
3. Winchester can be upgraded by accumulating damage or using Upgrade Chips.

Winchester version	Loading Mechanism	Enhancement Index
Winchester	Reload two rounds at a time.	(Do not have)
Winchester-I	Reload four rounds at a time.	Increase Fire Rate +
Winchester-II	Reload four rounds at a time.	Increase Fire Rate ++
Winchester-III	Reload six rounds at a time.	Increase Fire Rate +++

How to get it:

1. **BR (Survival):** Pick up items from the ground , vending machines .
2. **CS (Deathmatch):** Deathmatch Shop .

Adjusting Upgraded Weapons

Optimize the power of Upgraded Weapons!

"In this update, players can **easily upgrade their weapons** using **two methods** : **dealing damage** or **using Upgrade Chips** . At the same time, **the power and acquisition methods** of these weapons have also been **adjusted** . There will certainly be more exciting **upgrade options** in the future."

Weapons can be upgraded by **accumulating damage** or using **Upgrade Chips** :
M68/FAMAS/M14/M4A1/SCAR/AUG/MAC18/MP5/M1814/Kar98K.

Damage required to level up:

1. From **Level 0** to **Level 1** : **280 damage** .
2. From **Level 1** to **Level 2** : **350 damage** .
3. From **Level 2** to **Level 3** : **850 damage** .

Adjustments to the receiving method:

1. **Survival: Level 0** guns can be picked up **from the ground** (no more level 1 guns on the ground).

Adjust for blood loss when collapsing.

The rate of blood loss will vary depending on the type of weapon the opponent is using!

"Previously, the time it took for blood to deplete after being taken down was too long , and the cover provided by Glue Bombs made finishing off enemies tedious . To balance this , this time will now be adjusted based on the weapon type , making eliminating enemies fairer across different gun types."

Adjust Blood Loss Rate:

1. **Long-range rifle/Machine gun/Rifle/Sniper rifle: 35 seconds ? 14 seconds** .
2. **Movement speed** increases by **+35%** when knocked down .
3. **The rate of blood loss** remains constant when using **Rafael** 's skill .

Weapon Adjustment

PARAFAL

1. **PARAFAL (Power Boost):** Armor Penetration **+5%** , Damage **+3%** , Accuracy **+5%** .

THOMPSON

1. **Thompson (powered):** Damage **+3%** , Armor Penetration **+5%** , Range **+10%** , Accuracy **+5%** , **2x scope** available .
2. **Thompson-X (new):** Damage **+3%** , Fire Rate **+8%** , Armor Penetration **+10%** , Range **+15%** , Reload Speed **??+15%** , Accuracy **+5%** , **2x scope** available .

Upgraded Weapons

"With **refinements to the upgrade mechanism and supply chain** , weapons capable of upgrades will now be **more readily accessible** and **significantly more powerful** . **Additionally, lower-tier or previously underpowered weapons** will also receive **power boosts** ."

Equipment	Variant	Adjust the Index
SCAR	SCAR/SCAR-I/SCAR-II	Damage +3% , Fire rate +3% .
M4A1	M4A1/M4A1-I/M4A1-II	Fire rate +3% .
AUG	AUG/AUG-I/AUG-II/AUG-III	Minimum damage +5% .
MAC10	MAC18-II/MAC10-III	Damage +5% .
MP5	MP5/MP5-I/MP5-II	Fire rate +8% .
M60	M68/M60-I/M68-II/M68-III	Damage +3% , Attack speed while seated +5% .
M14	M14/M14-I/M14-II	Fire rate +10% .
Kar98K	98K/98K-1/98K-II	Fire rate +5% .
FAMAS	FAMAS/FAMAS-I/FAMAS-II	The bonus damage increase upon consecutive hits is +15% .

Uzi pistol

"The Mini Uzi, priced at **880** in Deathmatch, proved to be **far superior to its cost, rivaling heavy** submachine guns . To **balance things out** , we slightly reduced its **effectiveness** , **but in the hands of a skilled player** , it remains a **lethal weapon** at close range."

1. **Mini Uzi (weakened):** Magazine capacity **20 ? 16** .

Sunrise Island

1. **The tent** will now have **two entrances and exits** .
2. **Redesigning** some areas with **elevated terrain** , including **the Film Studio and Television Station** .
3. **Adjust the entrances** of the **two-story buildings** in **Cherry Blossom Village** .
4. **Adjust the interior layout** of the buildings at **the port** and **the surrounding terrain** .
5. **Adjust the speed of the slide** at **the Technology Station** in Deathmatch.

Other improvements

1. **Landing is more accurate** when using a **Launch Pad** .
2. **Remove the Aiming** option from the **Information** section in the settings; all players will use the new, improved **aiming style** .
3. **Headshot feedback** and **crosshair reticle** have been **optimized** .
4. **Regular Supply Crates** (Regular Loot Drops) in Deathmatch will now **display the main reward** .
5. **Improve the kill scoring logic** in cases where enemies are eliminated by **falling from a height** after being shot.



Price adjustments for the Deathmatch Shop.

Regarding Equipment:

1. **Add Winchester-II** , Price **1700** .
2. **Replace M1014** with **M1014-II** , price **1700** .
3. **Remove FAMAS-II** from the regular equipment category and **add FAMAS-III** to the **Upgraded Weapons** category , priced at **1600** .
4. **Remove the M14-II** from the standard equipment list and **add the M14-III** to the **Upgraded Weapons** list , priced at **1800** .
5. **Convert Double Vector** from regular equipment to **upgraded weapon** , cost **1700** .
6. **Add the M60-III** to the **Advanced Weapons** list , priced at **1700** .
7. **Add Thompson-X** , price **2400** .
8. **Change Trogon** from an Upgraded Weapon back to a **Regular Weapon** , cost **1800** .
9. **Remove Kord** .

Adjustments to gun prices

1. **Thompson: 1400 ? 1800** .
2. **Parafal: 1400 ? 1600** .
3. **Bizon: 1500 ? 1400** .
4. **SCAR: 1500 ? 1400** .

Other adjustments

1. **Improved the behavior** of **supply crates** on flat surfaces, allowing players **to recover faster** after being hit by one.
2. When **the minimap is opened** , the player's position will be **placed in the center** .
3. **Optimize the Monitoring Interface** (Monitoring Head-Up Display).
4. **The Lone Wolf mode** now allows players **to send rematch invitations** to their opponents after a match.
5. **Ranking points are no longer awarded** for participating in the **Lone Wolf Battle** .
6. **Fixed a landing bug** after jumping through the high windows of certain buildings in the **Residential Area** (Military Island), **Cherry Blossom Village** (Sunrise Island), and the **Aquarium entrance** .
7. **Adjusting the sound** of the **RGS-50** and **M79** .

8. **Widen the entrance to the tents** on Military Island to **prevent teammates from obstructing** each other's movement.

Game system

Optimize the camera system.

Portrait mode is now available!

Switch to portrait mode to record **video** anytime and **capture the most wonderful** moments .

1. **Added vertical** recording mode and **portrait mode to the in-game** recording system .
2. **Added options to hide Backpacks, Weapons, and Pets for out-of-match** recording .
3. **Added Action replay functionality to the out-of-match** recording system .

New Tournament System

Compete with other players in the region to **win** many **attractive rewards** !

1. Players can **access** the new tournament bracket through the **Esports** section by **clicking the icon in the bottom left corner** of the Lobby.
2. Here, people can **register** to participate in **various competitions** , **enter the competition room** before the match begins, and **achieve high rankings to receive valuable** rewards !
3. **Register** for the Survival Tournament by **going to the Tournaments section** on the Esports page.
4. **In Team 2 or Team 4 mode** , players can **recruit** teammates, **invite friends** , or **share team codes** on **social media platforms** !
5. Players **cannot participate in** competitions that **conflict with their schedules** .
6. **Complete the tournament** and **achieve the required ranking** to receive rewards. You will receive your rewards via **in-game mailbox 24 hours** after the results are evaluated.

New HUD interface

Added a head-up display (HUD) for players to **freely customize** !

"We've **added** a customizable interface template to give players more **flexible choices** !"

1. **Added a new interface** for players to **freely customize** .
2. The "Use Share Code" button has been **moved to the bottom right corner** .

V-Budget tactical suggestion

Adopt your idol's **tactics and fight in style** !

" The new V-Badge strategy **suggestion page** features a **tool that allows** professional players and content creators to **share** and **regularly update** their strategies."

1. We've **added the V-Badge Tactics** section with **filters** by mode and role, making it **easier to find** the play style you want.
2. You can also **search for** your favorite idols by **name** to **quickly view** and **apply** their strategies.

Customizable game rooms and recruitment in Connect Island

Create your own Connect Island and recruit players !

Players can now **create rooms in Connected Island** mode and **recruit members** directly through **chat channels** !

Create a Connected Island room:

1. **Select** the "Reverse Connection" mode when **creating a custom room** .
2. Khác v?i ch? ?? ??o K?t N?i thông th??ng, ng??i ch?i s? vào phòng v?i t? cách ng??i tham gia riêng l?.
3. M?i phòng có s?c ch?a lên t?i 48 ng??i.
4. **B?n bè** c?a nh?ng ng??i trong phòng ??o K?t N?i s? **không th? theo dõi** h?.
5. Ng??i ch?i s? **không th? m?i b?n bè** tham gia khi tr?n ??u ?ã b?t ??u.
6. **Kênh trò chuy?n** s? **t?m ng?ng** khi tr?n ??u b?t ??u.

Tuy?n m? thành viên:

1. Ch? ch? phòng m?i ???c tuy?n m? ng??i khác. Sau khi t?o phòng, **nh?n nút Tuy?n m? ?? g?i thông tin phòng** và **l?i m?i t?i nh?ng kênh khác!**

T?i ?u hóa Trung Tâm Antihack

M?i thông tin v? môi tr??ng trò ch?i

"Ng??i ch?i gi? ?ây có th? **truy c?p Trung tâm Ch?ng Hack** b?ng cách **nh?n nút ? góc d??i cùng bên trái ?? xem l?ch s? b? ph?t** và **báo cáo.**"

M?c ?i?m Uy Tín và Ph?n h?i báo cáo ?ã ???c **chuy?n xu?ng d??i Trung tâm Ch?ng Hack.**

Trang Trung tâm Ch?ng Hack s? v?n là m?t m?c riêng bi?t.

Nh?ng ?i?u ch?nh khác

1. **Ch? ??, ph?n th??ng** và **thành tích m?i** cho n?m x?p h?ng 2026.
2. **Hi?n th? ?i?m s?** ng??i ch?i trong **k?t qu? tr?n Sinh T?n.**
3. **Thêm b? l?c** theo ?? hi?m trong **T? ??.**
4. **Thêm ch?t l??ng ?? h?a t?i ?a** và **cài ??t v?t li?u HD.**
5. Ng??i ch?i gi? ?ây có th? **yêu c?u tham gia** ho?c **ch?p nh?n l?i m?i** vào ??i trong khi ?ang tìm tr?n.
6. **Ph?n th??ng Quân ?oàn** hi?n th? **th?i gian hi?u l?c.**

Các ?i?u ch?nh khác v? Quân ?oàn:

1. Có th? **xem tin nh?n** Quân ?oàn khi **ngo?i tuy?n**.
2. **Gi?m th?i gian làm m?i** khi **tìm ki?m** Quân ?oàn.
3. Nh?ng Quân ?oàn ?ã ?? **thành viên** s? **không còn ???c ?? xu?t**.

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