

PUBG Mobile: The best way to arrange backpacks to win TOP 1

If you know how to arrange backpacks in PUBG Mobile, you will not have to be confused when choosing things when looting, avoid being attacked while loot

In addition to playing experience and using useful tips in PUBG Mobile, the backpack arrangement also involves more or less in winning the TOP 1 in the game. By default when picking up a backpack, gamers will give what they like into their backpack without paying attention to other things.

In addition to weapons and ammunition, gamers need to leave room for some other items, especially items that recover or increase energy or grenades, or some other items during their running. And accessories and protective gear are comfortable because they don't count on your backpack. To arrange your backpack in the most reasonable way, you can refer to a few ideas below to choose items for each of your backpacks.

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The best way to arrange backpacks in PUBG Mobile

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1. Backpack 1

With Backpack 1, you will be limited to a few things but can still be full of items needed to use, usually backpack 1 will not be with you for too long because you will find the 2nd Backpack not too far from the position of the Balo 1. However, in some cases if you parachute into a remote and slightly "poor" area, you will have to choose the item to remain in your backpack in a reasonable manner.



For example, if you haven't found an AR gun yet, you can get Shotgun and SMG, so prioritize more bullets for SMG because this is the gun with the fastest and most bulletproof speed in the game, and with Shotgun you only need 30 tablets drop down for S12K or 20 tablets to reserve extra space for SMG ammunition or loot available for AR bullets if found first.

Both **9mm** and **12 Gauge** bullets occupy a relatively small area in the game, so you will have plenty of ammunition for these two guns in backpack 1, with recovery items, if you are lucky, you can loot 3 of the **First Aid Kit** and leave 3 **Energy Drink** cans , otherwise 10-15 of **Bandage** are fine.



If luckier you will loot an AR, combined with an SMG or Shotgun is the most reasonable because the AR will support mid-range, SMG and Shotgun support close range. The only difference is that if you choose Shotgun, the number of bullets will not need as much as SMG so you will have space for some other items, be it 2 Nade or 2 Smoke results, where are loot Bandage or First Aid Kit over.



If you are even more fortunate, you will have a DMR and ammunition for this type of gun, but it takes a lot of space but with DMR you don't need too much, just 80-100 members is comfortable. Combined with AR or SMG is best but should be combined with AR because of the high damage the bullets do not occupy much space, while the loot items recover and increase the power, adding 1 Nade and 2 Smoke fruits is reasonable.

2. Backpack 2

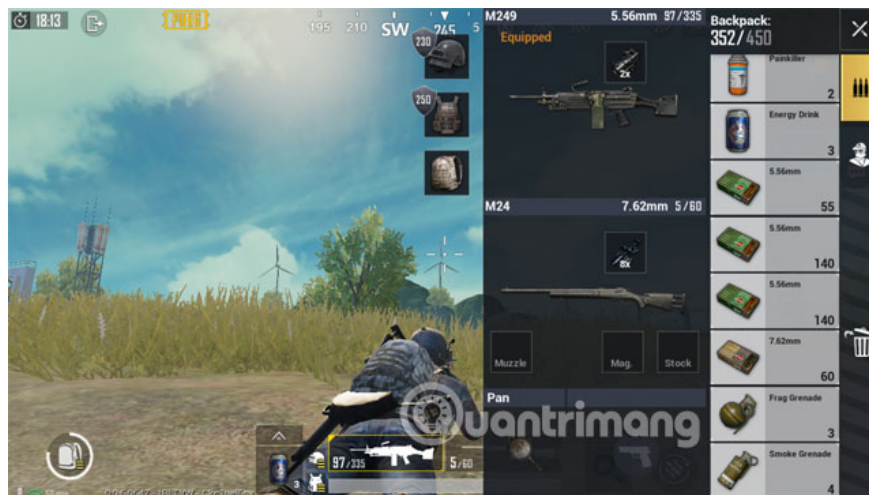


Up Balo 2, you can combine weapons like backpack 1 but now the choice will be more inclined to AR and DMR, but if you can't find DMR, you can still use AR vs SMG together, All guns will now be comfortable with a bit more ammunition, in addition you can loot 1-2 more First Aid Kit and 1-2 more Painkiller bottles if you feel necessary, grenades can add a fruit Smoke or Nade.



If luckily, a loot with a Sniper is good, 7.62mm or 300 Magnum bullets for this type of gun don't need much, so you can loot some more ammunition for your AR or SMG. Raising the number of First Aid Kit or boosters, the throwing weapons can now add Smoke.

3. Backpack 3



Usually, you can only loot the Backpack 3 in the middle of the time until the end of the game because they are quite rare, so the item will have to be changed to suit the situation. If you use AR, leave the number of bullets from 300-350, and for DMR, you still need 100 and Sniper is 50.

Where else, taking up all the rest for recovery items like Med Kit or First Aid Kit and Smoke, Nade may not need it but Smoke is indispensable now. The reason is because at this time, any enemy in the bo will also be armed with a decent amount of ammunition, not to mention the scary weapons in AirDrop such as AWM or Groza or AUG so healing or launching Smoke that supports your allies is essential, not to mention that the boars can eat your blood.



If you have entered the narrow area of the last rounds, you should use an AR or DMR combination with SMG or Shotgun, Sniper but high damage but not mobile. Both SMG and Shotgun have advantages for close-range operations (SMG under 20m and Shotgun less than 10m), where are they reserved for First Aid Kit, Smoke or Nade. Med Kit, though 100% healed, is not suitable for this situation.

The above is a few sharing of QuanTang about how to fit the backpack in PUBG Mobile, hopefully with the above guide you will not have to be confused when choosing the map and making the best choice when going to the map. or loot the enemy's body in the game, avoiding deadly death when others see you loot.

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