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PUBG Season 43: Update 43.1 Patch Notes, the LMG Pullback and the Expected Meta

Ranked Season 43 shipped as Update 43.1 on 9–10 September 2026 (console 17 September), rebalancing LMGs without reverting August's buffs, adding kick, water combat and an item-handling overhaul, rebuilding leaderboards and resetting map rotation. Expect an AR/DMR meta with LMGs demoted to situational pickups before the next Meta Rotation in December.

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LMG | Season 43 | map rotation | meta | meta rotation | patch notes | ranked | weapon balance

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PUBG: BATTLEGROUNDS' newest season is Ranked Season 43, and it arrived inside Update 43.1 — published on 9 September 2026, live on PC from 10 September and on console from 17 September. It is not a small housekeeping patch: it rebalances the weapon class that has defined the game since August, adds two melee attacks, rewrites how water and inventory work in a firefight, rebuilds the leaderboard system, resets the ranked map pool, enlarges console hitboxes, and drapes an anime

collaboration over the starting islands. It also sits at a very specific point in a deliberate four-month cycle that PUBG Studios has committed to running for the foreseeable future.

What Season 43 is and when it landed

Season 43 is PUBG's ranked season counter, not a separate game mode or content drop. It begins with Update 43.1 and the ranked leaderboard reset that accompanies it[1]. The patch note carries a maintenance window of **PC: 10 September 2026, 00:00–08:30 UTC** and **Console: 17 September 2026, 01:00–09:00 UTC**[1], so console players spent a week on the previous build while PC lobbies were already running new LMG values. The IDC/Games patch summary confirms the same split, describing console as receiving the update "one week later"[12].

0.30 → 0.37 s	-30%	+25%	17 Sept	Dec 2026
LMG ADS transition time	RPD and M249 world spawn rate	Swim and dive speed	Console 43.1 go-live	Next Meta Rotation
+0.07 s in 43.1	MG3 unchanged	43.1, all modes	one week after PC	Update 44.2

There is no published end date for Season 43 as of 18 September 2026. The best available guide is precedent: Update 42.1's notes stated plainly that **Season 42 would run for three months, from Update 42.1 through Update 42.3**, deliberately extended while the wider Ranked revamp was prepared[6]. If the same rhythm holds, Season 43 runs into December — which would align it neatly with the second Meta Rotation starting in Update 44.2 that same month[2].

The patch cadence through 2026 has been roughly monthly, with a numbered update early each month: 40.1 on 3 February, 41.1 on 8 April, 42.1 on 16 June, 42.2 on 14 July, 42.3 on 11 August, and 43.1 on 9 September[6][8][3][1]. Only some of those carry gunplay changes; 42.2, for instance, was entirely onboarding, map, UI and console work with no weapon balance at all[8]. The community patch index at PatchBot lists the same sequence of releases, confirming 43.1 as the current build[17].

- **3 Feb 2026** — **Update 40.1**
  Mk12 base damage 44 → 43, horizontal recoil +8%; SLR horizontal recoil -4%
- **23 Mar 2026** — **2026 Roadmap published**
  Meta Rotation, new weapons and attachments, Ranked redesign promised
- **8 Apr 2026** — **Update 41.1**
  Dragunov recoil cut ~20% vertical and ~15% horizontal; six underused weapons flagged for removal
- **16 Jun 2026** — **Update 42.1 — Season 42 begins**
  SLR buffed (muzzle velocity 840 → 870 m/s); Mosin-Nagant, R45, DP-28, Bizon, P1911 and QBU removed from world spawns

14 Jul 2026 **Update 42.2**
Basic Training revamp, Rondo rework, message radial. No gunplay changes

7 Aug 2026 **Dev Letter: Meta Rotation**
Four-month weapon-class cycles confirmed; LMGs are the first featured class

11-12 Aug 2026 **Update 42.3 — LMG meta opens**
RPD added; all LMGs reload ~25% faster, max horizontal recoil -30%

9-10 Sep 2026 **Update 43.1 — Season 43 begins**
LMGs pulled back, kick added, water combat, item carrying, leaderboard rebuild

17 Sep 2026 **Console 43.1**
Enlarged character hitboxes; same LMG values as PC

Dec 2026 **Update 44.2 expected**
Second Meta Rotation — featured weapon not yet named

The mechanism behind the season: Meta Rotation

The single most important thing to understand about Season 43 is that its gunplay was not tuned by ordinary balance logic. In March 2026, PUBG's roadmap announced "intentionally designed meta rotations" and admitted the old approach had failed: balance was "measured solely by stabilizing usage rates," which kept one or two guns on top for too long [7].

The August dev letter set the terms [2]:

> *Going forward, Meta Rotation will operate in cycles of approximately four months. With each new rotation, a featured weapon will take center stage on the battlegrounds, bringing new strategies and changing the flow of combat.*

The rules are explicit. During a rotation the featured weapon "will receive more significant balance adjustments to ensure it becomes a defining part of the battlefield." When the rotation ends, "the weapon will no longer occupy the spotlight, and its balance adjustments will return to a standard level," and a new featured weapon takes over [2]. Two-month interim balance patches continue between rotations, and PUBG reserves the right to emergency-nerf anything genuinely broken regardless of schedule [7].

LMGs were chosen to lead the first rotation because they had "the greatest potential to deliver a meaningful shift in gameplay through a focused rebalance" — a class with big magazines and sustained fire that long reloads and awkward recoil had kept out of the meta, and one that shares ammunition with DMRs and SRs and counters vehicles [2]. The second Meta Rotation is already dated: it begins with **Update 44.2 in December 2026**, and PUBG has not named the featured weapon [2].

This matters for reading everything below. Season 43's LMG nerf is not a correction of a mistake, or not only that — it is the designed mid-rotation tempering of a class that is still meant to be definitional until the rotation ends.

The meta Season 43 inherited: what Update 42.3 did

Update 42.3, live 11–12 August 2026, is where the LMG era actually began[3]. It did two things at once.

First, it added **the RPD**, the first new LMG in nearly two years: 7.62mm, full-auto, **43 damage**, **750 RPM**, **735 m/s muzzle velocity**, a 50-round magazine expandable to 110, taking all AR/LMG magazines and stocks and scopes up to 6x, but unable to fit a foregrip or muzzle attachment. It world-spawns on every map[3][2]. Independent coverage of that patch described it as "the first new Light Machine Gun in nearly two years," packing "a heavy punch and remarkable stability"[16].

Second, it buffed the entire class: reload times for all LMGs cut by **approximately 25%** (roughly 8 seconds down to about 5 seconds, against a ~3.4-second average for ARs and SMGs), maximum horizontal recoil reduced by **30%**, and the sharp vertical recoil spike at the start of sustained fire softened, with the pattern refined overall[3][2].

	RPD	vs	M249
Ammo	7.62mm	·	5.56mm
Damage	43	·	41
Rate of fire	750 RPM	·	800 RPM
DPS	537.5	·	546.7
Muzzle velocity	735 m/s	·	915 m/s
Base reload time	5.2 s	·	5.962 s

Figures published in the 7 August 2026 Meta Rotation dev letter.

42.3 was not only gunplay. It also nerfed firing from moving vehicles — players must now fully complete the lean-out animation before firing, weapon spread carries a speed-scaled penalty starting at **10%** and rising to **20%**, and recoil a starting **20%** penalty rising to **30%** (console recoil in vehicles remains unchanged) — and raised the health of the Coupe RB, Dacia and Mirado from **900 to 1,000**[3]. It added a Crosshair Customisation UI, a Settings Sharing code system where unused codes expire after 90 days, an offline maintenance mini-game called POBG, a PC community-mode hub called PUBG: Playgrounds, and refinements to Blue Zone placement that excluded inaccessible or unfair terrain, reworking the spread setting to a **0–1** scale[3].

KEY FINDING

The reload and horizontal-recoil buffs from Update 42.3 were **not** reverted in 43.1. The patch note states the base recoil values and patterns "that are central to the LMG meta remain unchanged" [1].

That single fact determines the shape of the Season 43 meta more than any number in the nerf list.

43.1's headline balance change: pulling LMGs back

Update 43.1 applied four separate reductions to the LMG class [1].

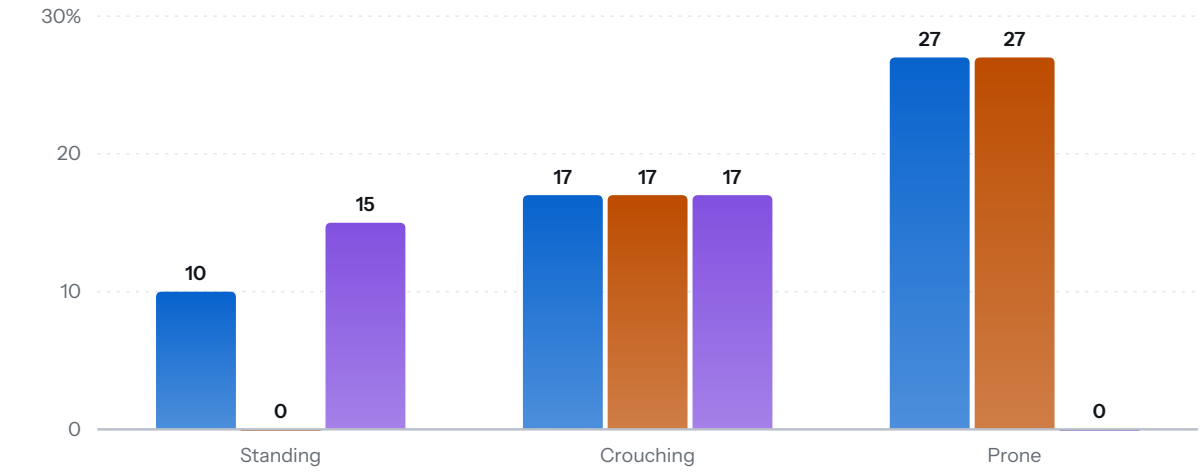
Aim time. ADS transition time was increased for all LMGs, from **0.30 seconds to 0.37 seconds**.

Anti-vehicle damage. The M249 and RPD lost their bonus outright, going from **1.1x to 1.0x** against vehicles. The MG3's multiplier was cut from **1.25x to 1.1x**. PUBG's reasoning: with LMG usage up, "their large magazine capacities and sustained firepower alone provide sufficient means to pressure vehicles," so the extra multiplier risked making vehicle use "more punishing than intended."

Positional recoil control. The recoil-reduction bonuses granted by firing position were cut across the class — the change aimed squarely at the crouched and prone firing patterns that had proved most oppressive.

WEAPON	STANDING	CROUCHING	PRONE	VEHICLE MULTIPLIER	SPAWN RATE
RPD	-10%	-17%	-27%	1.1x → 1.0x	-30%
M249	not listed	-17%	-27%	1.1x → 1.0x	-30%
MG3	-15%	-17%	not listed	1.25x → 1.1x	unchanged
All LMGs	**ADS transition 0.30 s → 0.37 s**				

Scarcity. World spawn rates for the RPD and M249 were reduced by **30%**. PUBG's note is blunt about intent: "LMGs already had relatively low spawn rates, but given their performance in the current meta, we believe their rarity should better reflect their power" [1].



Patch notes list no standing change for the M249 or prone change for the MG3; those are shown as 0.

The developer's comment is unusually candid about the design process behind it. PUBG admits it over-tuned deliberately, then walked it partway back after roughly a month of data:

> *As Meta Rotation is a new approach for us, we applied more aggressive balancing to the first LMG meta so that it would feel distinct and memorable. However, after reviewing a month of gameplay data alongside your feedback, we found that LMGs were having a greater impact on the overall gameplay environment than intended.* [1]

Notably absent from 43.1: any change to any other weapon class. The community-maintained weapon changelog records exactly **six change lines in 43.1, all naming LMGs** [9]. No AR, DMR, SR, SMG, shotgun or handgun was buffed or nerfed to compensate. Independent coverage drew the same conclusion, noting the patch "reduces the power and availability of light machine guns following their prominent role in the previous Meta Rotation" [12]. Season 43's gunplay shift therefore works entirely by subtraction.

Reading the LMG change: what it does to the meta

Put the two patches side by side and the intended meta becomes legible.

An LMG in Season 43 is still, on paper, a strong weapon. Reload times remain about 25% faster than they were before August. Maximum horizontal recoil remains 30% lower. The vertical spike remains softened. What has gone is the extra stability that positional firing gave, and the last of the anti-vehicle bonus — a role PUBG deliberately removed because sustained fire already does the job [1]. So

an LMG is still a legitimate choice for anchoring a compound, pinning a squad crossing open ground, or shredding a vehicle through pure volume of fire. It is no longer a laser from the prone position, it takes **0.07 seconds longer** to bring up in a surprise close-quarters fight, and you will find one **30% less often** [1].

That combination — same base gun, worse situational stability, greater scarcity — is a textbook "situational pickup" adjustment. A player who finds an M249 in a warehouse and has a compound to hold should still take it. A player who plans a loadout around an LMG is gambling on loot luck, because the spawn pool no longer supports that plan reliably across matches. A post-patch tier list reached exactly that verdict: "Treat an LMG as a pickup that suits your squad's position, not a loadout to plan around" [10].

Two further consequences follow from the class profile. The RPD's distinctive virtue is not raw output — the M249 out-damages it at 546.7 DPS against 537.5, at 800 RPM against 750 [2] — but its 7.62mm ammunition, which it shares with the Kar98k and M24. That makes an RPD plus bolt-action loadout logistically cheap in a way no other LMG pairing is, and community reaction picked this up within days of 42.3 [11]. Second, the removal of vehicle multipliers lands hardest on the class's old identity: anti-vehicle work now falls back to the same tools everyone else uses.

And because Season 43 is not a reset, the weapons that were never buffed inherit the space. ARs, DMRs and SRs regain the mid-range fights they lost in August without having been touched at all [9].

Kick: unarmed combat gets a third option

Update 43.1 adds two kick attacks for unarmed characters [1] [12].

- **Standing Kick** — right-click (console: LT) while unarmed.
- **Jump Kick** — right-click while jumping.

Both deal more damage and produce stronger knockback than a punch, and both can be rebound. The interesting part is what they destroy: **windows, wooden doors, wooden fences, jars and tyres**. PUBG cautions that objects of the same type may not be destructible depending on their size or structure. Indestructible doors can be kicked open quickly instead of interacted with, though again not every door qualifies. Kicking a vending machine dispenses its items faster than a normal interaction, but damages the machine and puts it out of service for a while [1].

The developer's comment is explicit that this is not a gunplay change: "Without interfering with PUBG's core gunplay, we wanted to create brief mind games at close range, such as pushing opponents back or interrupting their actions." The stated hope is that players use kicks "to create new entry routes without using a weapon" [1]. Independent write-ups flagged the practical importance as situations where "neither player has time to reload" — contested landings and fights immediately after a revive [12]. Spanish-language coverage from IGN reached the same read, describing the kick as useful "to push rivals or destroy environmental objects like windows and wooden doors" [14].

Water becomes a rotation route

Water in PUBG has historically been a punishment: slow, defenceless, and effectively a death sentence once spotted. Update 43.1 attacks that from three directions[1][12].

Mobility. Swimming and diving movement speed increased by **25%**, with speed by movement direction also adjusted. A new surface swimming animation was added, and surfacing from underwater now shows a water droplet effect on screen.

Limited combat. Sidearms and items in the third slot can now be used on the water's surface. Handguns support hip-fire and ADS; shoulder firing is unavailable; bullet spread is higher than on land; throwables are restricted to the overhand method. Weapons can only be fired while stationary, or while swimming at the slow aiming speed. Moving normally or diving automatically stows the weapon, which redraws on surfacing.

Boats. Durability increased across the board, and firearm damage modifiers — previously varying by boat — were standardised so **all boats take 50% damage from firearms**. Boats can be repaired on the surface with an All-in-One Repair Kit, but not underwater.

PUBG is careful to frame this as risk reduction rather than parity: "The goal is not to make combat on the water's surface as powerful as it is on land. Disadvantages and risks will still exist, but we wanted to open up the possibility for players to accept those risks and choose water as a strategic alternative"[1]. The practical effect is on endgame geography. Coastlines of Erangel, rivers on Taego, and the water around Vikendi's islands become defensible rotation paths rather than dead ends, which changes circle-play planning in maps where a shoreline used to be a guaranteed loss.

Item handling: carry, throw, and use from the ground

The largest quality-of-life change in 43.1 is a set of three linked systems that let players interact with items without opening the inventory[1][12]. It reads as mundane; in a game where a contested loot phase decides early fights, it is not.

Carrying. Certain ground items can be carried with **H** (console: **LB + X**), and they take up no inventory space. Only one item type at a time can be carried, and stack-spawning items such as ammunition and bandages are carried in their default spawn quantity at once. Carriable categories: **weapon attachments, healing and boost items, helmets, vests, backpacks, throwables and ammunition**. What you can do while carrying depends on the item's size, and the item's name, quantity and the throw/drop keys appear on screen.

Throwing. Left-click (console: RT) throws the carried item. Distance and method vary with size; thrown items collide with terrain and objects; and thrown items **do not deal damage** even if they hit a player. In effect this is a teammate-resupply mechanic: you can loft ammunition across open ground or pass a spare vest without reorganising your backpack.

Restrictions. Carrying blocks crouching, going prone, picking up or using other items, revives, cooperative climbing and the emote wheel. Drawing a weapon, entering a vehicle, swimming, vaulting or climbing cancels the carry and drops the item. Death box carrying was loosened in parallel: you can now jump and open care packages while carrying one, though vaulting or switching weapons makes you drop it.

Instant use. Holding **H** (console: hold LB + X) uses certain ground items without picking them up — healing and boost items, and deployables including the **Folded Shield, Emergency Pickup, Mortar and C4**. Item-specific conditions still apply, the interaction key displays in red if you cannot use the item, F cancels the action (dropping the item at your feet), and use time matches the inventory route. Consecutively usable items such as bandages can be consumed straight from a ground stack, with the remainder dropping at your feet if interrupted. Deployables are placed according to your position and facing direction.

Alongside these, the patch improved the HUD and key guides (moved from left to right, standardised across PC and console, with a toggle on the world map), added a centre-HUD icon for the currently equipped throwable, made the **Folded Shield and Mortar retrievable with H**, shortened Vehicle Camo Netting deployment and retrieval time, and fixed a Stun Grenade exploit in which Free Look (Alt) let players avoid the effect — stun now accounts for the character's facing direction, not just the camera[1].

> *Developer's Comment: The item usage experience improvements previewed in the 2026 Roadmap will be fully applied through this update… we focused on reducing unnecessary inconveniences in the repetitive processes players encounter during gameplay, from obtaining, carrying, and using items to retrieving them again.*[1]

Parachute and fall damage rebalance

Two related rules changed[1]. Automatic parachute activation heights, previously dependent on the falling situation, were normalised: dropping after an Emergency Pickup now deploys at **250 m** instead of 150 m, and dropping after a respawn deploys at **250 m** instead of 330 m. The Emergency Parachute's minimum deployment height was lowered from **10 m to 9 m**, and once the deploy button becomes available during a fall it no longer becomes disabled.

The sting is in the follow-up: if you land early, before the parachute fully deploys, you now take fall damage, and the faster your landing speed, the more damage. PUBG also notes that the altitude of the terrain you fall from is factored into the calculation, so minor discrepancies are possible. The net effect is fewer accidental slow descents and a real cost to risky Emergency Parachute positioning.

Ranked Season 43: rewards, RP and the leaderboard rebuild

Ranked is where Season 43 changes most outside of gunplay, and the theme is status rather than matchmaking [1] [12].

Season 43 rewards. A **permanent Mk14 Ranked weapon skin** is the Season 43 tier reward — the counterpart to the AWM skin that served Season 42 [1] [6]. The leaderboard resets with the update.

RP rules. In Solo and Duo modes, the **minimum performance requirements for each tier were increased for Gold and above**. Ranked Play Point Rewards swapped **Archivist's Chests for Contender Cargo Tickets**. And in a service change, **TPP Duo in the SA region was discontinued**, with PUBG adding the standing caveat that ranked service schedules may continue to be adjusted for stability.

The tier payout ladder applied at the Season 42 → 43 transition is unchanged in structure from previous seasons:

Ranked tier rewards paid out at the start of Season 43

- **Bronze** — Bronze PUBG ID Emblem
- **Silver** — Silver PUBG ID Emblem
- **Gold** — Gold PUBG ID Emblem, Ranked Weapon Skin, Ranked Parachute Skin
- **Platinum** — Animated Platinum emblem, weapon skin, parachute skin, Platinum Medal
- **Crystal** — Animated Crystal emblem, weapon skin, parachute skin, Platinum and Crystal Medals
- **Diamond** — Animated Diamond emblem, weapon skin, parachute skin, Platinum, Crystal and Diamond Medals
- **Master** — Animated Master emblem, Animated Master Nameplate, weapon skin, parachute skin, all four Medals
- **Survivor** — Animated Survivor emblem and nameplate, weapon skin, parachute skin, all five Medals
- Parachute skins, weapon skins and Medals are permanent; everything else is withdrawn when the season ends.

The new Leaderboard. A Leaderboard menu was added under **Career**, unifying rankings that previously only existed for Ranked RP. Four board types ship with Season 43:

TYPE	RANKED BY	SUB-FILTERS	REFRESH
Ranked	RP (top 500)	region, season	every 4 hours
Wins	season win count	mode (All/Normal/Ranked), individual maps	hourly
Kills	kills with each weapon	weapon category and individual weapon, incl. handguns and throwables	hourly
Clan	Clan XP	Clan XP, Clan Level, Clan Master, region-free	hourly

Every board shows the top 500. Players outside it see themselves as **Top N.N%**. Rankings use first-to-reach as the tie-break, then fewer matches in the mode if records were set simultaneously. Past seasons can be selected, and a **Season Recap** is displayed once to anyone who finished top 500 in the previous season, listing rank, board type, region, subcategory and record, ordered by best finish. Participation requires finishing Beginner Training's missions or letting the mission period expire [1]. The practical upshot, as outside coverage summarised it, is "a formal way to measure specialist performance" — players can chase ranking on a single weapon or map without competing at the top of Ranked [12].

Duo Rumble. Rumble returned as a Duo competition for PC in **AS, EU and NA**, running **12 September to 14 October** across five Saturday stages, each **20:00–24:00 local server time** for four hours. Scores combine placement points, individual survival time and kills, ranked on each crew's **three best matches** and refreshed every five minutes, with the top three crews shown live in the Rumble lobby. Participation pays **2,000 BP**; ranking rewards reach **10,000 G-Coin**, and rewards are paid out the Tuesday after each stage. Rumble records count toward Normal Match Duo (TPP) career stats, and a player caught cheating disqualifies the entire crew [1]. A separate creator-driven Rumble Weeks event ran through **30 September 2026** in the CIS region, with weekly community missions paying **5,000 G-Coin** to five randomly selected finishers per week [15].

Map service and the smaller map-selection menu

Map posting for Season 43 came in its own report [4]. Preferences were measured across **29 June to 25 August**. PC rotations now run **Wednesdays at 02:00 UTC** (the first on Thursday 10 September because of the patch), console on **Thursdays at 07:00 UTC**. Ranked's pool is fixed for the season rather than rotating: **Erangel, Miramar, Taego and Rondo, at 25% each** [4].

For NA, SA, EU, RU and all console regions, the five-week rotation is identical:

WEEK	FIXED	LARGE	SMALL
1	Erangel	Rondo	Karakin
2	Erangel	Taego	Paramo
3	Erangel	Miramar	Sanhok
4	Erangel	Vikendi	Karakin
5	Erangel	Deston	Paramo

AS, SEA and KAKAO run different pools, with KAKAO permanently fixing Erangel, Taego and Sanhok.

AS, SEA and KAKAO rotations for Update 43.1

AS — W1 Erangel, Taego, Miramar, Sanhok, Paramo; W2 Erangel, Taego, Vikendi, Miramar, Rondo; W3 Erangel, Taego, Sanhok, Vikendi, Deston; W4 Erangel, Taego, Miramar, Sanhok, Karakin; W5 as Week 1.

SEA — W1 as AS Week 1; W2 Erangel, Taego, Vikendi, Miramar, Karakin; W3 Erangel, Taego, Sanhok, Vikendi, Deston; W4 Erangel, Taego, Miramar, Sanhok, Rondo; W5 as Week 1.

KAKAO (Erangel, Taego and Sanhok always fixed) — W1 Miramar, Paramo; W2 Vikendi, Rondo; W3 Miramar, Deston; W4 Vikendi, Karakin; W5 Miramar, Paramo.

Underneath that rotation sits a change from August that shapes what players can even choose. In an 11 August dev letter, PUBG cut the **Map Selection feature from five available map slots to three**: one fixed slot that is always **Erangel**, plus one rotating large map (8x8) and one rotating small map (4x4 down to 2x2) [5]. The change applied to PC on **12 August** and console on **20 August** for NA, SA, EU, RU and all console regions.

The reasoning was matchmaking arithmetic. PUBG's data showed players using Map Selection "consistently gravitated toward certain maps," and on low-selection maps, the pool split produced fewer players per match, longer queues and a higher bot proportion. With five slots dividing a pool that "proved to be more than the matchmaking environment in these regions could effectively support," three slots was the smallest configuration that still guaranteed one large and one small map without fragmenting the pool further [5]. Erangel was pinned permanently because it "consistently received the highest level of player selections" [5].

Platform and technical changes

PC upscaling. Update 43.1 added **NVIDIA DLSS 4.5** and **AMD FSR 4.1** support, with resolution upscaling options under **Settings > Graphics > Advanced**. The options only appear when anti-

aliasing is set to Medium, High or Ultra, and quality can be set manually or left to auto-select for the screen resolution; availability depends on the GPU and system[1][12].

Console hit detection. Console received a targeted hitbox change: character hitboxes were **enlarged and fine-tuned** so that hit detection is more forgiving in combat, while "weapon balance remains unchanged, including damage, rate of fire, and recoil"[1]. This is a console-only change and is unrelated to the PC weapon values — console players nonetheless inherit the same LMG numbers from 43.1, which the post-patch tier list confirmed by noting "console now has the same LMG values as PC"[10].

Customisation and interface. Preset slots went from **5 to 10** across Customize > Character, the Workshop Contender Room and Starting Island Inventory, with a redesigned picker. The world map's top tabs and match log UI were improved[1].

Anti-cheat and conduct. Penalties for abnormal gameplay were strengthened, and matches flagged for abnormal play now grant no in-game rewards and no progression[1]. PUBG continues publishing weekly permanent-ban lists alongside these changes, with the notice covering the 31 August–6 September investigation period published on 9 September 2026[19].

Notable fixes included Miramar collision, texture and performance problems; a Taego garage vehicle that failed to render; P90 reticle brightness not saving; a death box healing item being auto-picked up; reload animations displaying incorrectly; bots firing abnormally under certain conditions; characters not falling off care packages stacked on moving vehicles; and the Emergency Parachute failing after being knocked by fall damage and revived with a Self-AED[1].

The Jujutsu Kaisen collaboration

The most visible part of 43.1 is the **PUBG x Jujutsu Kaisen** crossover, announced 7 September 2026 and folded into the world rather than confined to the store[13][12]. The patch note is terse about it — "The PUBG world is infused with the Jujutsu Kaisen universe" — and notes that the world features last only "until the next update"[1].

What those features do: every starting island on every map gets a **Jujutsu Kaisen Box**. Each player receives **20 Mysterious Orbs** on entering the island and throws them at the box; once it has been struck **20 times** it opens to reveal a statue of Satoru Gojo, which activates **Domain Expansion: Infinite Void** in a limited radius for **15 seconds** before fading. It is a pre-match spectacle, not a match-long effect, and it works in Normal Match, Ranked and Casual Mode[13][12].

Erangel additionally gets **Jujutsu Kaisen Warehouses** — some existing warehouses converted, others newly placed — containing life-size character standees, photo spots and special vending machines that dispense healing and boost items. Erangel billboards carry themed designs, and care packages and the transport plane are reskinned across all maps[13]. Outside coverage ties the billboards to the "Erangel Incident" framing PUBG had already introduced through earlier anomaly reports[12].

The store side is substantial: a **Ryomen Sukuna Beryl M762** Progressive skin reaching level 10 through Contraband Crates, **Satoru Gojo M24** and **Megumi Fushiguro VSS** Progressive skins through Special Crafting at **2,000 Jujutsu Kaisen Tokens** each, four character sets at 1,500 tokens, a Crafter Pass to level 70 starting at $11.99, a four-stage Suguru Geto Step Up collection, and a Draw Challenge requiring **200 Sukuna Contraband Crates** opened during the event[13].

CONTENT	PC	CONSOLE
Collaboration starts	10 Sep, after maintenance	17 Sep, after maintenance
Main mission event ends	24 Sep, 02:00 UTC	1 Oct, 02:00 UTC
Crafter Pass ends	8 Oct, 00:00 UTC	15 Oct, 00:00 UTC
Jujutsu Kaisen Cargo ends	14 Oct, 00:00 UTC	22 Oct, 00:00 UTC
Special Crafting ends	19 Oct, 00:00 UTC	27 Oct, 00:00 UTC

Event currencies expire and are not refunded or converted, so unused Tokens, Cargo Tickets and vouchers are lost after those dates[13][12]. A detail worth knowing for anyone building the Sukuna skin: the Advanced Skin Appearance can partially obstruct the player's view when aiming down sights without a scope attached[13].

Arcade: Solo Deathmatch returns

Solo Deathmatch came back for the September update: FPP, **10 to 14 players**, on Erangel–School, Sanhok–Camp Charlie and Taego–Palace. Scoring is **2 points per kill**, rising to **3 points per kill from a three-kill streak onward**, plus **1 point per 100 damage dealt**. Rounds last **10 minutes**; the first player to reach **100 points** wins, or the highest scorer takes it. Care packages drop the first time anyone hits **20, 40, 60 or 80** points. Death respawns you at a random spot with brief invincibility, and eliminating enemies fills a boost gauge that regenerates health after five seconds without taking damage. Spawn Kits let you choose a loadout, applied on respawn or at the next round's start[1][8]. Service periods: **PC 10 September–14 October**, **console 17 September–22 October**[1].

Intense Battle Royale got an expanded Match Results screen: when your team is eliminated you can review key combat records for yourself and the team, with the top performer in each category highlighted. A full team list appears after the match, and selecting a team slot reveals Team Stats (**ranking, total kills, headshot kills, damage dealt, damage taken**) and Player Stats (**kills, headshot kills, assists, damage dealt, damage taken, share of total damage dealt, teammate revives**). The change also applies to Custom Match[1].

The expected meta for Season 43

No official pick rates or usage telemetry has been published for the post-43.1 build, and PUBG has not stated what it expects the meta to become — only that it will keep monitoring. What follows is therefore inference from the patch notes themselves plus community-tier analysis published after the update, and should be treated as a forecast rather than measured fact.

The core read: this is an AR and DMR season with LMGs as a situational pickup. The class-wide buff from 42.3 survives, so an LMG found in a warehouse is still worth carrying for holding ground or pressuring vehicles. But the positional stability that made LMGs dominant has been cut, ADS is slower, and the two best world-spawn LMGs are 30% rarer[1]. A tier list published after 43.1 reached the same conclusion in plainer terms: “Treat an LMG as a pickup that suits your squad’s position, not a loadout to plan around”[10].

What the community list puts on top[10]:

TIER	WEAPONS
S	Beryl M762, AWM, Groza
A	M416, ACE32, AUG, Kar98k / M24, Mk14, Vector
B	SLR, Dragunov, UMP45, Mini14 / QBZ / M16A4, DBS / S12K
C	Pistols, crossbow, Skorpion, Win94

Two caveats on that table. It is one community site’s judgement, not data, and it deliberately declined to rank the RPD at all, on the grounds that the 43.1 values had not settled[10]. Everything in A tier is a weapon that 43.1 did not touch. An older 2026 tier list still circulating ranks the DP-28, Bizon and Mosin-Nagant as viable picks — all three were removed from world spawn in June, so any list naming them predates Update 42.1 and should be discarded[18][10].

Two earlier changes still shape Season 43 builds. Update 42.1 made the SLR genuinely usable again — horizontal recoil down about 10%, muzzle velocity up from **840 m/s to 870 m/s**, less vertical recoil buildup and less leftward drift — and 41.1 cut the Dragunov’s vertical recoil by about 20% and horizontal by about 15%[6][9]. On the attachment side, the same community list reports that the **Angled Foregrip was removed from world spawn** and its horizontal-recoil role folded into the **Half Grip**, which went from **+8% to +16%** horizontal recoil control, while the **Tilted Grip** added in April gives **+12% vertical**, **+6% horizontal** and **+25% camera-shake control**. The **Hybrid Scope** toggles between 1x and 4x on the sight-change key, and 42.3 shrank its low-magnification reticle and raised the magnification-switch sound[10][3].

What the community said during the LMG meta is worth recording, because it explains why the nerf landed when it did. A widely-read r/PUBATTLEGROUNDS thread from the middle of the LMG period captured the split: one top commenter argued there was “no reason to pick RPD over M249 ever” and that prone LMG fire made DMRs “kinda pointless”, another said the class “throws any

balance off the table" and was glad it was temporary, while a third noted that four of their last opponents were all on RPD and that SMGs like the MP5K were still winning duos[11]. Others observed that making prone fire safe "further lowers the skill floor", and one reported that "gliders are practically unusable"[11]. PUBG's own developer comment — that LMGs had "a greater impact on the overall gameplay environment than intended"[1] — is effectively a response to exactly that feedback.

Three things to watch. First, whether the positional recoil cut is enough or whether the base pattern still carries the class; PUBG has explicitly reserved the right to act outside the patch schedule if something is overpowered[7]. Second, whether the SMG niche grows, since the community read during the LMG meta was that close-range SMGs quietly benefited from LMGs crowding the mid-range[11]. Third, whether the spawn-rate cut creates the supply drought PUBG is aiming for — the stated goal is that finding an LMG "feels more meaningful and appropriately valuable for the performance it offers"[1].

What comes next after 43.1

As of 18 September 2026, **no Update 43.2 patch notes have been published**, and PUBG has not announced the contents of the next patch. The 2026 rhythm of roughly monthly numbered updates would put the next one in October, and PUBG's stated policy of two-month interim balance patches between Meta Rotations means any interim tuning before December should be modest[7].

The fixed landmark is **Update 44.2 in December 2026**, when the **second Meta Rotation** begins and a new featured weapon takes the spotlight. PUBG has not named it[2]. Between now and then, the roadmap also promises a **new ranking system with an integrated medal score** in the second half of 2026, plus a **Challenge system** where in-match performance earns exclusive skins, on top of the broader Ranked season-structure redesign that already extended Season 42 to three months[7][6]. The roadmap separately teases an unannounced "new genre project" for the winter season[7].

> CAUTION
>
> Dates in this report are UTC as published by PUBG. Console updates lag PC by one week, several collaboration currencies expire on different dates per platform, and PUBG states that features can change or be removed before release. Season 43's end date has not been announced.

One adjacent note for anyone tracking the wider calendar: PUBG Mobile's numbering (v4.3 through v4.6 in 2026) is an entirely separate product with its own patch cycle and its own loot pool — the six weapons removed from PC and console world spawns in June are still present in the mobile game[10].

Bottom line

Season 43's changes pull in one clear competitive direction. The LMG meta is not over, but it has been demoted: same reload and horizontal-recoil buffs, less positional stability, slower ADS, no vehicle

bonus, and 30% fewer spawns[1]. Build around an AR and a DMR or bolt-action — the tier that 43.1 left untouched — and treat an LMG as a situational pickup for holding a compound or killing a vehicle rather than a loadout plan[10]. The new movement and inventory systems (kick, water combat, item carrying and ground-item use) are permanent additions that mostly matter in the first and last five minutes of a match, and the ranked changes are about status and record-keeping — new Mk14 tier skin, faster boards, a rebuilt Career leaderboard with a Season Recap — rather than about matchmaking[1]. The next forced reshuffle is already dated: Update 44.2 in December 2026 brings the second Meta Rotation and a new featured weapon that PUBG has not yet revealed[2].

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