Universal Changes

Equip/Unequip speed:
ARs: 0.4 seconds
SMGs: 0.2 seconds
LMGs: 0.6 seconds
Marksmans: 0.4 seconds
Shotguns: 0.4 seconds
Pistols: 0.2 seconds
Revolvers + Deagle: 0.4 seconds

Sprint-to-fire speed:
ARs: 0.33 seconds
SMGs: 0.2 seconds
LMGs: 0.4 seconds
Marksmans: 0.33 seconds
Shotguns: 0.33 seconds
Pistols: 0.2 seconds
Revolvers + Deagle: 0.33 seconds

ADS speed buff (fuck skills 2.0):
ARs: +0.35x
SMGs: +0.45x
LMGs: +0.15x
Marksmans: +0.35x
Shotguns: +0.35x
Pistols: +0.45x
Revolvers + Deagle: +0.35x

Damage fall-off will be a universal ratio of -10 dmg per 10 metres. Damage fall-off for shotguns will not change from vanilla.

The goal of my damage model is to focus more on health damage than chipping away armour. I believe that light SWAT have 6 armour and heavy SWAT have 7 armour. If I am incorrect about this, please adjust those two pen values and the bonus pen accordingly. (The R900S meets the heavy SWAT's armour +3 pen, for example).

Another goal of my rebalance is to make weapon skills feel less "mandatory" on Overkill. As of right now, at least to me, I feel very constrained in my builds. Ironically, I noticed I was nerfing a lot of the guns' damage numbers, as now that they will at minimum meet a light SWAT's armour, they would be fucking overpowered. I also feel like it's easier to digest. Cops have 350 health. The CAR-4 does 125 damage. The CAR-4 is a reliable 3-tap gun.

Just my thoughts. If anything seems too overpowered, let me know!

AR Changes

CAR-4	The cooler, older brother of the amcar. This guy is an all-rounder- something about Jack and his trades.
Damage; headshot multiplier	125; 1.5x
Penetration	7
Vertical recoil; horizontal recoil	0.2x less;1x
Reload speed; Reload speed empty	2.33 seconds; 2.4 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.35x more
Rate of fire	720
Ammo count	30
Reserve ammo	260
Ammo pickup	6-8

Northwest B-9	A small rifle useful for taking out big men. Go for headshots with this guy.
Damage; headshot multiplier	120; 3.1x
Penetration	8
Vertical recoil; horizontal recoil	0.2x less; 0.2x less
Reload speed; Reload speed empty	1.83 seconds; 2.17 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.35x more
Rate of fire	750
Ammo count	30
Reserve ammo	300
Ammo pickup	5-8

VF-7S	This eagle sure is heavy. Actually usable now!

Damage; headshot multiplier	200; 1.5x
Penetration	8
Vertical recoil; horizontal recoil	0.2x less; 0.2x less
Reload speed; Reload speed empty	2.317 seconds; 2.5 seconds
Vertical gunkick; horizontal gunkick	0.75x less; 0.6x less
Accuracy; hip accuracy	0.15x less;0.3x less
Rate of fire	570
Ammo count	30
Reserve ammo	200
Ammo pickup	2-4

KU-59	*Пусть ярость благородная!*
Damage; headshot multiplier	150; 1.8x
Penetration	7
Vertical recoil; horizontal recoil	0.2x less;1x
Reload speed; Reload speed empty	2.5 seconds; 2.84 seconds
Vertical gunkick; horizontal gunkick	1x;0.35x less
Accuracy; hip accuracy	1x;1.35x more
Rate of fire	630
Ammo count	30
Reserve ammo	200
Ammo pickup	5-6

Adelig RG5	“Gage really cooked with this one.”
Damage; headshot multiplier	165; 1.5x
Penetration	7
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2.5 seconds; 2.67 seconds
Vertical gunkick; horizontal gunkick	1x;1.35x more

Accuracy; hip accuracy	1x;1.35x more
Rate of fire	600
Ammo count	30
Reserve ammo	200
Ammo pickup	3-5

Chanit S3	Can kill a cop in one burst! Not so Chanshit now, are we?
Damage; headshot multiplier	180; 2x
Penetration	8
Vertical recoil; horizontal recoil	1x;1.35x more
Reload speed; Reload speed empty	2.67 seconds; 2.83 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1x
Accuracy; hip accuracy	1x;1.5x more
Rate of fire	1000
Ammo count	30
Reserve ammo	260
Ammo pickup	6-8

Skogskrigare AG-9	Payday 2 AK5, my beloved.
Damage; headshot multiplier	175; 1.5x
Penetration	7
Vertical recoil; horizontal recoil	1x;1.35x more
Reload speed; Reload speed empty	2.6 seconds; 3 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	0.25 lessx;0.15x less
Rate of fire	660
Ammo count	30
Reserve ammo	300

Ammo pickup	4-5

LMG Changes

Blyspruta MX63	Blyscrewtacops MX63.
Damage; headshot multiplier	170; 2x
Penetration	8
Vertical recoil; horizontal recoil	1x;1.35x more
Reload speed; Reload speed empty	4.6 seconds; 5.2 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	0.15x less;1x
Rate of fire	740
Ammo count	150
Reserve ammo	300
Ammo pickup	6-7

Zokas-17	SBZ had this locked away like Tai Lung.
Damage; headshot multiplier	180; 2x
Penetration	9
Vertical recoil; horizontal recoil	0.6x less;1x
Reload speed; Reload speed empty	3 seconds; 4.5 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	0.2x less;1x
Rate of fire	650
Ammo count	100
Reserve ammo	300
Ammo pickup	6-9

SMG Changes

FIK PC9	An all-rounder SMG. The CAR-4 of the SMGs, if you will.
Damage; headshot multiplier	125; 1.1x
Penetration	7
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.5 seconds; 2.5 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1x
Rate of fire	860
Ammo count	35
Reserve ammo	300
Ammo pickup	6-9

Ziv Commando	You’re a proper gangsta bruv, innit?
Damage; headshot multiplier	115; 1.3x
Penetration	6
Vertical recoil; horizontal recoil	0.2x less;1x
Reload speed; Reload speed empty	1.5 seconds; 1.6 seconds
Vertical gunkick; horizontal gunkick	1x;0.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	1000
Ammo count	30
Reserve ammo	250
Ammo pickup	8-11

SG Compact-7	This gun made me cheat on the MP5. Good stuff!
Damage; headshot multiplier	125; 1.2x
Penetration	6

Vertical recoil; horizontal recoil	0.2x less;1x
Reload speed; Reload speed empty	1.7 seconds; 1.9 seconds
Vertical gunkick; horizontal gunkick	0.35x more;0.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	900
Ammo count	30
Reserve ammo	300
Ammo pickup	8-11

WAR-45	You'll always be my little ammo dump, pookie.
Damage; headshot multiplier	150; 1.5x
Penetration	7
Vertical recoil; horizontal recoil	0.2x less;1.2x more
Reload speed; Reload speed empty	1.85 seconds; 2.1 seconds
Vertical gunkick; horizontal gunkick	0.35x less;0.35x less
Accuracy; hip accuracy	1x;1x
Rate of fire	660
Ammo count	30
Reserve ammo	230
Ammo pickup	5-7

ATK-7	They're calling it "the worst MP5 name ever".
Damage; headshot multiplier	135; 1.1x
Penetration	6
Vertical recoil; horizontal recoil	0.2x less;1.2x more
Reload speed; Reload speed empty	1.85 seconds; 2 seconds
Vertical gunkick; horizontal gunkick	0.35x less;1.5x more
Accuracy; hip accuracy	1x;1.2x
Rate of fire	800

Ammo count	30
Reserve ammo	230
Ammo pickup	9-10

Russell JB-9	The cooler Daniel.
Damage; headshot multiplier	110; 1.15x
Penetration	6
Vertical recoil; horizontal recoil	0.4x less;1.2x more
Reload speed; Reload speed empty	1.5 seconds; 1.7 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.1x more
Rate of fire	1050
Ammo count	32
Reserve ammo	320
Ammo pickup	5-10

Marksman Changes

SA A144	*I used to rule the world.*
Damage; headshot multiplier	300; 2.7x
Penetration	8
Vertical recoil; horizontal recoil	1.8x less;1x
Reload speed; Reload speed empty	2.333 seconds; 2.667 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.5x more
Rate of fire	450
Ammo count	12
Reserve ammo	120
Ammo pickup	2-4

Spearfish 1895	Hey gun freaks, guess which genus the spearfish belongs to?
Damage; headshot multiplier	330; 2.7x
Penetration	9
Vertical recoil; horizontal recoil	1.2x more;0.45x less
Reload speed; Reload speed empty	1.5 seconds; 2 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.5x more
Rate of fire	600
Ammo count	10
Reserve ammo	50
Ammo pickup	2-3

FIK 22 TLR	Go for headshots!
Damage; headshot multiplier	172; 3x
Penetration	8
Vertical recoil; horizontal recoil	1.5x more;1x
Reload speed; Reload speed empty	2 seconds; 2.333 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1.25x less;1.25x more
Rate of fire	950
Ammo count	18
Reserve ammo	230
Ammo pickup	5-7

Reinfeld 900S	It’s only fun when I do it, okay?
Damage; headshot multiplier	450; 3.1x
Penetration	10
Vertical recoil; horizontal recoil	1.5x more;1.5x more

Reload speed; Reload speed empty	2.5 seconds; 3 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.2x more
Rate of fire	50
Ammo count	5
Reserve ammo	35
Ammo pickup	2-4

Shotgun Changes

Reinfeld 880	Reinfelt this gun could use a tune-up.
Damage; headshot multiplier	38 (10 shells); 1.1x
Penetration	6
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.3 seconds; 1.5 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1x
Accuracy; hip accuracy	1x;1.2x more
Rate of fire	75
Ammo count	7
Reserve ammo	70
Ammo pickup	2-4

TAS-12	I’m not a gun freak, but I’ve always loved this guy.
Damage; headshot multiplier	38 (10 shells); 1.15x
Penetration	7
Vertical recoil; horizontal recoil	1x;1.2x more
Reload speed; Reload speed empty	1.35 seconds; 1.6 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1x
Accuracy; hip accuracy	1x;1x

Rate of fire	70
Ammo count	7
Reserve ammo	49
Ammo pickup	2-3

Mosconi 12 Classic	Groovy!
Damage; headshot multiplier	48 (12 shells); 1.15x
Penetration	7
Vertical recoil; horizontal recoil	1.5x more;1.25x more
Reload speed; Reload speed empty	1.3 seconds; 1.35 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	420
Ammo count	2
Reserve ammo	40
Ammo pickup	1-2

FSA-12G	*Seas would rise when I gave the word.*
Damage; headshot multiplier	38 (8 shells); 1.1x
Penetration	7
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2 seconds; 2.33 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	330
Ammo count	12
Reserve ammo	120
Ammo pickup	1-2

M7 Persuivant	This shotgun is shotfun!
Damage; headshot multiplier	38 (8 shells); 1.1x
Penetration	7
Vertical recoil; horizontal recoil	0.4x less;1x
Reload speed; Reload speed empty	2.4 seconds; 2.5 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	430
Ammo count	18
Reserve ammo	120
Ammo pickup	1.5-2

Justicar	Fuck up some cops in stealth for old times' sake.
Damage; headshot multiplier	30 (8 shells); 1.1x
Penetration	6
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2.5 seconds; 2.6 seconds
Vertical gunkick; horizontal gunkick	1.35x more;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	450
Ammo count	6
Reserve ammo	42
Ammo pickup	1.2-1.5

Pistol Changes

Signature 40	John Pistol.
Damage; headshot multiplier	125; 1.16x
Penetration	6

Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.333 seconds; 1.833 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.2x more
Rate of fire	450
Ammo count	12
Reserve ammo	120
Ammo pickup	5-7

Signature 403	The Pistol for if you hate armour. Sacrifices ammo economy for extra penetration.
Damage; headshot multiplier	120; 1.25x
Penetration	10
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.333 seconds; 1.833 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.2x more
Rate of fire	375
Ammo count	17
Reserve ammo	170
Ammo pickup	1-1.5

Stryk 7	The pistol for when you’re feeling like spamming. Or you want to use an autoclicker; we don’t judge. Has great headshot potential!
Damage; headshot multiplier	118; 2.5x
Penetration	6
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.333 seconds; 1.533 seconds

Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1x
Rate of fire	850
Ammo count	17
Reserve ammo	68
Ammo pickup	5-7

SP Model 11	The pistol for when you feel like hitting harder.
Damage; headshot multiplier	175; 2x
Penetration	6
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.667 seconds; 2.167 seconds
Vertical gunkick; horizontal gunkick	1x;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	350
Ammo count	10
Reserve ammo	80
Ammo pickup	3-4

Picchio Duro 5	The pistol for when you’re feeling like spamming, but don't want carpal tunnel.
Damage; headshot multiplier	118; 1.5x
Penetration	7
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.333 seconds; 1.533 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1x;1.5x more
Rate of fire	800
Ammo count	24

Reserve ammo	144
Ammo pickup	3-4

Tribune 32	Daniel.
Damage; headshot multiplier	115; 1.2x
Penetration	6
Vertical recoil; horizontal recoil	0.4x less;1x
Reload speed; Reload speed empty	1.333 seconds; 1.833 seconds
Vertical gunkick; horizontal gunkick	1x;1.35x more
Accuracy; hip accuracy	1x;1x
Rate of fire	900
Ammo count	33
Reserve ammo	330
Ammo pickup	6-8

Garstini Viper .50AE	Fucks up your wrists like you can fuck up cops! Sacrifices ammo economy and some handling for all that extra power. Don't ask us; we just work here.
Damage; headshot multiplier	350; 2x
Penetration	7
Vertical recoil; horizontal recoil	0.2x less;0.2x less
Reload speed; Reload speed empty	2.1 seconds; 2.5 seconds
Vertical gunkick; horizontal gunkick	1.2x more;1.2x more
Accuracy; hip accuracy	1x;1x
Rate of fire	275
Ammo count	7
Reserve ammo	56
Ammo pickup	0.25-0.5

Jackknife SE5	The pistol for when you feel like hitting more often.

	Trades some damage and reserves for accuracy
Damage; headshot multiplier	120; 1.5x
Penetration	6
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	1.333 seconds; 1.833 seconds
Vertical gunkick; horizontal gunkick	1x;1x
Accuracy; hip accuracy	1.5x more;1.5x more
Rate of fire	400
Ammo count	12
Reserve ammo	60
Ammo pickup	2-4

Revolver Changes

J&M Castigo 44	John Revolver.
Damage; headshot multiplier	190; 1.7x
Penetration	7
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2 seconds; 2 seconds
Vertical gunkick; horizontal gunkick	1.3x more;1x
Accuracy; hip accuracy	1x;1x
Rate of fire	300
Ammo count	6
Reserve ammo	60
Ammo pickup	3-4

Sforza Bison	Don’t ask where you’re keeping those extra bullets. Inverts the vanilla recoil!
Damage; headshot multiplier	190; 1.7x
Penetration	7

Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2.2 seconds; 2.2 seconds
Vertical gunkick; horizontal gunkick	(Reverses that of Vanilla; Vertical recoil becomes horizontal and vice versa.)
Accuracy; hip accuracy	1x;1x
Rate of fire	300
Ammo count	8
Reserve ammo	40
Ammo pickup	2.5-3

Bullkick 500	No one will dare ask your business or make a slip with this big iron on your hip.
Damage; headshot multiplier	450; 2x
Penetration	8
Vertical recoil; horizontal recoil	1x;1x
Reload speed; Reload speed empty	2.2 seconds; 2.2 seconds
Vertical gunkick; horizontal gunkick	1x;1.2x more
Accuracy; hip accuracy	1x;1x
Rate of fire	125
Ammo count	6
Reserve ammo	36
Ammo pickup	1-1.2

Overkill Changes

Marcom Mamba MGL	*Boom, boom, boom, boom!*
Damage; headshot multiplier	(Same as Vanilla)
Penetration	(Same as Vanilla)
Vertical recoil; horizontal recoil	(Same as Vanilla)
Reload speed; Reload speed empty	(1.5x faster); (1.5x faster)

Vertical gunkick; horizontal gunkick	(Same as Vanilla)
Accuracy; hip accuracy	(Same as Vanilla)
Rate of fire	(Same as Vanilla)
Ammo count	6
Reserve ammo	12
Ammo pickup	N/A

Karl Alfred M606	*Let's spend the night together, from now until forever!*
Damage; headshot multiplier	(Same as Vanilla)
Penetration	(Same as Vanilla)
Vertical recoil; horizontal recoil	(Same as Vanilla)
Reload speed; Reload speed empty	(1.5x faster); (1.5x faster)
Vertical gunkick; horizontal gunkick	2x more;2x more
Accuracy; hip accuracy	(Same as Vanilla)
Rate of fire	(Same as Vanilla)
Ammo count	1
Reserve ammo	4
Ammo pickup	N/A

HET-5 Red Fox	Patented by one "James McCloud"
Damage; headshot multiplier	(Same as Vanilla)
Penetration	15
Vertical recoil; horizontal recoil	(Same as Vanilla)
Reload speed; Reload speed empty	(1.5x faster); (1.5x faster)
Vertical gunkick; horizontal gunkick	2x more;2x more
Accuracy; hip accuracy	(Same as Vanilla)
Rate of fire	(Same as Vanilla)
Ammo count	5
Reserve ammo	20

Ammo pickup	N/A

M135 Arges	Heavy mains rejoice!
Damage; headshot multiplier	45;1x
Penetration	8
Vertical recoil; horizontal recoil	(Same as Vanilla)
Reload speed; Reload speed empty	N/A
Vertical gunkick; horizontal gunkick	1.5x more;1.5x more
Accuracy; hip accuracy	(Same as Vanilla)
Rate of fire	500
Ammo count	750
Reserve ammo	N/A
Ammo pickup	N/A

Sociopath	*Do you know what time it is?*
Damage; headshot multiplier	300; N/A
Penetration	8
Vertical recoil; horizontal recoil	N/A
Reload speed; Reload speed empty	N/A
Vertical gunkick; horizontal gunkick	N/A
Accuracy; hip accuracy	N/A
Rate of fire	N/A
Ammo count	N/A
Reserve ammo	N/A
Ammo pickup	N/A

OVE9050	Welcome home, old friend.
Damage; headshot multiplier	300; N/A
Penetration	7
Vertical recoil; horizontal recoil	N/A
Reload speed; Reload speed empty	(Same as Vanilla)
Vertical gunkick; horizontal gunkick	N/A
Accuracy; hip accuracy	N/A
Rate of fire	N/A
Ammo count	(Same as Vanilla)
Reserve ammo	(Same as Vanilla)
Ammo pickup	N/A