# Hey everyone!

Good news! Rundown 6 stats are here, but with a twist. Until now, all stats have been determined in-game, and I have repeatedly refused to add stats I couldn't verify myself, because some 10CC representatives were pretty opposed to datamining. Recently, they seem to not care so much, and I honestly don't have time these days to do the testing like I used to, so I'm getting the new stats direct from the code. Because of this change, I'm making a new sheet that can be found HERE. Feel free to check it out and let me know if you see anything wrong, and I'll continue improving it as time goes on.

**RUNDOWN 6** 

## Work in Progress!

HUGE shoutout to **U/nokzou** for doing the testing on headshot (HS) and chest shot (CS) numbers.

They have a fantastic sheet <u>available here</u> with a bit more detail on these numbers. My HS/CS numbers come directly from their sheet.

Hover your mouse over cells with a little black arrow in the corner for a note or description.

Numbers highlighted yellow are better than average. Numbers highlighted green are best in class.

DISCLAIMER: These numbers do not account for damage fall-off or weapon spread. Some weapons, like the combat shotgun require an accurate, point-blank shot to achieve the calculated (maximum) kill efficiency, while others like the revolver can achieve this efficiency at a much greater range. Generally, it is also more difficult to achieve perfect efficiency with automatic or burst weapons, etc. ALL NUMBERS WERE DETERMINED THROUGH IN-GAME TESTING. I have NO interest in data-mining, so please submit calculations and preferedly video proof along with any corrections. If you do have suggestions/corrections, please application of an every activation and prefered and comment. Thank you!

			Damage	potential pe	r refill use,					HS	S=Head	Shot, CS=	Chest Sho	t, BS=E	ack Sh	ot, OS=O	cciput (back	of he	ad) S	hot			
			magazir	ne, and start	ing ammo					Sma	II Strike	rs/Shadow	Strikers		Sm	all Shoote	rs	Sc	out 1	1-shot	?	Charg	ger
	Name	Damage [1	]Refill Dmg. [2	]/lag. Dmg. [	3 Strt. Dmg. [4]	Refill Rds.	lag. Cap. [	5 Strt. Rds.	Name	IS/CS [6	CS [7]	Refill Kills [8	8 Mag. Kills	HS [9]	CS [10]	Refill Kills	Mag. Kills	HS	CS	BS S	S [11 C	CS Refill Kills	Mag Kills
	Pistol	8.78	263.4	131.7	878	30	15	100	Pistol	1/2	5	10.0	5.0	2	7	15.0	7.5	N	N	N	N	7 4.3	2.1
	Machine Pistol	2.75	225.5	137.5	748	82	50	272	Machine Pistol	3/7	15	8.2	5.0	6	22	13.7	8.3	N	N	N	N 2	22 3.7	2.3
	SMG	2.897	202.79	115.88	666.31	70	40	230	SMG	3/5	14	8.8	5.0	5	21	14.0	8.0	N	N	N	N 2	21 3.3	1.9
	Heavy SMG	4	240	100	800	60	25	200	Heavy SMG	3/3	10	10.0	4.2	4	15	15.0	6.3	N	N	N	N f	15 4.0	1.7
Main	DMR	15	240	180	810	16	12	54	DMR	1/1	3	8.0	6.0	1	4	16.0	12.0	N	N	N	N	4 4.0	3.0
	Double Tap Rifle	11	209	154	693	19	14	63	Double Tap Rifle	1/1 [12]	4 [13]	9.5	7.0	2 [14]	6 [15]	9.5	7.0	N		N	Y?	6 3.2	2.3
	Assault Rifle	4.38	245.28	131.4	819.06	56	30	187	Assault Rifle	2/5	10	8.0	4.3	4	14	14.0	7.5	N		N	N 1	14 4.0	2.1
	Burst Rifle	4.43	212.64	132.9	695.51	48	30	157	Burst Rifle	3/3? [16	10 [17]		5.0	6 [18]	14 [19]	8.0	5.0	N				14 3.4	2.1
	Sawed-Off Shotgun		352.5	141	1175	7.5	3	25	Sawed-Off Shotgun	1	1	7.5	3.0	1	2	7.5	3.0	-		Υ		2 3.8	1.5
	Name	Damage [20	Refill Dmg. [21	1]ag. Dmg. [2	2:Strt. Dmg. [23]	Refill Rds.	Mag. Cap.	Strt. Rds.	Name	S/CS [2	CS [25]		Mag. Kills	IS [27	CS [28]		Mag. Kills					CS Refill Kills	
	Shotgun	60	510	480	780	8.5	8	13	Shotgun	1/0	1	8.5	8.0	1	1	8.5	8.0			Υ	Υ	1 8.5	8.0
	Combat Shotgun	30	540	360	900	18	12	30	Combat Shotgun	1/0	2	18.0	12.0	1	2	18.0	12.0	Υ		N	Υ	2 9.0	6.0
	Revolver	24.5	441	147	735	18	6	30	Revolver	1/0	2	18.0	6.0	1	3	18.0	6.0		N	N	Υ	3 6.0	2.0
Special	Machinegun	7.82	351.9	312.8	586.5	45	40	75	Machinegun	2/1	6	15.0	13.3	2	8	22.5	20.0	N				8 5.6	5.0
	HEL Gun	32.33	420.29	290.97	743.59	13	9	23	HEL Gun	1/0	2	13.0	9.0	1	2	13.0	9.0	N				2 6.5	4.5
	Sniper	60	180	180	360	3	3	6	Sniper	1/0	1	3.0	3.0	1	1	3.0	3.0	_			Υ	1 3.0	3.0
	Hel Rifle	60	540	300	900	9	5	15	Hel Rifle	1/0	1	9.0	5.0	1	1	9.0	5.0	Υ	N	Υ	Υ	1 9.0	5.0
										_								$\vdash$	-	$\vdash$	_		
	Burst Sentry																						
T 1	Mine Deployer									-											_		
Tool	Sniper Sentry																				_		
	Auto Sentry																						
	C-foam launcher									110 1001	00 10 11	DO (00)	00 (00)		00	200		<u> </u>		- 01	_		
		0.40								HS [30]			OS [33]	HS	CS	BS	OS	Н	_	08			
Melee	Hammer!	8-40	N/A	N/A	N/A	N/A	N/A	N/A	Hammer!	50%	100%	60%	0%	50%	50% [34	100% [35]	0%	90	/%	409	/0		
	Enemy	Health	HS Mult [36]	Back Mult	cciput Mult. [3]					NOTE O	N DAM	AGE MUL	TIPLIERS										MORE NOTE

Enemy	Health	HS Mult. [36]	Back Mult.	cciput Mult. [3]	
Striker (+ shadows)	40	3	2	6	
Shooter	60	5	2	10	
Big Striker	240	1.5	2	3	Th
Big Shadow	240	1.5	2	3	"
Big Shooter	300 [38]	2	2	4	
Hybrid	300	3 [39]	2? [40]	?? [41]	T ba
Scout	84 [42]	3	2	6	S
Charger	60	1	2	2	У
	6.4				Fo
	5.1				
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### NOTE ON DAMAGE MULTIPLIERS

To my knowledge, there are three damage multipliers in this game. Head shot (HS), back shot (BS) and the precision multiplier.

The HS multiplier is different for different enemies, and is generally pretty simple. Hit the head, get the multiplier. Okay, I lied, it's actually a bit weirder than that -technically, this is more of a "weak spot" multiplier, since for some enemies it's not on their head, but for normal enemies (big and little strikers and shooters and hybrids) it is that simple. This multiplier varies depending on the enemy type.

The BS multiplier is a bit more complicated - it does NOT matter where you hit the sleeper, as long as you are standing behind it. This multiplier is based on player position relative to the orientation of the sleeper. If a sleeper is facing you, but crawing on the ground hithing them on the back will still NOT give you this multiplier. Also, there are times when the animation/hit box of the sleeper does NOT match the "orientation." For example, if you wake up a sleeper the NOT match the "orientation." For example, if you wake up a sleeper the NOT match the "orientation." For example, if you wake up a sleeper that the sleeper does not change, so if it turns around to look at you and you tilt in the face origin thaw yit. It slice upounts as the back of the head. It would be seen actually quite useful for steatth-killing multiple enemies, since they present their heads to you but you can still get the back multiplier.

The precision multiplier is a per-weapon multiplier that is applies when you hit the weak spot (generally the head, though not always) on an enemy, or some weapons, this number is greater than one (the singer rifle for example), but for other veapons, it's actually IESS than one (DMR in RS, or Revolver). It is never better to hit the body than the head, but for some guns it matters more than others.

"But what about the occiput shot (OS) multiplier??" I hear you ask. Great question. Occiput just means back of the head, and when you hit the head of a sleeper while standing behind it, you get this bonus, but it's not a separate number - it just means you're getting both the HS and BS multipliers at once. Check out sample calculations below.

Damage Dealt = base damage x HS mult. x BS mult. x Precision mult.

If you hit a small shooter in the head from behind with a hammer with NO CHARGE, base damage = 8, HS mult. = 5, BS mult. = 2, precision mult = 1 (no effect)

Damage Dealt = 8 x 5 x 2 x 1 = 80 (shooters have 60 health, so this is a 1-shot kill)

if you hit a small shooter in the head from the front with a hammer with NO CHARGE, base damage = 8, HS mult. = 5, BS mult. = 1 (no effect), precision mult = 1 (no effect)

Damage Dealt = 8 x 5 x 1 x 1 = 40 (shooters have 60 health, so this will not kill it!)

If you shoot a small striker in the head from the front with a DMR, base damage = 15, HS mult. = 3, BS mult. = 1 (no effect since you're not behind it), Precision mult = ??

Damage Dealt = 15 x 3 x 1 x ?? = 45 x ??

Since the health of a striker is 40, and one headshot does not kill it, you know damage dealt is less than 40, so:

<40=45 x 1

?? has to be less than one to make this happen. (I don't know the exact value for DMR, but it's between 0.71 and 0.89)

### MORE NOTES

You can still fire through a door while it is closing without waking up the next room.

Mines have been re-balanced, the damage seems to be higher and they seem to kill more sleepers, but you get less of them now.

Hack locks are now open as soon as you finish hacking them, and you can safely hit escape to leave the lock before the animation is over! If you hate patiently waiting for the animation to complete like! do then you know how nice this is. Now I just need to untrain myself and stop waiting there like an idiot.

pis	4-1									
pis		0.70		and stated	0.75			10		
100		8.78	Machin		2.75		DN 400	/IR 15		
100 91	9	100 91	86 83	3	86 83		100 85	15		
65	9	65	75	3	75		40	15		
56	9	56	72	2	72		25	15		
47	8	47	70	3	70		10			
39	9	39	67	3	67					
30		30	64	3	64					
	9									
	0.040404040	3								
Avg:	8.818181818									
Shotgun										
			39							
			37	3	37					
			34	3	34					
			31	3	31					
			28	3	28					
					26					
				3						
			1/		17					
Heavy	SMG		Double 1	ap Rifle				SMG	÷	2.
100	4		100	22	11			100	3	
96	4		78	22				97		
92								94		
				22						
			12							
	4									
								68	3	
Assau	It Rifle	4.38	Burst Rifle	e (3 shot)	13.3	4.43		65	3	
100	4	100	100	13	100			62	3	
96	5	96	87	14	87			59	2	
91	4	91	73	13	73			57	3	
87	5	87	60	13	60			54	3	
82	4	82	47	13	47			51	3	
				14						
			20		20					
			Combat Shotous							
			- 30		HEL Rifle					
39	5	39						22	3	
34	4	34	Sniper Rifle					19	3	
30	4	30	60					16	3	
26	5	26						13	3	
21	4	21						10	3	
17		17						7		
Avg:	4.368421053								2.90625	
Revo	olver		Machin	ie Gun	7.82			Gun		
100	24	24.5	100	8	100		100	32	32.33	
76	25		92	8	92		68	33		
51	24		84	7	84		35 3	32		
27	25		77	8	77					
	56 47 39 30 21 12 3 Avg:  Shotgun 60  Heavy 100 96 91 87 82 78 74 69 65 61 56 62 47 43 39 34 30 65 61 56 52 47 43 39 34 43 39 34 43 30 66 21 17 Avg:	74 9 9 65 9 9 66 9 9 4 65 9 4 65 4 9 65 4 9 65 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 4 61 5 56 5 4 61 5 56 5 4 61 5 56 5 4 61 5 56 5 4 61 5 56 5 4 61 5 5 56 5 4 61 5 5 56 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	74 9 74 65 9 65 65 65 66 9 65 66 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 56 6 9 50 6 9 50 9 50	74 9 74 78 65 75 56 9 65 75 75 56 9 65 75 75 56 9 65 75 75 65 9 65 72 72 75 75 75 75 75 75 75 75 75 75 75 75 75	T4	74	74	74	74	74 9 74 76 76 3 78 55 15 15 15 15 15 15 15 15 15 15 15 15

53	8	53		
45	8	45		
37	7	37		
30	8	30		
22	8	22		
14		14		
Avg:	7.818181818			

Rundown 4

Huge thanks to <u>unblocking</u> for the incredible work on the "shots to bill" section!

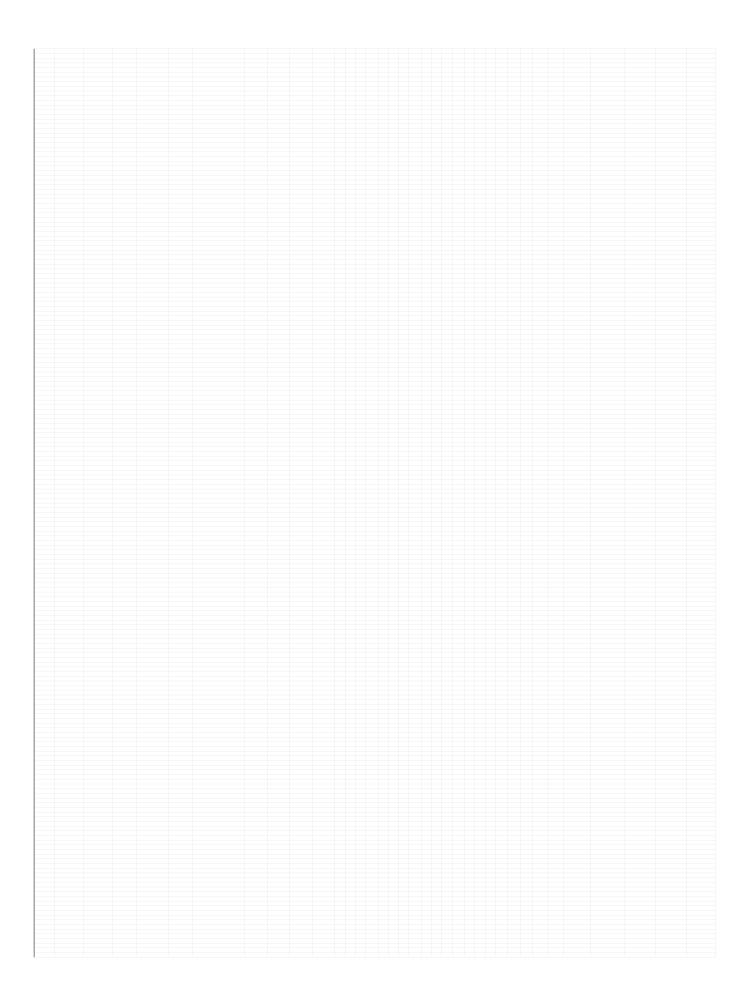
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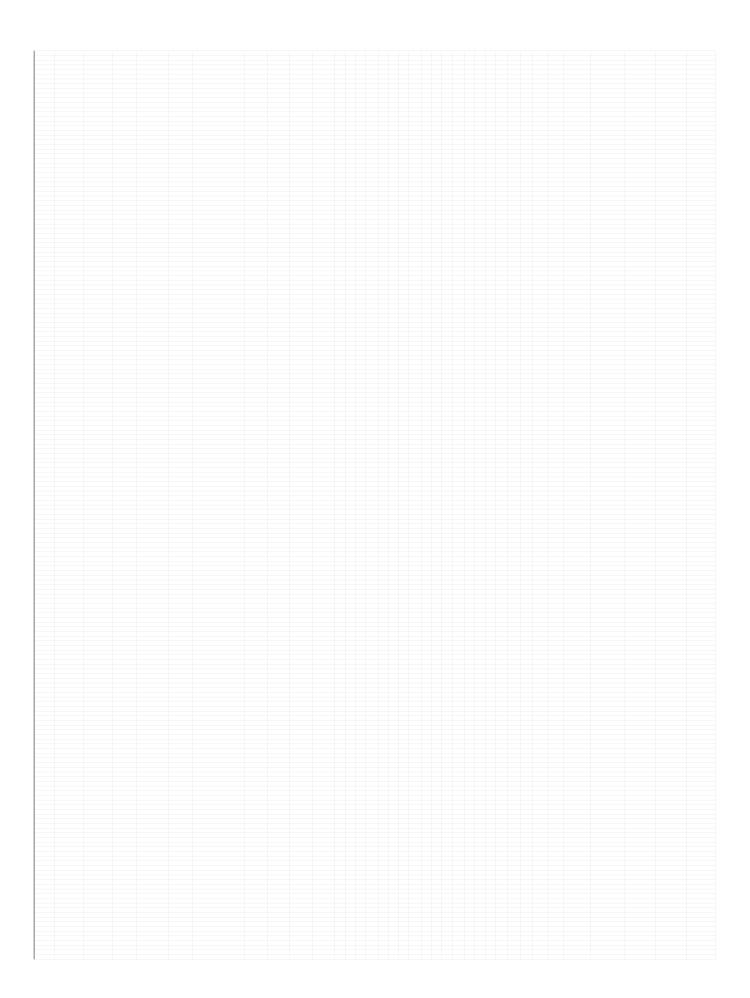
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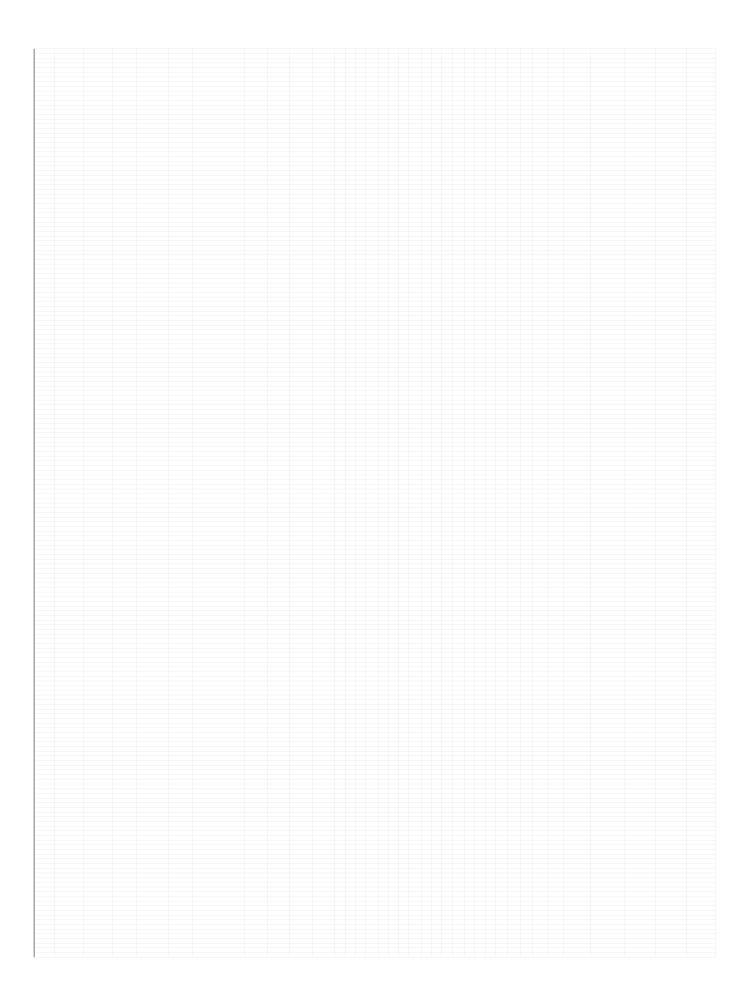
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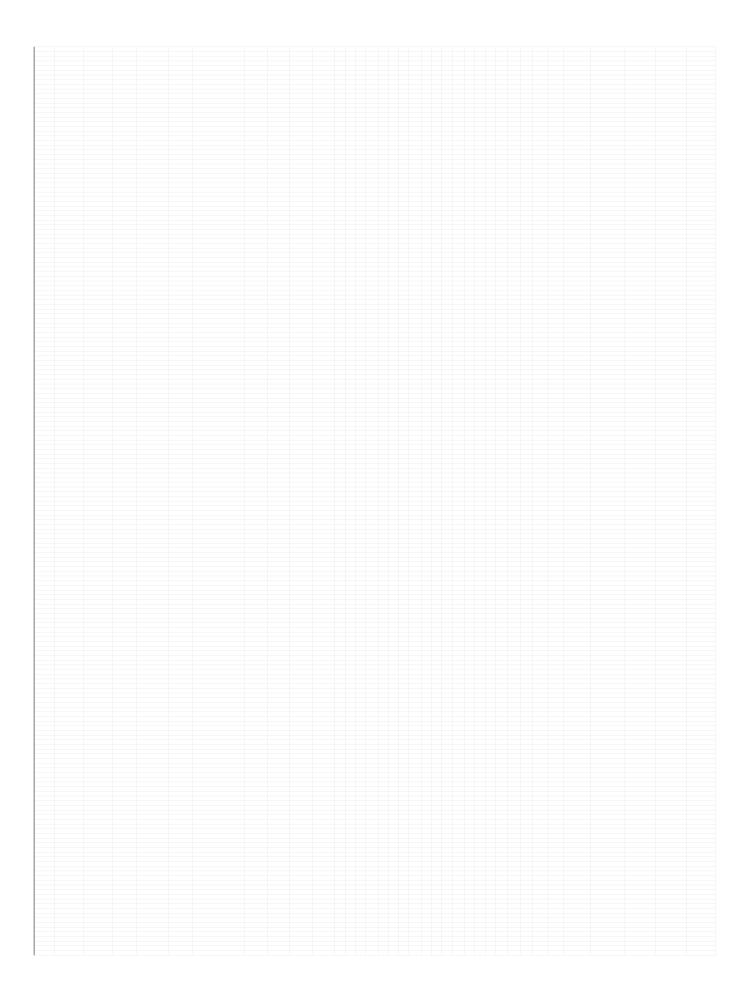
						****	NEW: tips and tric get to check out the	iks down	below at	I the numb	ers, chec	ck out th	e c-foam se																		
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Weapon Slot	Weapon tool Pistol	Starting Percentage	Starting Rounds	Magazine Capacity	Damage 8 78 (51)	Note	Refill Rounds I	Body to		Back Jcci				shooter ack (acciput)			ig strikenish 7 Back 14		Sho Body 35	Face 18		Deciput (4		arger Back	Face 4	Scout Back >	ociput (50)	Pistol	Damage Per Refill	Damage Per Mag	Starting Damage 878
	Hel Revolver		60	8	16		18	3	1+1	2	1	4	1	2 1	15	10	8	5	19	10	10	5	4	2	2	3	1		288	128	960
	Autopistol	59%	333	50	2 2 9				4+10	10		30		15 3	120	80	60	40	150	75 52	75	38	30	15	14	21	7	Autopistol [53]	200	100	666 667
1	SMG Carbine	59%	230	40 40	3.20		70 69.2	14	3+5	7		21 19		1 3	83 75	56 50	42 38	28 25	104 94	52 47	52 47	26	21 19	11	10	15	5	SMG [54] Cathine	203	116	667 736
	DMR	57%	54	12	13.2		16.4		1+1	2	1		1 (55)		19	2+16	10	7	23	12	12	6	5	3	3	4	2	DMR	216.48	158.4	712.8
	Assault Rifle	59%	187	30	4.5		56		2+5	5	2	14	4	7 2	54	38	27	18	67	34	34	17	14	7	7	10	4	Assault Rifle	252	135	841.5
	Heavy Assault Rifle	59%	150	25	5.5		45	8	2+3	4	2	11	3	6 2	44	30	22	15	55	28	28	14	11	6	6	8	3	Heavy Assault Rifle	247.5	137.5	825
	(Pump) Shotgun	44%	12	8	60		7.5 (56)	1	1	1	1	1	1	1 1	4	3	2	2	5	3	3	2	1	1	1	1	1	(Pump) Shotgun [57]	450	480	720
	Combat Shotgun	52%	30	12	26.5	Between 26 and 26.6 dmg	18	2	1 [58]	1	1	3	1	2 1	10	7	5	4	12	6	6	3	3	2	2	2	1	Combat Shotgun [59]	477	318	795
2	Choke Mod Shotgun	55%	12	4	60 24.5		7	1 2	1	1	1	1 9	1	1 1	4	3 7	2	2	5	3	3 7	2	1 3	1 2	1 2	1 2	1	Choke Mod Shotgun Revolver	420	240	720 808 5
2	Revolver Marhine Gun	58%	33	- 6 - 50	24.5		20 60	7	3	1 4		10		2 1	10	27	20	14	13 50	25	25	13	10	5	5	2	3	Revolver Machine Gun	490 360	147	808.5
	Burst Cannon	46%	32	20	40		20	1	1	1		2	1	1 1	6	4	3	2	8	4	4	2	2	1	1	2	1	Burst Carnon (60)	800	800	1280
	Sniper Rifle	50%	5	2 [61]	60		3 [62]	1	1	1	1	1	1	1 1	4	1	2	1	5	1	3	- 1	1	1	1	1	1	Sniper Rifle (63)	180	120	300
	Rurst Sentry			N/Δ	25			_		_	$\rightarrow$		_	_	+	_	_		-	-	-		-			_	_	Burst Sentry			
	Mine Deployer	70%	7	N/A	30-100+ [64]	depending on range	2	1	1	1	1	1	1	1 1	2													Mine Deployer			
Tool	Sniper Sentry		20	N/A	80		3	1	1	1	1	1	1	1 1	3	2	2	- 1	4	2	2	1	1	1							
	Auto Sentry			N/A	1.1 [65]		159.5																					Auto Sentry			
	C-foam launcher	67%	40	12	N/A	full charge=12, door takes 9-10 [66]		_	2 blobs to	freeze	_		2 blobs to fr	0020	+	7 blobs	to freeze			7 blobs	to freeze	_	₩		4 bit	obs to free	20	C-foam launcher			
Melee	Hammerl	N/A	NA	N/A	8 to 40	8 (no charge) to 40 (full charge)	N/A 1	100%	50%	60%	0% 2	2+hits	50% 10	0% 0%	6x100		3x100	2x100	8x100	4x100	4x100	2x100	2x100	100%	100%					in class (or tied)	
	Fnerry	Health	Fano Multinilar	Rank Multinion	toning Multiplier IA				Gree	en numbers numbers an	s have bee	en verifie	d	Mouse			e arrow in t	the corner												is second thintifourth	
	Striker (and sharknes)	40	race muspier	Datox muraprier	6	1		Ve		hers are ver					to	see notes	. [67]													th or helow	
	Shooter	60	5	2	10		_												•												
	Big Striker	240	1.5	2	3																										
	Big Shadow	240 300 (80)	1.5	2	3																										
	Big Shooter Huhrid	300 (69)	2 22	22	4 22																										
	Scout																														
		84 [70]	3	2	6																										
	Charger	84 [70] 60	3	2	6 2		Sniper	Precisi	ion Multipli	ier: 2	2.5x?																				
	Charger Notes	60	3 1	2 2	-		- 7.		D			warrante	d it's own s	ection):																	
	Charger Notes	60	3 1 out the use of chea	2 2 ts or mods. Please DN	-	ou have any questions as to the meth	- 7.			Doors/C-foa	am (this v			ection):	king the ro	om past th	ne door (as	long as vo	ou kill the	thing you	shooti										
	Charger  Notes: All numbers were obteammates a lot:)	60 stained in-game with			me on Reddit if y		- 7.		D	Doors/C-foa You can sh	am (this v	gh doors	that are clos	ng without wa								ties or									
	Charger  Notes: All numbers were obteammates a lot:)  You can NO LONGE	otained in-game with	memies after the h	ead explodes. This use	me on Reddit if y	at appears to be patched in R4.	ods used. Mostly, I	shot my	-	Doors/C-foa You can sh	am (this v	gh doors	that are clos	,								tries or									
	Charger  Notes: All numbers were obtammates a lot:) You can NO LONGE! You CAN, however, sabused. This can be	etained in-game with R get headshots on a shoot through doors used, for example, t	memies after the h that are closing, w o snipe a scout the	ead explodes. This use ithout the sound wakin	me on Reddit if y	at appears to be patched in R4. ide. This is not new to the game, but it room. Just start closing the door, and	nods used. Mostly, I :	shot my	D 	You can sh Doors have nines yet.	am (this v noot throug e about 80 rs will brea	gh doors 0 health a ak to a sir	that are clos against hamn	ing without we ser blows (two blow IF you t	fully-charg	ed swings	a), but will h	NOT break	to guns.	Haven't to	sted sent										
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1 Pistol 61 1 Bulloup Rife 51 1 SMG 56	Nercentage Starting Rounds 2% 100 1% 176 176 230 2% 230	15 40 40 40	Damage 6.6 3.4 2.9 3.20	DON - quick, Np-fire spread videos a Also, dor Note  (4 sound burst does 12.6 dmg)	Refil Rounds 30 53 70	Out the "Damage Ca Max Capacity Ro 168 310 393	pacity" nur offi Cutoff 257 323	Refit Cutoff % 6% 83% 82%	Shots to 8 Body F 7 12 14	ace Back 3 4 4 6 5 7	en/shadow	Shots Body I 10 18 21	s to kill little s Face Back 2 4 4 5 5 7	hooter : kciput (72	37 25 71 45 83 56	big striker  73 Back  5 19    5 36    5 42    0 38		Shots to kill Body Fac 45 89 104 94 23 85	23 45 52 47		Charger lody Back 13 7 24 12 28 14 25 13	5 9 10 9	Deciput [76]	Pistol Bulipup Rifle SMG Carbine	1108.8 1054 1139.7	Darrage Per Refill 198 180.2 205 221.44	99 136 116	598.4 597
1 <u>Rife</u> 2 (Purro) Shotous 4-	250 250 250 250 250 250 250 250 250 250	12 30 16	13.2 3.5 8.8	Between 25 and 26.6 dmg	69.2 14.3 [77] 50 21.85 7.5 [80] 18 20	393 85 285 128 27 58 57	323.8 70.7 235 106.15 19.5 40 37	82% 83% 82% 83% 72% 69%	13 4 12 5	2 2 4 6 2 3 1 1 1 1 1 1 1 1 2		7	4 7 1 2 4 6 2 3 1 1 1 1 1 2		28 15 4 3	2		23 86 35 5 12	12 43 18 3 6		25 13 7 4 23 12 10 5 2 1 4 2 5 3	1 2	2 5 2	Carbine DMR (78) Assault Rifle Rifle (79)  (Pump) Shotgun (81) Combat Shotgun (82) Revolver	1257.6 1122 297.5 1126.4 1620 1537 1026	188.76 175 192.28 450 477 360	128 158.4 105 140.8 480 318 108	736 620.4 581 642.4 720 795 594
2 Barrat Cannon 44 2 Hel Gun 5: 2 Singer Rife 5: 2 Hel Rife 5: Tool Burst Senity 6:	9% 32 1% 20 9% 6 2% 12	20 9 3 4	24 26 96 40 4 [82] 30-100+[90]	(120 total drog from 5 round burst) Between 25 and 26.6 drog 12/burst? (targets headshots) depending on range	20 12 3.4 (83) 8.5 (87) 42	70 39 12 23	50 27 8.6 14.5	71% 69% 72% 63% 80% 80%	2 1 1 1	1 1 1 1 1 1 1 1 1		3 1 2	1 1		10 7 14 9 10 7 10 7 3 2 6 4	5 5 2 3	1	13 12 4 8	7 6 2 4	1	4 2 4 2 1 1 2 1	2	1 [05]	Burst Cannon Hel Gun Sniper Rifle [85] Hel Rifle [85] Burst Sentry	1680 1014 1152 920	480 312 326.4 340	480 234 288 160	768 520 576 480
Tool Shotgun Sentry 63	7% 28 7% 40 /A N/A	NIA NIA 12" NIA Back Multipher	30 (91) N/A 8 to 40	full charge-12, door takes 9-10 8 (no charge) to 40 (full charge)	8 NA	10 42 N/A	8 34	81% Charge Percent	100% 5	Green number	628	2*hits been verificated lases	umed	0%			2x100	7 bloi 8x100	s to freeze 4x100	- 1	c100 100%	100%		Mine Deployer Shotgun Sentry C-foam launcher	Green is best in Yellow is se			
Shooter (and shallooke) 6 Shooter 2 Big Shadow 2 Big Shadow 3 Big Shadow 3 Big Shadow 3 Scout 82		2 2 2 2 2 2 27 27	10 3 3 4 77 57 67										0.30 0.35	0.40	0.45 0.5 0 1 1 1	0 0.55	0.60	0.65 0.70	0.75	1	1.85 0.90 1 1 2 2	0.95	1.00					
You can still get headshots on and "Rayslot72" on the GTPO o Mines:	enemies after the head expl discord for pointing this out.	odes! Just aim in the a	ir above the neck, w	u have any questions as to the meth here the head used to be. The hitboo	is still there. The	nks to users "Unfort	unate*		2 3 4 5 6 7	0 1 1 1 1 1 1 1	- 1	1	1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3	1 2	1 1 2 2 2 2 2 3 3 3 4 4 4	2	1 2 2 3 4 4 5	1 1 2 2 3 3 3 4 4 4 4 5 5 5 6	2	3 4	2 2 3 3 3 4 4 5 5 5 6 6 7 7	3 4 5 6 7	3 4 5 6 7 8					
Mines that detonate normally da     There is a maximum range abor	mage everyone. ve which mines will do no dam	age - seems like it's abo	out 15 meters.	of the lobby, regardless of who shoots it will be shoots it will be shoot it if the shoot it is shoot in the shoot it is shoot in the shoot in the shoot it is shoot in the shoot index in the shoot in the shoot in the shoot in the shoot in the sh	or wno piaces it. s	OTHERTHER E WILL KILL OF	ner people		1 2 3 4	0 0	1 0	0.25		0.40 0 1 0 1 0	0.45 0.5 0 1 1 0 0 1 1 0 0 1 1 0	0 0.55	0.60 1 0 1 0	0.85 0.70 1 1 1 0 0 1 1 1 1 1 1	0.75 1 1 0	0.80 0	1.85 0.90 1 1 1 1 1 1 0 1	0.95	1.00					
A door's health and reinforceme it will always take damage at the     Once the c-foam is gone, the sc	nt seem to be separate: When same rate. und will change from a more o	you c-foam a door, the	c-foam seems to last! (lic banging noise - thi	Haven't tested sentries or mines yet. for approximately 13 "bangs." It does no a means the door health is being deple foam is gone, it may only take one or b	ated.				5	1 0	0	0	1 1 0 0	0	0 1	0	1	0 1 1 0	1	1	1 1	1	1					
- Also note - there is sometimes a count bangs to know when to re-     - Doors take between 9 and 10 c- needed.	s bug where doors will not sour barn, since there is no audio is foam ammo to make it look an	nd or look like they have indicator. Indicator white according to the control of	been foamed, but the	by are. If you used a full charge, it shou This means you can shoot them one at ghit won't give the animation. This can	d last the usual an	nount of time, but you?	I need to																					



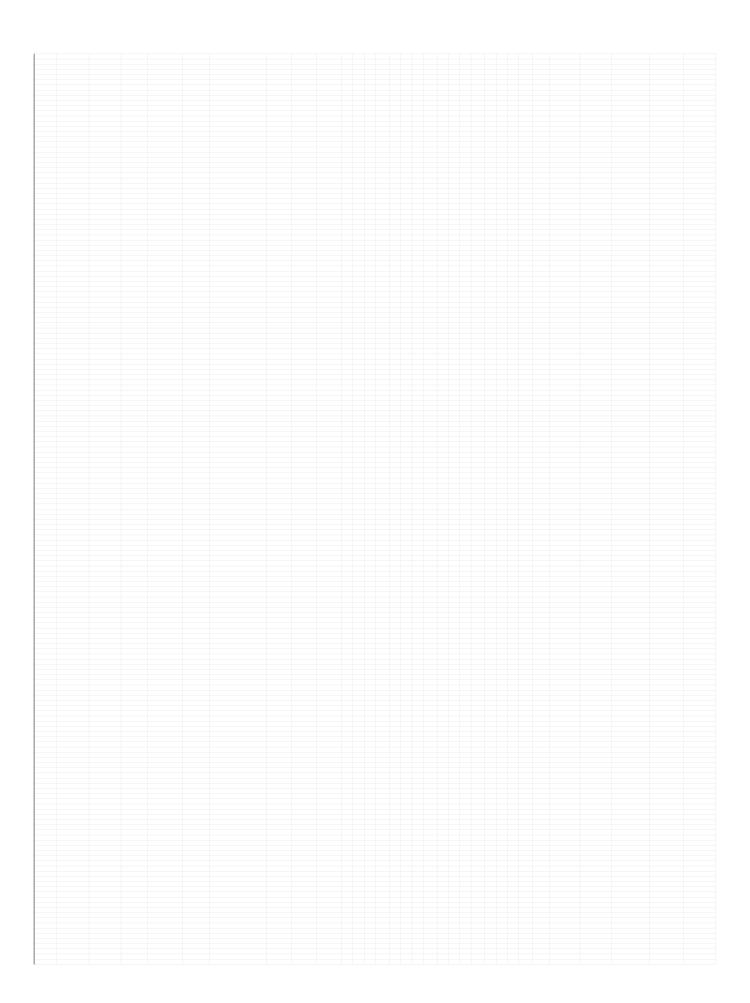


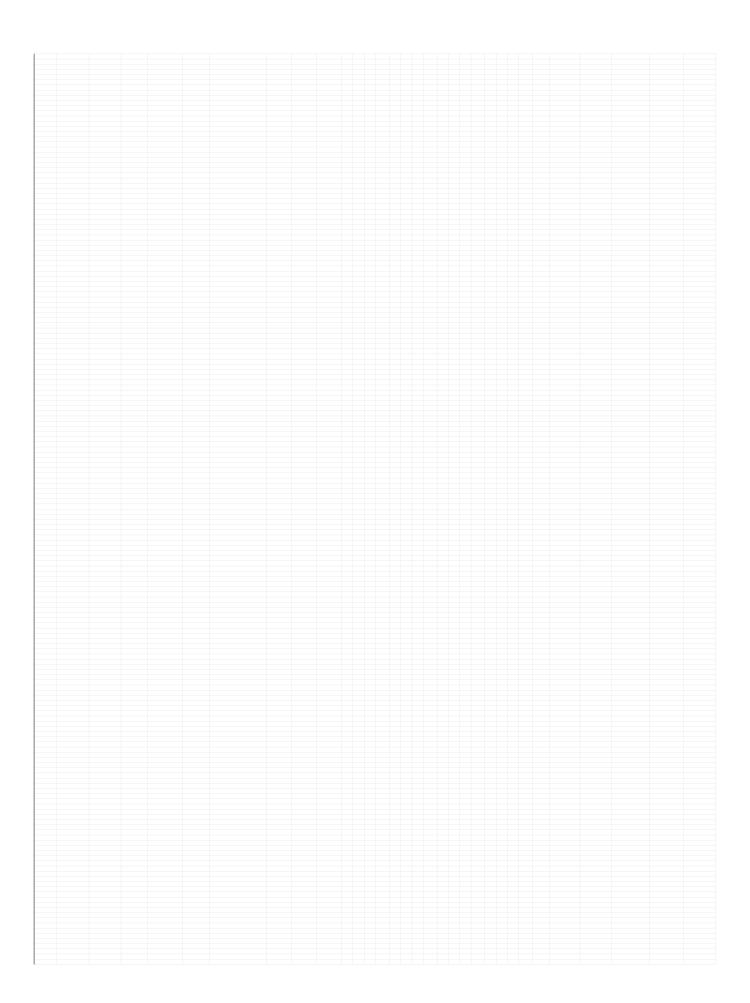


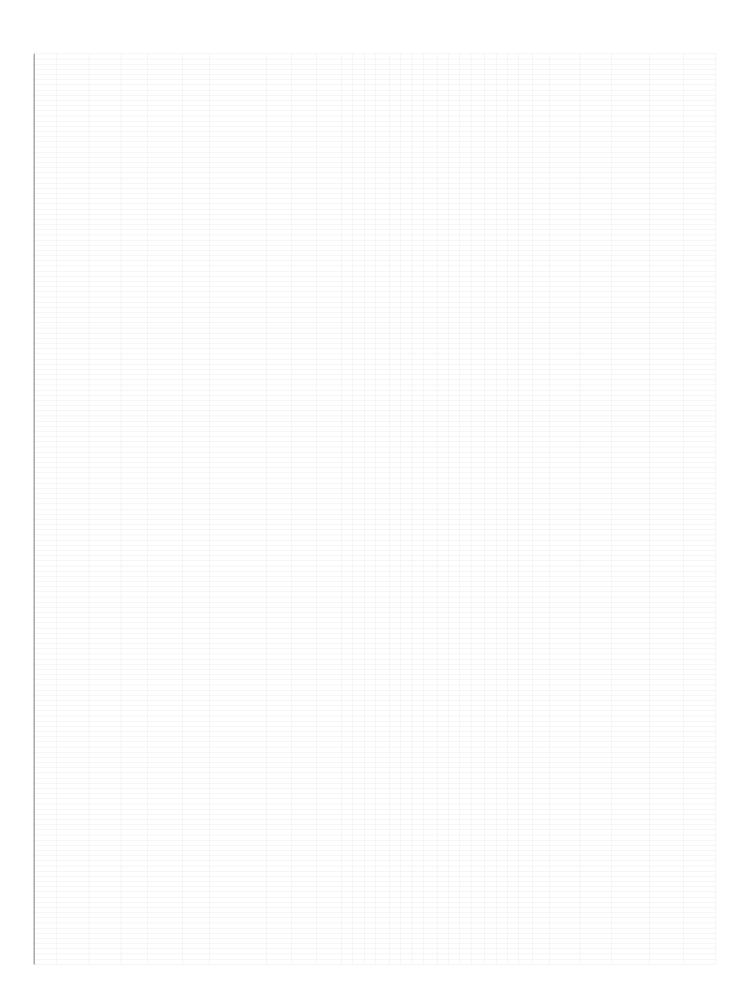


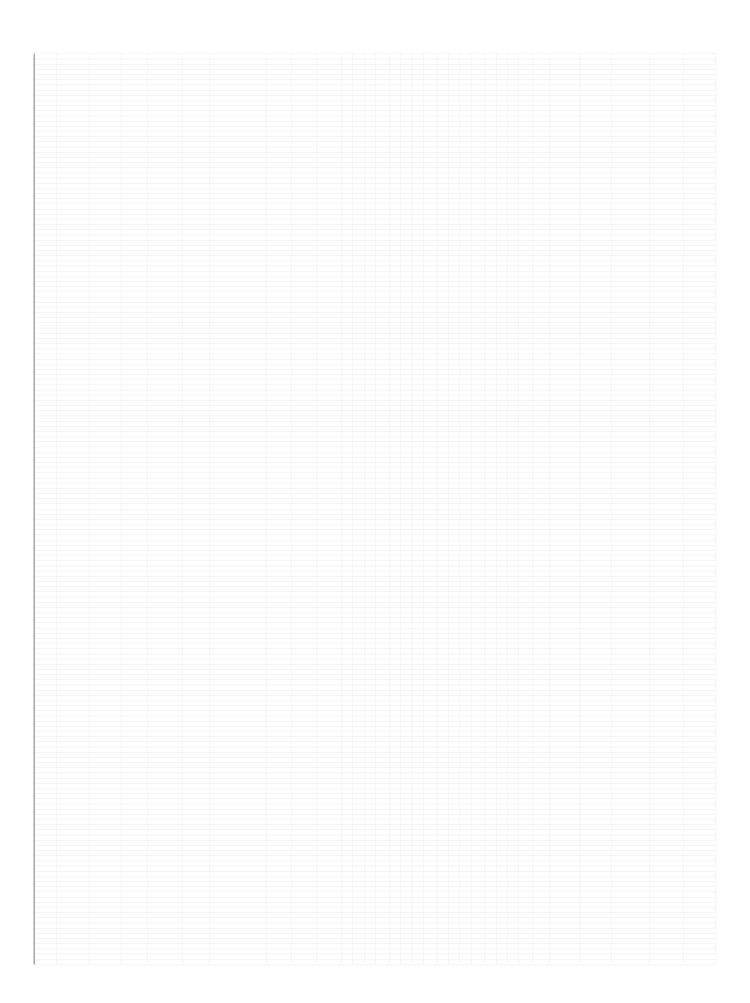
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		Bullpup				Cor	bine				DMR							
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	90 86	4			62 49	12 13				60	14			13.2 13.2	4 5	52.8 66	47.2 34	47 34
	83 80	3			36 23	13 13								13.2 13.2	6 7	79.2 92.4	20.8 7.6	21 8
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	25	4			27	7			4	8.8	35.2	65			40	SMG	2.875	
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					14	7			6	8.8 8.8	52.8 61.6	47 38			34	3		
															28	3		
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	78 72			70 62	7			12 12	40 28				64 58					
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	47 39	9 8		64 55	64 56	65 56	65 56	65 56	65 56	65 56	65 56	65 57	66 57	66 58				
	30	9		46	47	48	47	47	47	47	47	48	48	49				
	21 12	9		37 28	38 29	39 30	39 30	39 30	39 30	38 30	38 30	39 30	40 31	41 32				
	3	9		19	20	21	21	21	21	21	21	22	23	24				
				10	11	13	12	12	12	12	12	13	14 5	15 7				
					-	•			-	-		•	-					

					NOTICE: A	bunch of these num ase visit the RUNDO\	VN 3 shee	t by click	l with the ing the ta	b at the bot	Rundown tom.	3.											
Slot	Weapontool Pistol Machine Pistol	Starting Percentage 60% 50%	Starting Rounds 100 300	Magazine Capacit 15 50	y Damage 6 2.4	Damage Note : 2.4ish? 5 shots do 12 drng	Refil Rounds 30 90	Max Capacity 168 510	Refil Cutoff 138 420	Shots to kill little stri Body Face Bac 7 3 (95) 4		Face Back	shooter k Occiput	Shots to kill big Body Face 40 27 100 67	striken/shadow Back Occiput	Shots to I Body F 50 :	ace Back 25	Occiput He	ad 50 125	Dmg. Best Que 6 2.4	ss Total Damage Capacit 1008 1224	* Damage Per Refil 180 216	Starting 6
	SMG DMR Assault Rifle Burst Rifle	50% 58% 58%	230 48 150	40 10 30	2.9 12 3.5 4.4	VERY close to 3 damage, like 2.9	70 14 45	393 80 260 282	138 420 323 66 215	17 8 14 5 4 2 [96] 2 12 4 10 4	21 1 5 18 2 14	5 1 3	1	83 58 20 14 69 46 55 37		104	52 13 43		104 25 88 69	2.9 12 3.5	1008 1224 1139.7 980 910	203 168 157.5	
	Shotgun Combet Shotgun Revolver	45% 54% 58%	13 30 30	9 10 6	60 24 18	6 damage per pellet, 10 pellets 4 damage per pellet, 6 pellets	8 18 18	29 58 52	21 38 34	1 1 1 2 1 1 3 1 2	1 1 1 1 1 3 1 4	1 1 1 1 2 1 2	1 1	4 3 10 7 14 9		5 13 17	3 7 9		5 13 17	60 24 18	1740 1344 938	480 432 324	71 7: 5:
	Sniper Machine Gun Burst Sentry	58% 51% 67%	10 115	3 50 N/A	60 6.4 47 5.337 87 [99]	12, 16, or 24 per burst? See note.	5 69 42	18 226 210	13 157 168	1 1 1 7 3 3	1 1 10	1 1	1	4 [+3 [97] 38 25	1+1 (98	47 :	3 24		47	60 6.4 47 5.337 87	1080 1448.4	300 441.6	(plus AOI
	Mine Deployer Shotgun Sentry C-foam launcher	70% 67% 67%	7 28 40	N/A N/A N/A	60 to 100+ to 6077 9077 [10 N/A	(range matters - 60ding at ~15m)  (max - range and spread)  1-12 rounds  8 (no charge) to 40 (full charge)	8 12	10 42 60	8 34 48	1 1 1 1 1 1 2 blobs to fre	1 1 1 1 eze	1 1 1 1 2 blobs to fre	1 1 0200	7 blobs t	o freeze	71	plobs to freez	ce	5	100 60 N/A	1000 2520 N/A *some of these are estim	200 480 N/A	(plus AOE
	Notes All numbers were obt	N/A ained by shooting t	NIA eammates, Heads	hots/back shots do		8 (no charge) to 40 (ult charge) age numbers for friendly fire.			Charge Percent	White numb	nbers have been in are calculated to verified, and we	erified assumed indinoteworthy	Mouse ove	r baxes with a li corner to see n	ttle arrow in the otes.								
	Hitting a mine with a ha Shooting a mine will *s why, and it's not consis	ometimes" only dama tent. Mines that detor	age the host of the I	lobby, regardless of w	ho shoots it or who pla	aces it. Sometimes it will kill other people	too, haven't figun	ed out exactly															
	There is a maximum ra cover pretty wide halls Some weapons seem t shot, or it might do son The SMC might to site	inge above which mir ays with this and it'll o to either do a varying ne exact number betw bits loss than 3 doses	nes will do no dama one shot little dudes amount of damage ween 2.3 and 2.4 da	ge - seems like it's at a. or a fractional amou image but player heal const. 19 short did 51	nout 15 feet. Up to that not of damage. Most no th rounds, so it only at	t, they do between 60 and 100 damage. stably, the machine pistol might do either hows up across multiple hits. 4.	15 feet is quite far 2 or 3 damage de	so you can pending on the				SMG - 3 he	adshots pop	striker head, 2 n	none upper tors	o kill - seems	s like the nec	ik hole counts as	a headshot still once	headless.			
						es to the shotgun, and the first added 8 i									7 C foam blob 2 C-foam blob	is freeze a bi os for little sh	ig shooter or looters and s	striker itrikers					
	Enemy Striker (and shadows) Shooter	Health 40 60	Face Multiplier	Back Multiplier 27	•																		
	Big Striker Big Shadow Big Shooter Hybrid	240 240 300 [101] 300	1.5 1.5 2																				
	Scout	82-84	3																				









[1] This is base damage, or body shot damage, with no multipliers. These numbers were found by shooting teammates repeatedly and finding a number that fit the resulting health pattern.

Different guns have different multipliers for headshots, so this doesn't tell the whole story!

- [2] This is the total amount of normal, chest shot damage a weapon can deal from a single ammo pack.
- [3] This is the total amount of normal, chest shot damage a weapon can deal from a single magazine.
- [4] This is the total amount of normal, chest shot damage a weapon can deal using just the starting ammo.
- [5] Magazine Capacity number of rounds in a full mag.
- [6] HS=Head Shot CS=Chest Shot

This is the number of shots required to kill a sleeper from the front, with perfect accuracy. 1/2 means 1 headshot will explode the head without killing, and 2 additional body shots will kill. (The order does not matter.)

[7] CS=Chest Shot

This is the number of rounds it takes to kill this enemy with chest shots from the front, if you do NOT hit the head. These numbers are calculated, and not tested in-game. They assume no damage falloff, and some weapons need to be close to be effective.

[8] Higher is better.

This is calculated by dividing the refill rounds column by the minimum number of shots required to kill this enemy from the front. It is the number of enemies you could theoretically kill with one refill if you have perfect accuracy. Bear in mind this is harder to achieve with some weapons than others.

(the double-tap rifle is especially difficult because you have to split a two-round burst between a HS and a CS - actual in-game efficiency is about half of the ideal maximum for most players)

[9] HS=Head Shot

Shooters' heads don't explode until they die, so this number assumes you hit all headshots.

[10] CS=Chest Shot

This is the number of rounds it takes to kill this enemy with chest shots from the front, if you do NOT hit the head. These numbers are calculated, and not tested in-game. They assume no damage falloff, and some weapons need to be close to be effective.

[11] OS=Occiput Shot

Y means this gun can kill a scout with a shot to the back of the head (occiput).

- [12] One Burst this is actually quite hard to achieve reliably, so in-game efficiency will generally be a lot lower than this.
- [13] Two Bursts
- [14] One Burst

- [15] Three Bursts
- [16] Two Bursts
- [17] Four Bursts
- [18] Two Bursts
- [19] Five Bursts
- [20] This is base damage, or body shot damage, with no multipliers. These numbers were found by shooting teammates repeatedly and finding a number that fit the resulting health pattern.

Different guns have different multipliers for headshots, so this doesn't tell the whole story!

- [21] This is the total amount of normal, chest shot damage a weapon can deal from a single ammo pack.
- [22] This is the total amount of normal, chest shot damage a weapon can deal from a single magazine.
- [23] This is the total amount of normal, chest shot damage a weapon can deal using just the starting ammo.

[24] HS=Head Shot CS=Chest Shot

This is the number of shots required to kill a sleeper from the front, with perfect accuracy. 1/2 means 1 headshot will explode the head without killing, and 2 additional body shots will kill. (The order does not matter.)

[25] CS=Chest Shot

This is the number of rounds it takes to kill this enemy with chest shots from the front, if you do NOT hit the head. These numbers are calculated, and not tested in-game. They assume no damage falloff, and some weapons need to be close to be effective.

[26] Higher is better.

This is calculated by dividing the refill rounds column by the minimum number of shots required to kill this enemy from the front. It is the number of enemies you could theoretically kill with one refill if you have perfect accuracy. Bear in mind this is harder to achieve with some weapons than others.

(The combat shotgun, for example, requires a point-blank headshot to be a 1-shot kill, whereas the regular ol' shotgun can 1-shot reliably, even with a body-shot from a bit further away. Combat shotty is nice for spamming into a group, but regular shotgun is often slightly better for solo-kills on enemies that trickle in.)

[27] HS=Head Shot

Shooters' heads don't explode until they die, so this number assumes you hit all headshots.

[28] CS=Chest Shot

This is the number of rounds it takes to kill this enemy with chest shots from the front, if you do NOT hit the head. These numbers are calculated, and not tested in-game. They assume no damage falloff, and some weapons need to be close to be effective.

[29] OS=Occiput Shot

- Y means this gun can kill a scout with a shot to the back of the head (occiput).
- [30] Charge level on hammer required to kill with a head shot
- [31] Charge level on hammer required to kill with a chest shot
- [32] Charge level on hammer required to kill with a back shot
- [33] Charge level on hammer required to kill with an occiput (back of head) shot
- [34] A single chest-shot will NOT kill a small shooter. Aim for the head!
- [35] This can be a little wonky be ready for a follow-up shot if one bonk doesn't work.
- [36] HS = Head Shot
- [37] Occiput means back of head.
- [38] 25 body shots with DMR
- [39] 2-3? Haven't verified.
- [40] I haven't verified, but I'm guessing this is the same for all enemies.
- [41] I'm guessing this is either 4x or 6x, but I haven't verified.
- [42] This is approximate. I think it's in the 82-84 range.
- [43] The numbers on this sheet were calculated by dividing the refill rounds by the shots to kill. This gives an idea of how many of each enemy you can kill with each gun, given a set number of ammo packs. Numbers in parenthesis include headshots + body shots.
- [44] In white is the number of headshots plus the number of body shots needed to kill, based on in-game testing. In orange are calculated numbers of headshots needed to kill, but this number is less useful since the head explodes part way through!
- [45] Means back of head.
- [46] Means back of head.
- [47] In white is the number of headshots plus the number of body shots needed to kill, based on in-game testing. In orange are calculated numbers of headshots needed to kill, but this number is less useful since the head explodes part way through!
- [48] Means back of head.
- [49] Means back of head.
- [50] Means back of head.
- [51] This is a great example of how these numbers can seem too accurate to get in-game. Click the link to see the calculations I used to find this number to within 0.01. Feel free to ask for clarification on my methods.
- [52] More like 1+3 at any reasonable range.
- [53] Despite the fact that Autopistol is the worst in all three categories here, it seems to have a VERY large

stagger bonus, which can help reduce team damage a lot if used properly. These numbers do not capture this advantage.

- [54] SMG isn't great in these numbers, but it's reload time is very fast, making it pretty popular still.
- [55] This is true, even at significant range
- [56] 7.5 to 7.6 rounds per refill
- [57] Great for the blob thing in R3 the high damage per magazine/per shot means you can kill it fast. It's possible to kill it before it spawns the little dudes if you and the rest of your team go all-in, and one of you is carrying this.
- [58] More like 1+1 if more than a meter or two away due to spread hard to land a full headshot.
- [59] Arguably the best secondary/special weapon for most situations. Definitely a great choice for solo runs. It can 1-shot any small enemy with a headshot, and it has the highest magazine size of any weapon that can do that.
- [60] The burst cannon's potential damage output is just stupid. You can't pull the trigger without putting out 200+ damage though, so unless you use it carefully, and only for tanky enemies, you'll be wasting a lot of it. It can also burst down a scout at quite some range even with front body shots.
- [61] This looks like a nerf, but the precision multiplier has been increased, so the sniper rifle can now oneshot big strikers, big shooters, or hybrids with a headshot. This makes a BIG difference, and I think is overall a buff to the sniper rifle.
- [62] 3.4 to 3.45 rounds per refill
- [63] Can 1-shot scouts in the head, can 1-shot chargers with a body shot, and can 1-shot big strikers or big shooters if you hit the back of their head. Taking out a scout and two chargers in about 2 seconds can be quite useful and satisfying...
- [64] This number is in question.

On reddit, u/InfectedBrushroom pointed out that there seems to be an inconsistent damage multiplier on friendly fire. This number is a best guess based on in-game testing.

- [65] This one is tough... I got the sentry to shoot me, but it was too fast and the numbers clearly didn't make sense when I watched them back in slow-motion. When I have a sentry kill a small sleeper from super close, in the front, trying to limit it to body shots, it seems to take about 35 shots or so to kill, so I'm guessing it's somewhere around there.
- [66] When foaming a door, spread out the foam and avoid the cracks in the door. It can go through the cracks, and putting it all in one place can cause problems!
- [67] << Like that.
- [68] Occiput means back of head.
- [69] 25 body shots with DMR
- [70] This is approximate. I think it's in the 82-84 range.
- [71] Means back of head.
- [72] Means back of head.

- [73] NOTE: Once the head pops, it is very difficult to get headshots. I think you still can, if you can hit right where the head was, but it's hard to tell exactly where.
- [74] Means back of head.
- [75] Means back of head.
- [76] Means back of head.
- [77] 14.25 to 14.35 rounds per refill
- [78] If you have a designated sniper, the potential to 1-shot little shooters with a headshot can be quite useful.
- [79] If you have a designated sniper, the potential to 1-shot little shooters with a headshot can be quite useful.
- [80] 7.5 to 7.6 rounds per refill
- [81] Great for the blob thing in R3 the high damage per magazine/per shot means you can kill it fast. It's possible to kill it before it spawns the little dudes if you and the rest of your team go all-in, and one of you is carrying this.
- [82] Arguably the best secondary/special weapon for most situations. Definitely a great choice for solo runs. It can 1-shot any small enemy with a headshot, and it has the highest magazine size of any weapon that can do that.
- [83] 3.4 to 3.45 rounds per refill
- [84] I haven't checked this, but this gun \*should\* be able to 1-shot a Scout with a body shot, now that it has been damage buffed.
- [85] I haven't checked this, but this gun \*should\* be able to 1-shot a Scout with a body shot, now that it has been damage buffed.
- [86] Can 1-shot scouts in the head, can 1-shot chargers with a body shot, and can 1-shot big strikers or big shooters if you hit the back of their head. Taking out a scout and two chargers in about 2 seconds can be quite useful and satisfying...
- [87] 8.5 to 8.6 rounds per refill
- [88] The 1-shot on a scout and piercing rounds make this useful as a sniper-type weapon that can also be used effectively against little guys, as long as they come at you in a line.
- [89] This number is in question.

On reddit, u/InfectedBrushroom pointed out that there seems to be an inconsistent damage multiplier on friendly fire. This number is a best guess based on in-game testing.

[90] This number is in question.

On reddit, u/InfectedBrushroom pointed out that there seems to be an inconsistent damage multiplier on friendly fire. This number is a best guess based on in-game testing.

[91] This number is in question.

On reddit, u/InfectedBrushroom pointed out that there seems to be an inconsistent damage multiplier on friendly fire. This number is a best guess based on in-game testing.

[92] << Like that.

- [93] Occiput means back of head.
- [94] 25 body shots with DMR

[95] OR 2 headshots + 1 body shot 1 headshot + 4 body shots

- [96] 1 headshot + 1 body shot works as well.
- [97] Head pops on first shot, 3 following shots are body shots.
- [98] Head pops on first shot, following shot is a back shot.
- [99] I've been able to pretty consistently take 12 damage from the burst sentry, but when I was the host, I took 16. I got a report that it's 24 damage from u/Rayalot on reddit, with video evidence.

[100] This number is in question. It seems to do 90 damage when it hits a teammate, but 60 damage to the person who put it down. More testing may be required here. Can hit as low as 1% damage at long range.

[101] 25 body shots with DMR