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 available here 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 or near-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 prefferably video proof along with any corrections. If you do have suggestions/corrections, please right-click on the relevant cell and add a comment. Thank you!

			Damage potential per refill use, magazine, and starting ammo							HS=Head Shot, CS=Chest Shot, BS=Back Shot, OS=Occiput (back of head) Shot													
										Small Strikers/Shadow Strikers				Small Shooters				Scout 1-shot?				Charger		
	Name	Damage [1]	Refill Dmg. [2]	Mag. Dmg. [3]	Strt. Dmg. [4]	Refill Rds.	Mag. Cap. [5]	Strt. Rds.	Name	HS/CS [6]	CS [7]	Refill Kills [8]	Mag. Kills	HS [9]	CS [10]	Refill Kills	Mag. Kills	HS	CS	BS	HS [11]	CS	Refill Kills	Mag Kills
Main	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	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	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	15	4.0	1.7
	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	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	N	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]	8.0	5.0	6 [18]	14 [19]	8.0	5.0	N	N	N	N	14	3.4	2.1
	Sawed-Off Shotgun	47	352.5	141	1175	7.5	3	25	Sawed-Off Shotgun	1	1	7.5	3.0	1	2	7.5	3.0	Y	N	Y	Y	2	3.8	1.5
	Name	Damage [20]	Refill Dmg. [21]	Mag. Dmg. [22]	Strt. Dmg. [23]	Refill Rds.	Mag. Cap.	Strt. Rds.	Name	HS/CS [24]	CS [25]	Refill Kills [26]	Mag. Kills	HS [27]	CS [28]	Refill Kills	Mag. Kills	HS	CS	BS	HS [29]	CS	Refill Kills	Mag Kills
Special	Shotgun	60	510	480	780	8.5	8	13	Shotgun	1/0	1	8.5	8.0	1	1	8.5	8.0	Y	N	Y	Y	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	Y	N	N	Y	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	N	Y	3	6.0	2.0
	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	N	N	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	N	N	Y	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	Y	N	Y	Y	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	Y	N	Y	Y	1	9.0	5.0
Tool	Burst Sentry																							
	Mine Deployer																							
	Sniper Sentry																							
	Auto Sentry																							
	C-foam launcher																							
										HS [30]	CS [31]	BS [32]	OS [33]	HS	CS	BS	OS	HS		OS				
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%		40%				

Enemy	Health	HS Mult. [36]	Back Mult.	Occiput Mult. [37]
Striker (+ shadows)	40	3	2	6
Shooter	60	5	2	10
Big Striker	240	1.5	2	3
Big Shadow	240	1.5	2	3
Big Shooter	300 [38]	2	2	4
Hybrid	300	3 [39]	2? [40]	?? [41]
Scout	84 [42]	3	2	6
Charger	60	1	2	2

6.4

5.1

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 crawling on the ground, hitting 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 by hitting another one right next to it, it will turn to face you. During this animation, the "orientation" of the sleeper does not change, so if it turns around to look at you and you hit it in the face right away, it still counts as the back of the head. I know this is weird, but it's actually quite useful for stealth-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. For some weapons, this number is greater than one (the sniper rifle for example), but for other weapons, it's actually LESS than one (DMR in R5, 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 ??

?? 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 I do then you know how nice this is. Now I just need to untrain myself and stop waiting there like an idiot.

pistol		8.78
100	9	100
91	9	91
82	8	82
74	9	74
65	9	65
56	9	56
47	8	47
39	9	39
30	9	30
21	9	21
12	9	12
3		3
Avg:	8.818181818	

Shotgun
60

Machinepistol		2.75
86	3	86
83	2	83
81	3	81
78	3	78
75	3	75
72	2	72
70	3	70
67	3	67
64	3	64
61	2	61
59	3	59
56	3	56
53	3	53
50	2	50
48	3	48
45	3	45
42	3	42
39	2	39
37	3	37
34	3	34
31	3	31
28	3	28
25	2	26
23	3	23
20	3	20
17		17

DMR	
100	15
85	15
70	15
55	15
40	15
25	15
10	

Heavy SMG	
100	4
96	4
92	4
88	4
84	4
80	4
76	4
...	

Double Tap Rifle		
100	22	11
78	22	
56	22	
34	22	
12		

SMG		2.897
100	3	100
97	3	97
94	3	94
91	3	91
88	2	88
86	3	86
83	3	83
80	3	80
77	3	77
74	3	74
71	3	71
68	3	68
65	3	65
62	3	62
59	2	59
57	3	57
54	3	54
51	3	51
48	3	48
45	3	45
42	3	42
39	3	39
36	3	36
33	3	33
30	2	30
28	3	28
25	3	25
22	3	22
19	3	19
16	3	16
13	3	13
10	3	10
7		7
	2.90625	

Assault Rifle		4.38
100	4	100
96	5	96
91	4	91
87	5	87
82	4	82
78	4	78
74	5	74
69	4	69
65	4	65
61	5	61
56	4	56
52	5	52
47	4	47
43	4	43
39	5	39
34	4	34
30	4	30
26	5	26
21	4	21
17		17
Avg:	4.368421053	

Burst Rifle (3 shot)		13.3	4.43
100	13	100	
87	14	87	
73	13	73	
60	13	60	
47	13	47	
34	14	34	
20		20	

Combat Shotgun
30

HEL Rifle
60

Sniper Rifle
60

Revolver		24.5
100	24	
76	25	
51	24	
27	25	
2		

Machine Gun		7.82
100	8	100
92	8	92
84	7	84
77	8	77
69	8	69
61	8	61

HEL Gun		
100	32	32.33
68	33	
35	32	
3		

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

h [43]

Rundown 4

Huge thanks to u/nokzou for the incredible work on the "shots to kill" section!

Falloff is NOT considered in this sheet. All values are assuming point-blank range.
Please comment on a cell with your number and how you calculated it if you'd like to help out!!

Here's the post on r/GTFO, please feel free to post comments/suggestions/info.

NEW: tips and tricks down below all the numbers, check out the c-foam section. Updated 11/19/2020
Also, don't forget to check out the "Damage Capacity" (max potential damage, assuming body shots) numbers off to the far right >>>

Headshot+Bodyshot numbers provided by u/nokzou on r/gtfo - check out his sheet here, and his post here!

Weapon Slot	Weapon/tool	Starting Percentage	Starting Rounds	Magazine Capacity	Damage	Note	Refill Rounds	Shots to kill little striker/shadow				Shots to kill little shooter				Shots to kill big striker/shadow				Shots to kill big shooter/hybrid				Charger		Scout				Damage Per Refill	Damage Per Mag	Starting Damage
								Body	hs+bs [44]	Back	)xciput [45]	Body	Face	Back	)xciput [46]	Body	hs+bs [47]	Back	)xciput [48]	Body	Face	Back	)xciput [49]	Body	Back	Face	Back	)xciput [50]				
1	Pistol	60%	100	15	6.78 [51]		30	5	1+2 [52]	3	1	7	2	4	1	28	19	14	10	35	18	18	9	7	4	4	5	2	Pistol	263.4	131.7	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		100	20	4+10	10	4	30	6	15	3	120	80	60	40	150	75	75	38	30	15	14	21	7	Autopistol [53]	200	100	666
	SMG	59%	230	40	2.9		70	14	3+5	7	3	21	5	11	3	83	56	42	28	104	52	52	26	21	11	10	15	5	SMG [54]	203	116	667
	Carbine	59%	230	40	3.20		69.2	13	5	7	3	19	4	10	2	75	50	38	25	94	47	47	24	19	10	9	14	5	Carbine	221.44	128	736
	DMR	57%	54	12	13.2		16.4	4	1+1	2	1	5	1 [55]	3	1	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	9	2+5	5	2	14	4	7	2	54	36	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
2	(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
	Choke Mod Shotgun	55%	12	4	60		7	1	1	1	1	1	1	1	1	4	3	2	2	5	3	3	2	1	1	1	1	1	Choke Mod Shotgun	420	240	720
	Revolver	58%	33	6	24.5		20	2	1	1	1	3	1	2	1	10	7	5	4	13	7	7	4	3	2	2	2	1	Revolver	490	147	808.5
	Machine Gun	49%	100	50	6		60	7	3	4	2	10	2	5	1	40	27	20	14	50	25	25	13	10	5	5	7	3	Machine Gun	360	300	600
	Burst Cannon	46%	32	20	40		20	1	1	1	1	2	1	1	1	8	4	4	2	8	4	4	2	2	1	1	2	1	Burst Cannon [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
Tool	Burst Sentry			N/A	2.5																								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			
	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 freeze				7 blobs to freeze				7 blobs to freeze						4 blobs to freeze			C-foam launcher			
Melee	Hammer!	N/A	N/A	N/A	8 to 40	8 (no charge) to 40 (full charge)	N/A	100%	50%	60%	0%	2+hits	50%	100%	0%	6x100		3x100	2x100	8x100	4x100	4x100	2x100	2x100	100%	100%							

Green numbers have been verified
White numbers are calculated/assumed
Yellow numbers are verified, and weird/noteworthy

Mouse over boxes with a little arrow in the corner to see notes. [67]

Damage Per Refill	Damage Per Mag	Starting Damage
Green is best in class (or tied)		
Yellow is second		
Orange is third/fourth		
Red is fifth or below		

Enemy	Health	Face Multiplier	Back Multiplier	Icciput Multiplier [68]
Striker (and shadows)	40	3	2	6
Shooter	60	5	2	10
Big Striker	240	1.5	2	3
Big Shadow	240	1.5	2	3
Big Shooter	300 [69]	2	2	4
Hybrid	300	??	2?	??
Scout	84 [70]	3	2	6
Charger	60	1	2	2

Sniper Precision Multiplier: 2.5x?

Notes:
All numbers were obtained in-game without the use of cheats or mods. Please DM me on Reddit if you have any questions as to the methods used. Mostly, I shot my teammates a lot :)

You can NO LONGER get headshots on enemies after the head explodes. This used to be a thing, but appears to be patched in R4.

You CAN, however, shoot through doors that are closing, without the sound waking up sleepers inside. This is not new to the game, but it's new to me, and it can be abused. This can be used, for example, to snipe a scout through a closing door without waking the room. Just start closing the door, and while it's coming down, take the shot. You MUST kill the thing you shoot, because a damaged but not dead sleeper will still wake the room. Thanks to u/D20IsHowRoll for pointing this out.
(Bear in mind, this is not a mechanic, this is an exploit. It's almost certainly not what the devs intended, it won't be available to you on all rooms, and may be patched soon, so don't depend on it, and maybe even consider not using it since it's kind of cheesy.)

Mines:

- Hitting a mine with a hammer does NOT set it off. Shooting a mine will "sometimes" only damage the host of the lobby, regardless of who shoots it or who places it. Sometimes it will kill other people too, haven't figured out exactly why, and it's not consistent. (tested in R2 and R3)

- Mines that detonate normally damage everyone. (Tested in R2 and R3)

- There is a maximum range above which mines will do no damage - seems like it's about 15 meters.

- Up to that, they do between 60 and 100 damage. 15 meters is quite far, so you can cover pretty wide hallways with this and it'll one shot little dudes.

Misc:

- You can fire through a warden/security door without alerting the room on the other side, as long as the door is **currently opening**. The sleepers inside will only become alert if you fire once the door has opened fully. This can be useful in limited situations to quick-snipe a scout without waking up a room.

- If you wake up a sleeping enemy by accident, by hitting the ground or another sleeper, you have a second or two where you can walk over (not sprint, but walk or crouch) and hit him, with NO risk of setting off other sleepers. Even if they are lit and right next to the dude who woke up, you should be able to casually stroll over and give him a half-charge bonk on the head without incident.

- Headshots/back shots do not change the damage numbers for friendly fire.

Doors/C-foam (this warranted it's own section):

- You can shoot through doors that are closing without waking the room past the door (as long as you kill the thing you shoot)

- Doors have about 80 health against hammer blows (two fully-charged swings), but will NOT break to guns. Haven't tested sentries or mines yet.

- Small doors will break to a single hammer blow IF you hit right at the crack between two panels. I've heard people speculate that you're hitting two hit-boxes at once, doing double damage.

- A door's health and reinforcement seem to be separate: When you c-foam a door, the c-foam seems to last for approximately 13 "bangs." It does not matter how many enemies are on the other side, it will always take damage at the same rate.

- Once the c-foam is gone, the sound will change from a more dull thud to a more metallic banging noise - this means the door health is being depleted.

- If the door is nearly destroyed, (~4 or 5 loud bangs without c-foam) but is then foamed, that does NOT replenish the door's health, and once the foam is gone, it may only take one or two bangs break through - this means counting to 12 or 13 bangs between foams is critical when trying to keep a door sealed for a long time.

- Sometimes, the enemies will bang on a door, but the thud/bang noise will not be audible for a single bang. This still counts as damage to the door, so be sure to watch while counting, don't just listen.

- If you put 9 foam blobs in the same place, there is a bug where the door will just straight up break after 8-10 bangs, with no warning. The door will look foamed, and will continue to look foamed until it breaks super early. If you take those same 9 foam blobs and carefully separate them across two of the door panels, the door will last as long as if it were fully c-foamed with a blast of 12, even though it will not do the animation to look like it is.

- 10 separated blobs of c-foam will look foamed and will last just as long as a full blast of 12, and 10 stacked blobs in one place also seems to last normally.

- Also note - there is sometimes a bug where doors will not sound or look like they have been foamed, but they are. If you used a full charge, it should last the usual amount of time, but you'll need to count bangs to know when to re-foam, since there is no audio indicator.

- If you don't have time for a full charge, releasing a little foam onto the door should partially reinforce it, though it won't give the animation. This can give you enough time to get a full charge off if you are worried the door will break before you can charge fully the first time. It's better to get some foam on there to buy you time than let the door break waiting for a full charge.

- If you really want to go full nerd on this stuff, this video shows my preferred method of foaming doors. It basically gives you a "foam health indicator" as the door takes damage, you can see clearly how much is left before the door breaks, and it gives you more granular control over how much foam you use.

Rundown 3

Shout out to u/rayalot72 for providing a lot of the data for this!

Here's the original post on r/GTFO, please feel free to post comments/suggestions/info here:
https://www.reddit.com/r/GTFO/comments/gqnc39/damage_numbers_for_every_gun_spreadsheet/

COMING SOON - quick, hip-fire spread videos and more accurate refill round numbers (aparantly each ammo pack can give fractional ammo and it makes me sad).

Also, don't forget to check out the "Damage Capacity" numbers off to the far right >>>

Weapon Slot	Weapon/tool	Starting Percentage	Starting Rounds	Magazine Capacity	Damage	Note	Refill Rounds	Max Capacity	Refill Cutoff	Refill Cutoff %
1	Pistol	60%	100	15	6.6		30	168		0%
1	Bullpup Rifle	57%	176	40	3.4		53	310	257	83%
1	SMG	59%	230	40	2.9		70	393	323	82%
1	Carbine	59%	230	40	3.20	(4 round burst does 12.8 dmg)	69.2	393	323.8	82%
1	DMR	55%	47	12	13.2		14.3 [77]	85	70.7	83%
1	Assault Rifle	58%	166	30	3.5		50	285	235	82%
1	Rifle		73	16	8.8		21.85	128	106.15	83%
2	(Pump) Shotgun	44%	12	8	60		7.5 [80]	27	19.5	72%
2	Combat Shotgun	52%	30	12	26.5	Between 26 and 26.6 dmg	18	58	40	69%
2	Revolver	58%	33	6	18		20	57	37	65%
2	Burst Cannon	46%	32	20	24	(120 total dmg from 5 round burst)	20	70	50	71%
2	Hel Gun	51%	20	9	26	Between 26 and 26.6 dmg	12	39	27	69%
2	Sniper Rifle	50%	6	3	96		3.4 [83]	12	8.6	72%
2	Hel Rifle	52%	12	4	40		8.5 [87]	23	14.5	63%
Tool	Burst Sentry	67%	140	N/A	4 [89]	12/burst? (targets headshots)	42	210	168	80%
Tool	Mine Deployer	70%	7	N/A	30-100+ [90]	depending on range	2	10	8	80%
Tool	Shotgun Sentry	67%	28	N/A	30 [91]		8	42	34	81%
Tool	C-foam launcher	67%	40	12*	N/A	full charge=12, door takes 9-10				
Mele	Hammer!	N/A	N/A	N/A	8 to 40	8 (no charge) to 40 (full charge)	N/A	N/A		Charge Percent:

Weapon/tool	Shots to kill little striker/shadow				Shots to kill little shooter				Shots to kill big striker/shadow				Shots to kill big shooter/hybrid				Charger		Scout	
	Body	Face	Back	Dcciput [71	Body	Face	Back	Dcciput [72	Body	Face [73	Back	Dcciput [74	Body	Face	Back	Dcciput [75	Body	Back	Face	Occiput [76]
Pistol	7	3	4		10	2	4		37	25	19		46		23		13	7	5	3
Bullpup Rifle	12	4	6		18	4	6		71	48	36		89		45		24	12	9	5
SMG	14	5	7		21	5	7		83	56	42		104		52		28	14	10	6
Carbine	13	5	7		19	4	7		75	50	38		94		47		25	13	9	6
DMR	4	2	2		5	1	2		19	13	10		23		12		7	4	3	2
Assault Rifle	12	4	6		18	4	6		69	46	35		86		43		23	12	8	5
Rifle	5	2	3		7	2	3		28	19	14		35		18		10	5	4	2
(Pump) Shotgun	1	1	1		1	1	1		4	3	2		5		3		2	1	1	1
Combat Shotgun	2	1	1		3	1	1		10	7	5		12		6		4	2	2	1
Revolver	3	1	2		4	1	2		14	9	7		17		9		5	3	2	1
Burst Cannon	2	1	1		3	1	1		10	7	5		13		7		4	2	2	1
Hel Gun	2	1	1		3	1	1		10	7	5		12		6		4	2	2	1
Sniper Rifle	1	1	1		1	1	1		3	2	2	1	4		2	1	1	1	1 [84]	1 [85]
Hel Rifle	1	1	1		2	1	1		6	4	3		8		4		2	1	1	1
Burst Sentry	10	4	5																	
Mine Deployer	1	1	1	1	1	1	1	1												
Shotgun Sentry	1	1	1	1	1	1	1	1												
C-foam launcher	2 blobs to freeze				2 blobs to freeze				7 blobs to freeze				7 blobs to freeze							
Hammer! (Charge Percent)	100%	50%	60%	0%	2+hits	50%	100%	0%	6x100		3x100	2x100	8x100		4x100		2x100	100%	100%	

Weapon	Total Damage Capacity*	Damage Per Refill	Damage Per Mag	Starting Damage
Pistol	1108.8	198	99	660
Bullpup Rifle	1054	180.2	136	598.4
SMG	1139.7	203	116	667
Carbine	1257.6	221.44	128	736
DMR [78]	1122	188.76	158.4	620.4
Assault Rifle	997.5	175	105	581
Rifle [79]	1126.4	192.28	140.8	642.4
(Pump) Shotgun [81]	1620	450	480	720
Combat Shotgun [82]	1537	477	318	795
Revolver	1026	360	108	594
Burst Cannon	1680	480	480	768
Hel Gun	1014	312	234	520
Sniper Rifle [86]	1152	326.4	288	576
Hel Rifle [88]	920	340	160	480
Burst Sentry				
Mine Deployer				
Shotgun Sentry				
C-foam launcher				

Green is best in class (or tied)
Yellow is second/third

Green numbers have been verified
White numbers are calculated/assumed
Yellow numbers are verified, and weird/noteworthy

Mouse over boxes with a little arrow in the corner to see notes. [92]

Enemy	Health	Face Multiplier	Back Multiplier	Dcciput Multiplier [93]
Striker (and shadows)	40	3	2	6
Shooter	60	5	2	10
Big Striker	240	1.5	2	3
Big Shadow	240	1.5	2	3
Big Shooter	300 [94]	2	2	4
Hybrid	300	??	2?	??
Scout	82-84?	3	2?	5? 6?

	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00
1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
2	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
3	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3
4	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
5	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
6	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
7	1	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7
8	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8

	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00
1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
2	0	0	0	1	1	1	1	1	0	0	0	0	0	1	1	1	1	1	1
3	0	0	1	0	0	0	0	0	1	1	1	1	1	0	0	1	1	1	1
4	0	1	0	0	0	0	1	1	0	0	0	1	1	1	1	0	1	1	1
5	1	0	0	0	1	1	0	0	1	1	1	0	1	1	1	1	1	1	1
6	0	0	0	1	0	0	0	1	0	0	1	1	0	1	1	1	0	1	1

Notes:
All numbers were obtained in-game without the use of cheats or mods. Please DM me on Reddit if you have any questions as to the methods used. Mostly, I shot my teammates a lot :)

You can still get headshots on enemies after the head explodes! Just aim in the air above the neck, where the head used to be. The hitbox is still there. Thanks to users "Unfortunate" and "Rayalot72" on the GTFO discord for pointing this out.

Mines:

- Hitting a mine with a hammer does NOT set it off. Shooting a mine will *sometimes* only damage the host of the lobby, regardless of who shoots it or who places it. Sometimes it will kill other people too, haven't figured out exactly why, and it's not consistent.

- Mines that detonate normally damage everyone.

- There is a maximum range above which mines will do no damage - seems like it's about 15 meters.

- Up to that, they do between 60 and 100 damage. 15 feet is quite far, so you can cover pretty wide hallways with this and it'll one shot little dudes.

Doors/C-foam:

- Doors have about 80 health against hammer blows (two fully-charged swings), but will NOT break to guns. Haven't tested sentries or mines yet.

- A door's health and reinforcement seem to be separate: When you c-foam a door, the c-foam seems to last for approximately 13 "bangs." It does not matter how many enemies are on the other side, it will always take damage at the same rate.

- Once the c-foam is gone, the sound will change from a more dull thud to a more metallic banging noise - this means the door health is being depleated.

- If the door is nearly destroyed, but is then foamed, that does NOT replenish the door's health, and once the foam is gone, it may only take one or two bangs break through - this means counting to 12 or 13 bangs between foams is critical when trying to keep a door sealed for a long time.

- Also note - there is sometimes a bug where doors will not sound or look like they have been foamed, but they are. If you used a full charge, it should last the usual amount of time, but you'll need to count bangs to know when to re-foam, since there is no audio indicator.

- Doors take between 9 and 10 c-foam ammo to make it look and sound reinforced, while a full charge is 12. This means you can shoot them one at a time or release slightly before a full charge if needed.

- If you don't have time for a full charge, releasing a little foam onto the door should partially reinforce it, though it won't give the animation. This can give you enough time to get a full charge off if you are worried the door will break before you can charge fully the first time.

97 93 90 86 83 79 76 72 69 65 62 58 55 51 48 44 41 37 34 30 27 23 20 16 13 9 6 2 0

Bullpup

Health	Damage	Avg.
100		3.391304348
97	3	
93	4	
90	3	
86	4	
83	3	
80	3	
76	4	
73	3	
69	4	
66	3	
63	3	
59	4	
56	3	
52	4	
49	3	
46	3	
42	4	
39	3	
35	4	
32	3	
29	3	
25	4	
22	3	

Carbine

Health	Damage	Avg.	Single Shot Avg.
100		12.85714286	3.214285714
87	13		
74	13		
62	12		
49	13		
36	13		
23	13		
10	13		

DMR

Health	Damage	Avg.
100		13.33333333
87	13	
74	13	
60	14	

More DMR calculations

13.2	1	13.2	86.8	87
13.2	2	26.4	73.6	74
13.2	3	39.6	60.4	60
13.2	4	52.8	47.2	47
13.2	5	66	34	34
13.2	6	79.2	20.8	21
13.2	7	92.4	7.6	8

Pistol

Health	Damage	Avg.
100		6.615384615
93	7	
87	6	
80	7	
74	6	
67	7	
60	7	
54	6	
47	7	
41	6	
34	7	
27	7	
21	6	
14	7	

Rifle

Health	Damage	Health	Damage	Avg.
100		70		8.666666667
91	9	62	8	
82	9	53	9	
		44	9	
		35	9	
		26	9	
		18	8	

1	8.8	8.8	91	61
2	8.8	17.6	82	52
3	8.8	26.4	74	44
4	8.8	35.2	65	35
5	8.8	44	56	26
6	8.8	52.8	47	17
7	8.8	61.6	38	8

Combat Shotgun

74		
47	27	
21	26	
ded		

SMG

40		2.875
	3	
34	3	
	3	
28	3	
26	2	
23	3	
	3	
(healed back to 20)		
20	17	3
17		
14		
11		

Assault Rifle

100		3.5
97	3	
93	4	
90	3	
86	4	
83	3	
79	4	
76	3	
72	4	
69	3	
65	4	
62	3	
58	4	
55	3	
51	4	
48	3	
44	4	
41	3	
37	4	
34	3	
30	4	
27	3	
23	4	
20	3	
16	4	
13	3	
9	4	
6	3	
2	4	

		100		
20	73.5	26.5	74	
	47		47	
	20.5		21	
	40.5		41	
	60.5		61	
	80.5		81	
	54		54	
	27.5		28	
	47.5		48	
	21			
	41			
	61			
	34.5			
8.8	8.9			
100	100			
91	91			
82	82			
74	73			
65	64			
56	56			
47	47			
38	38			
30	29			
21	20			
12	11			
3	2			

Shooter Damage

100	4.8
95	5
90	5
86	4
81	5
76	5
71	5
66	5
62	4
57	5
52	5
47	5
42	5
38	4
33	5
28	5
23	5
18	5
14	4
9	5
4	5

100	
94	6
88	6
82	6
76	6
70	6
64	6
58	6
52	6
46	6
40	6
34	6
28	6
22	6
16	6

Heavy Assault		Pistol		
100		100		
94	6	92	8	
89	5	85	7	
83	6	77	8	
78	5	70	7	
72	6	62	8	
67	5	54	8	
61	6	47	7	
56	5	39	8	
50	6	32	7	
45	5	24	8	
39	6	16	8	
34	5			
28	6		7.636363636	
23	5			
18	5			
	5.466666667			

		100		
12	88		37	
12	76		25	
12	64		45	
12	52		33	
12	40		21	
12	28			
12	16			
16				
Revolver R4				
100				
76	24			
51	25			
27	24			
2	25			

Pistol, R4 (after patch)

100												
91	9	9	8.9	8.75	8.76	8.77	8.78	8.79	8.8	8.7	8.6	8.5
82	9	100	100	100	100	100	100	100	100	100	100	100
74	8	91	91	91	91	91	91	91	91	91	91	92
65	9	82	82	83	82	82	82	82	82	83	83	83
56	9	73	73	74	74	74	74	74	74	74	74	75
47	9	64	64	65	65	65	65	65	65	65	66	66
39	8	55	56	56	56	56	56	56	56	57	57	58
30	9	46	47	48	47	47	47	47	47	48	48	49
21	9	37	38	39	39	39	39	38	38	39	40	41
12	9	28	29	30	30	30	30	30	30	30	31	32
3	9	19	20	21	21	21	21	21	21	22	23	24
		10	11	13	12	12	12	12	12	13	14	15
		1	2	4	4	4	3	3	3	4	5	7

NOTICE: A bunch of these numbers have changed with the release of Rundown 3.
Please visit the RUNDOWN 3 sheet by clicking the tab at the bottom.

Weapon Slot	Weapon/tool	Starting Percentage	Starting Rounds	Magazine Capacity	Damage	Damage Note	Refill Rounds	Max Capacity	Refill Cutoff
1	Pistol	60%	100	15	6	.	30	168	138
1	Machine Pistol	59%	300	50	2.4	2.4ish? 5 shots do 12 dmg	90	510	420
1	SMG	59%	230	40	2.9	VERY close to 3 damage, like 2.9	70	393	323
1	DMR	58%	46	10	12		14	80	66
1	Assault Rifle	58%	150	30	3.5		45	260	215
1	Burst Rifle	59%	166	27	4.4	13 per burst	50	282	232
2	Shotgun	45%	13	9	60	6 damage per pellet, 10 pellets	8	29	21
2	Combat Shotgun	54%	30	10	24	4 damage per pellet, 6 pellets	18	56	38
2	Revolver	58%	30	6	18		18	52	34
2	Sniper	56%	10	3	60		5	18	13
2	Machine Gun	51%	115	50	6.4		69	226	157
Tool	Burst Sentry	67%	140	N/A	4? 5.33? 8? [99]	12, 16, or 24 per burst? See note.	42	210	168
Tool	Mine Deployer	70%	7	N/A	60 to 100+	(range matters - 60dmg at ~15m)	2	10	8
Tool	Shotgun Sentry	67%	28	N/A	to 60?? 90?? [100	(max - range and spread)	8	42	34
Tool	C-foam launcher	67%	40	N/A	N/A	1-12 rounds	12	60	48
Mele	Hammer!	N/A	N/A	N/A	8 to 40	8 (no charge) to 40 (full charge)			Charge Percent:

Weapon/tool	Shots to kill little striker/shadow				Shots to kill little shooter				Shots to kill big striker/shadow				Shots to kill big shooter/hybrid				Scout?
	Body	Face	Back	Occiput	Body	Face	Back	Occiput	Body	Face	Back	Occiput	Body	Face	Back	Occiput	Head
Pistol	7	3 [95]	4	2	10	2	5		40	27			50	25			
Machine Pistol	17	6			25				100	67			125	63			
SMG	14	5			21	5			83	56			104	52			
DMR	4	2 [96]	2	1	5	1	3	1	20	14			25	13			
Assault Rifle	12	4			18				69	46			86	43			
Burst Rifle	10	4		2	14	3			55	37			69	35			
Shotgun	1	1	1	1	1	1	1	1	4	3			5	3			1
Combat Shotgun	2	1	1	1	3	1	2	1	10	7			13	7			
Revolver	3	1	2	1	4	1	2	1	14	9			17	9			
Sniper	1	1	1	1	1	1	1	1	4	1+3 [97]		1+1 [98]	5	3			1
Machine Gun	7	3	3		10				38	25			47	24			
Burst Sentry																	
Mine Deployer	1	1	1	1	1	1	1	1									
Shotgun Sentry	1	1	1	1	1	1	1	1									
C-foam launcher	2 blobs to freeze				2 blobs to freeze				7 blobs to freeze				7 blobs to freeze				
Hammer!	100%	50%		0%				0%									

Weapon/tool	TEST	Dmg. Best Guess	Total Damage Capacity*	Damage Per Refill	Starting Damage
Pistol	50	6	1008	180	600
Machine Pistol	125	2.4	1224	216	720
SMG	104	2.9	1139.7	203	667
DMR	25	12	960	168	552
Assault Rifle	86	3.5	910	157.5	525
Burst Rifle	69	4.4	1240.8	220	730.4
Shotgun	5	60	1740	480	780
Combat Shotgun	13	24	1344	432	720
Revolver	17	18	936	324	540
Sniper	5	60	1080	300	600
Machine Gun	47	6.4	1446.4	441.6	736
Burst Sentry		4? 5.33? 8?			
Mine Deployer	3	100	1000	200	(plus AOE damage)
Shotgun Sentry	5	60	2520	480	
C-foam launcher		N/A	N/A	N/A	
		*some of these are estimated			

Green numbers have been verified
White numbers are calculated/assumed
Yellow numbers are verified, and weird/noteworthy

Mouse over boxes with a little arrow in the corner to see notes.

Notes

All numbers were obtained by shooting teammates. Headshots/back shots do not change the damage numbers for friendly fire.

Hitting a mine with a hammer does NOT set it off.

Shooting a mine will *sometimes* only damage the host of the lobby, regardless of who shoots it or who places it. Sometimes it will kill other people too, haven't figured out exactly why, and it's not consistent. Mines that detonate normally damage everyone.

There is a maximum range above which mines will do no damage - seems like it's about 15 feet. Up to that, they do between 60 and 100 damage. 15 feet is quite far, so you can cover pretty wide hallways with this and it'll one shot little dudes.

Some weapons seem to either do a varying amount of damage, or a fractional amount of damage. Most notably, the machine pistol might do either 2 or 3 damage depending on the shot, or it might do some exact number between 2.3 and 2.4 damage but player health rounds, so it only shows up across multiple hits.
The SMG might do slightly less than 3 damage as well - in one case, 18 shots did 52 damage instead of 54.

Sometimes, refills add a different number of rounds than recorded - In one case, I added two ammo charges to the shotgun, and the first added 8 rounds, but the second added 9. Could definitely do more testing here.

SMG - 3 headshots pop striker head, 2 more upper torso kill - seems like the neck hole counts as a headshot still once headless.

7 C foam blobs freeze a big shooter or striker
2 C-foam blobs for little shooters and strikers

Enemy	Health	Face Multiplier	Back Multiplier
Striker (and shadows)	40	3	2?
Shooter	60	5?	
Big Striker	240	1.5	
Big Shadow	240	1.5	
Big Shooter	300 [101]	2	
Hybrid	300	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 one-shot 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.

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[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.

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[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.
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[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