

| Pistol | Price | Kill Award | Damage | Bullets | Armor Penetration | Penalty at 200% Health | Penalty at 50% Health | Fire Rate | Penetration | Magnifying | Ammo in Clip | Clip Size | Modality | Trigger Power | Bullet Speed (ft/sec) | Radius (ft) | Thermal | Ammo Type | Speed (ft/sec) | Cooling Rate | Running | Laden | Recovery | Reloading | Reloading Time | Recovery Time | Round | Reloading Amount | Reloading Time | Reloading Amount | Reloading Time | | |
|-----------------------|---------|------------|--------|---------|-------------------|------------------------|-----------------------|-----------|-------------|------------|--------------|-----------|----------|---------------|-----------------------|-------------|---------|-----------|----------------|--------------|---------|---------|----------|-----------|----------------|---------------|----------------|------------------|----------------|------------------|----------------|------------------|----------------|
| Desert Eagle | \$700 | \$300 | 63 | 1 | 93.20% | 10% | 268.41 | 200% | 7 | 35 | 230 | 60% | 4,098 | No | Every Bullet | 24.81m | 36.46m | 8,20 | 4,18 | 54.30 | 146.20 | 84.04 | 72.23 | 0.449927 | 0.811200 | 48.2 | 40 | 18 | Random | 2,193.09 | 2,025.93 | | |
| 88 Revolver | \$700 | \$300 | 69 | 1 | 93.20% | 6% | 120.50 | 113 | 8 | 16 | 180(14) | 60% | 4,098 | Yes | Every Bullet | 31.62m | 44.56m | 4,82 | 14.62 | 240.52 | 134.82 | 51.98 | 50.0 | 0.500000 | 0.860000 | 20.0 | 40 | 0 | Set Pattern | 8,203.83 | 7,634.73 | | |
| Double Tap First | \$700 | \$300 | 1 | 1 | 93.20% | 10% | 200.00 | 200% | 1 | 1 | 200 | 60% | 4,098 | Yes | Every Bullet | 24.81m | 36.46m | 4,82 | 14.62 | 240.52 | 134.82 | 51.98 | 50.0 | 0.500000 | 0.860000 | 20.0 | 40 | 1 | Random | 1,783.85 | 1,783.85 | | |
| Dual Berettas | \$400 | \$300 | 40 | 1 | 92.50% | 21% | 500.00 | 100% | 30 | 120 | 240 | 50% | 4,098 | No | None | 15.93m | 21.02m | 9,10 | 7.25 | 28.85 | 167.42 | 63.65 | 11.18 | 0.437491 | 0.524980 | 27.0 | 20 | 4 | Random | 996.94 | N/A | | |
| Five-Seven | \$500 | \$300 | 32 | 1 | 91.55% | 10% | 400.00 | 100% | 20 | 100 | 240 | 50% | 4,098 | No | Every Bullet | 15.73m | 17.26m | 11.10 | 6.83 | 61.10 | 276.00 | 105.80 | 14.28 | 25.00 | 0.420000 | 0.200000 | 25.0 | 5 | 4 | Random | 985.83 | 985.83 | |
| Glitch-18 | \$200 | \$300 | 30 | 1 | 47.00% | 15% | 400.00 | 100% | 20 | 120 | 240 | 50% | 4,098 | No | Every Bullet | 20.05m | 24.58m | 7.65 | 6.20 | 17.60 | 276.00 | 95.47 | 10.71 | 58.00 | 0.200000 | 0.200000 | 18.0 | 20 | 0 | Random | 560.92 | N/A | |
| Hand Gun | \$100 | \$300 | 1 | 1 | 93.20% | 10% | 200.00 | 100% | 1 | 1 | 200 | 60% | 4,098 | No | None | 15.93m | 21.02m | 15.93 | 10.60 | 15.93 | 15.93 | 15.93 | 15.93 | 0.500000 | 0.860000 | 20.0 | 40 | 0 | Random | 250.00 | 250.00 | | |
| PP-1000 | \$200 | \$300 | 35 | 1 | 50.50% | 9% | 375.00 | 100% | 13 | 62 | 240 | 50% | 4,098 | No | Every Bullet | 23.81m | 29.42m | 6,40 | 5.18 | 20.27 | 241.30 | 100.88 | 23.81 | 46.80 | 0.201277 | 0.360532 | 26.0 | 0 | 0 | Random | 1,783.85 | N/A | |
| USP-S (no silencer) | \$200 | \$300 | 35 | 1 | 50.50% | 9% | 352.94 | 100% | 13 | 24 | 240 | 50% | 4,098 | Yes | Every Bullet | 23.81m | 29.42m | 6,40 | 5.18 | 20.27 | 241.30 | 100.88 | 23.81 | 46.80 | 0.201277 | 0.360532 | 23.0 | 0 | 0 | Random | 1,783.85 | N/A | |
| USP-S (silencer) | \$200 | \$300 | 1 | 1 | 93.20% | 10% | 200.00 | 100% | 1 | 1 | 200 | 60% | 4,098 | No | None | 23.81m | 29.42m | 10.60 | 8.83 | 11.10 | 21.02 | 106.39 | 9.72 | 0.438841 | 0.460517 | 23.0 | 0 | 0 | Set Pattern | 1,987.04 | N/A | | |
| MP9 | \$100 | \$300 | 38 | 1 | 74.60% | 10% | 400.00 | 100% | 13 | 26 | 240 | 50% | 4,098 | Yes | Every Bullet | 15.73m | 17.26m | 13.43 | 10.60 | 26.84 | 19.80 | 95.47 | 10.71 | 58.00 | 0.200000 | 0.242900 | 31.0 | 20 | 6 | Set Pattern | 661.80 | N/A | |
| G36K Auto | \$500 | \$100 | 31 | 1 | 67.60% | 10% | 600.00 | 100% | 12 | 12 | 240 | 50% | 4,098 | No | Every Bullet | 14.36m | 14.36m | 12.00 | 10.60 | 26.84 | 19.80 | 95.47 | 10.71 | 58.00 | 0.200000 | 0.242900 | 31.0 | 20 | 6 | Set Pattern | 661.80 | N/A | |
| Tec-9 | \$500 | \$300 | 33 | 1 | 90.40% | 21% | 500.00 | 100% | 18 | 90 | 240 | 50% | 4,098 | No | Every Bullet | 22.09m | 26.83m | 8,90 | 5.68 | 16.00 | 243.20 | 86.68 | 22.45 | 66.00 | 0.205000 | 0.340000 | 23.0 | 40 | 3 | Set Pattern | 588.90 | 379.51 | |
| Shotguns | Price | Kill Award | Damage | Bullets | Armor Penetration | Penalty at 200% Health | Penalty at 50% Health | Fire Rate | Penetration | Magnifying | Ammo in Clip | Clip Size | Modality | Trigger Power | Bullet Speed (ft/sec) | Radius (ft) | Thermal | Ammo Type | Speed (ft/sec) | Cooling Rate | Running | Laden | Recovery | Reloading | Reloading Time | Recovery Time | Round | Reloading Amount | Reloading Time | Reloading Amount | Reloading Time | | |
| Mag-2 | \$1,500 | \$900 | 30 | 6 | 75.00% | 55% | 70.55 | 100% | 5 | 32 | 225 | 60% | 1,400 | No | Every Bullet | 3.24m | 3.37m | 47.00 | 29 | 45.25 | 62.09 | 308.52 | 97.09 | 58.93 | 11.19 | 0.289521 | 0.380723 | 165.0 | 20 | 25 | Random | 114.18 | 130.30 |
| Gauge | \$1,050 | \$900 | 28 | 9 | 60.00% | 30% | 68.18 | 100% | 8 | 32 | 220 | 60% | 3,000 | No | Every Bullet | 3.91m | 4.09m | 38.00 | 31 | 37.25 | 76.75 | 186.50 | 165.31 | 97.32 | 0.328841 | 0.460517 | 143.0 | 20 | 22 | Random | 54.88 | 150.00 | |
| Scout-Off | \$1,100 | \$900 | 52 | 8 | 75.00% | 55% | 70.55 | 100% | 7 | 32 | 225 | 60% | 1,400 | No | Every Bullet | 2.77m | 2.86m | 55.00 | 131 | 81.25 | 71.80 | 120.00 | 112.70 | 72.05 | 0.538841 | 0.460517 | 143.0 | 20 | 22 | Random | 154.88 | 154.88 | |
| MA14-12 | \$1,200 | \$900 | 28 | 9 | 60.00% | 30% | 211.42 | 100% | 7 | 32 | 225 | 60% | 3,000 | No | Every Bullet | 3.91m | 4.09m | 45.00 | 25 | 42.25 | 81.73 | 162.42 | 175.63 | 8.62 | 0.369830 | 0.462620 | 60.0 | 20 | 22 | Random | 144.00 | N/A | |
| SMGs | Price | Kill Award | Damage | Bullets | Armor Penetration | Penalty at 200% Health | Penalty at 50% Health | Fire Rate | Penetration | Magnifying | Ammo in Clip | Clip Size | Modality | Trigger Power | Bullet Speed (ft/sec) | Radius (ft) | Thermal | Tracer | Range (ft) | Orange Crush | Recoil | Choking | Running | Laden | Recovery | Reloading | Reloading Time | Recovery Time | Round | Reloading Amount | Reloading Time | Reloading Amount | Reloading Time |
| PP-Bizon | \$1,400 | \$600 | 30 | 1 | 57.50% | 20% | 750.00 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.25m | 15.00m | 11.50 | 4.57 | 34.60 | 48.47 | 2.86 | 2.98 | 0.298817 | 0.371574 | 18.0 | 70 | 1 | Set Pattern | 408.53 | N/A | | |
| PP-1000 | \$1,400 | \$600 | 28 | 1 | 57.50% | 20% | 750.00 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.25m | 15.00m | 11.50 | 4.57 | 34.60 | 48.47 | 2.86 | 2.98 | 0.298817 | 0.371574 | 18.0 | 70 | 1 | Set Pattern | 408.53 | N/A | | |
| MP9 (no silencer) | \$1,500 | \$600 | 30 | 1 | 62.50% | 15% | 750.00 | 100% | 30 | 120 | 235 | 50% | 3,600 | Yes | Every Third | 14.36m | 23.37m | 10.60 | 8.63 | 30.49 | 11.52 | 20.26 | 26.95 | 2.18 | 0.312940 | 0.427491 | 16.0 | 70 | 1 | Set Pattern | 860.92 | N/A | |
| MP9 (silencer) | \$1,500 | \$600 | 28 | 1 | 62.50% | 15% | 750.00 | 100% | 30 | 120 | 235 | 50% | 3,600 | Yes | Every Third | 14.36m | 23.37m | 10.60 | 8.63 | 30.49 | 11.52 | 20.26 | 26.95 | 2.18 | 0.312940 | 0.427491 | 15.0 | 60 | 1 | Set Pattern | 348.86 | N/A | |
| MP40 | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| MP40 (no silencer) | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| MP40 (silencer) | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| MP40-2 | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| MP40-2 (no silencer) | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| MP40-2 (silencer) | \$1,200 | \$600 | 30 | 1 | 60.00% | 17% | 857.14 | 100% | 30 | 120 | 240 | 50% | 3,600 | Yes | Every Third | 15.85m | 16.00m | 9.60 | 9.60 | 24.98 | 29.03 | 15.92 | 15.92 | 0.214020 | 0.279700 | 19.0 | 70 | 1 | Set Pattern | 140.62 | N/A | | |
| SCAR-20 | \$5,000 | \$300 | 80 | 1 | 82.50% | 2% | 240.00 | 250% | 20 | 90 | 215 | 65% | 8,192 | Yes | None | 5.84m | 7.79m | 26.10 | 19.65 | 176.58 | 233.08 | 178.07 | 83.04 | 18.81 | 0.388800 | 0.545431 | 31.0 | 30 | 4 | Set Pattern | 28,787.00 | 24,025.88 | |
| SCAR-20 (no silencer) | \$5,000 | \$300 | 80 | 1 | 82.50% | 2% | 240.00 | 250% | 20 | 90 | 215 | 65% | 8,192 | Yes | None | 5.84m | 7.79m | 26.10 | 19.65 | 176.58 | 233.08 | 178.07 | 83.04 | 18.81 | 0.388800 | 0.545431 | 31.0 | 30 | 4 | Set Pattern | 28,787.00 | 24,025.88 | |
| SCAR-20 (silencer) | \$5,000 | \$300 | 80 | 1 | 82.50% | 2% | 240.00 | 250% | 20 | 90 | 215 | 65% | 8,192 | Yes | None | 5.84m | 7.79m | 26.10 | 19.65 | 176.58 | 233.08 | 178.07 | 83.04 | 18.81 | 0.388800 | 0.545431 | 31.0 | 30 | 4 | Set Pattern | 28,787.00 | 24,025.88 | |
| SSG-08 | \$1,700 | \$300 | 88 | 1 | 85.00% | 2% | 48.00 | 250% | 10 | 90 | 210 | 65% | 8,192 | No | None | 4.77m | 6.33m | 31.98 | 24.06 | 155.43 | 191.21 | 37.70 | 32.95 | 22.92 | 0.055763 | 0.142096 | 33.0 | 20 | 15 | Random | 31,455.83 | 27,123.64 | |
| SSG-08 (no silencer) | \$1,700 | \$300 | 88 | 1 | 85.00% | 2% | 48.00 | 250% | 10 | 90 | 210 | 65% | 8,192 | No | None | 4.77m | 6.33m | 31.98 | 24.06 | 155.43 | 191.21 | 37.70 | 32.95 | 22.92 | 0.055763 | 0.142096 | 33.0 | 20 | 15 | Random | 31,455.83 | 27,123.64 | |
| LMGs | Price | Kill Award | Damage | Bullets | Armor Penetration | Penalty at 200% Health | Penalty at 50% Health | Fire Rate | Penetration | Magnifying | Ammo in Clip | Clip Size | Modality | Trigger Power | Bullet Speed (ft/sec) | Radius (ft) | Thermal | Tracer | Range (ft) | Orange Crush | Recoil | Choking | Running | Laden | Recovery | Reloading | Reloading Time | Recovery Time | Round | Reloading Amount | Reloading Time | Reloading Amount | Reloading Time |
| MP40 | \$2,400 | \$300 | 35 | 1 | 80.00% | 3% | 750.00 | 200% | 100 | 200 | 195 | 65% | 8,192 | Yes | Every Bullet | 15.73m | 20.76m | 9.70 | 7.34 | 160.95 | 267.82 | 121.76 | 7.00 | 3.96 | 0.410000 | 0.600000 | 25.0 | 50 | 2 | Set Pattern | 5,523.33 | 1,860.34 | |
| Desperado | \$2,700 | \$300 | 35 | 1 | 76.00% | 3% | 1,000.00 | 200% | 150 | 300 | 305 | 65% | 8,192 | Yes | Every Bullet | 12.52m | 19.17m | 12.17 | 12.17</ | | | | | | | | | | | | | | |

| Year | Category | Type | Sub-Type | Metric | 2018 | | 2019 | | 2020 | | 2021 | | 2022 | | 2023 | | | |
|------|----------|-------|------------|---------|---|---|------------|-------------|-----------|------------|----------|-----------|---------|----------|--------|---------|-------|--------|
| | | | | | Actual | Budget | Actual | Budget | Actual | Budget | Actual | Budget | Actual | Budget | Actual | Budget | | |
| 2018 | Revenue | Sales | Product A | Revenue | 1200 | 1150 | 1300 | 1250 | 1400 | 1350 | 1500 | 1450 | 1600 | 1550 | 1700 | 1650 | | |
| 2018 | Revenue | Sales | Product B | Revenue | 800 | 750 | 900 | 850 | 1000 | 950 | 1100 | 1050 | 1200 | 1150 | 1300 | 1250 | | |
| 2018 | Revenue | Sales | Product C | Revenue | 600 | 550 | 700 | 650 | 800 | 750 | 900 | 850 | 1000 | 950 | 1100 | 1050 | | |
| 2018 | Revenue | Sales | Product D | Revenue | 400 | 350 | 500 | 450 | 600 | 550 | 700 | 650 | 800 | 750 | 900 | 850 | | |
| 2018 | Revenue | Sales | Product E | Revenue | 300 | 250 | 400 | 350 | 500 | 450 | 600 | 550 | 700 | 650 | 800 | 750 | | |
| 2018 | Revenue | Sales | Product F | Revenue | 200 | 150 | 300 | 250 | 400 | 350 | 500 | 450 | 600 | 550 | 700 | 650 | | |
| 2018 | Revenue | Sales | Product G | Revenue | 100 | 50 | 200 | 150 | 300 | 250 | 400 | 350 | 500 | 450 | 600 | 550 | | |
| 2018 | Revenue | Sales | Product H | Revenue | 50 | 25 | 100 | 50 | 200 | 150 | 300 | 250 | 400 | 350 | 500 | 450 | | |
| 2018 | Revenue | Sales | Product I | Revenue | 20 | 10 | 40 | 20 | 80 | 40 | 120 | 60 | 200 | 100 | 300 | 100 | | |
| 2018 | Revenue | Sales | Product J | Revenue | 10 | 5 | 20 | 10 | 40 | 20 | 60 | 30 | 100 | 50 | 200 | 50 | | |
| 2018 | Revenue | Sales | Product K | Revenue | 5 | 2.5 | 10 | 5 | 20 | 10 | 30 | 15 | 60 | 30 | 100 | 30 | | |
| 2018 | Revenue | Sales | Product L | Revenue | 2.5 | 1.25 | 5 | 2.5 | 10 | 5 | 20 | 10 | 30 | 15 | 60 | 30 | | |
| 2018 | Revenue | Sales | Product M | Revenue | 1.25 | 0.625 | 2.5 | 1.25 | 5 | 2.5 | 10 | 5 | 20 | 10 | 30 | 15 | | |
| 2018 | Revenue | Sales | Product N | Revenue | 0.625 | 0.3125 | 1.25 | 0.625 | 2.5 | 1.25 | 5 | 2.5 | 10 | 5 | 20 | 10 | | |
| 2018 | Revenue | Sales | Product O | Revenue | 0.3125 | 0.15625 | 0.625 | 0.3125 | 1.25 | 0.625 | 2.5 | 1.25 | 5 | 2.5 | 10 | 5 | | |
| 2018 | Revenue | Sales | Product P | Revenue | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 | 1.25 | 0.625 | 2.5 | 1.25 | 5 | 2.5 | 10 | 5 |
| 2018 | Revenue | Sales | Product Q | Revenue | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 | 1.25 | 0.625 | 2.5 | 1.25 | 5 | 2.5 |
| 2018 | Revenue | Sales | Product R | Revenue | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 | 1.25 | 0.625 | 2.5 | 1.25 |
| 2018 | Revenue | Sales | Product S | Revenue | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 | 1.25 | 0.625 |
| 2018 | Revenue | Sales | Product T | Revenue | 0.009765625 | 0.0048828125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product U | Revenue | 0.0048828125 | 0.00244140625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product V | Revenue | 0.00244140625 | 0.001220703125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product W | Revenue | 0.001220703125 | 0.0006103515625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product X | Revenue | 0.0006103515625 | 0.00030517578125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product Y | Revenue | 0.00030517578125 | 0.000152587890625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product Z | Revenue | 0.000152587890625 | 0.0000762939453125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product AA | Revenue | 0.0000762939453125 | 0.00003814697265625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product BB | Revenue | 0.00003814697265625 | 0.000019073486328125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product CC | Revenue | 0.000019073486328125 | 0.0000095367431640625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product DD | Revenue | 0.0000095367431640625 | 0.00000476837158203125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product EE | Revenue | 0.00000476837158203125 | 0.000002384185791015625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product FF | Revenue | 0.000002384185791015625 | 0.0000011920928955078125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product GG | Revenue | 0.0000011920928955078125 | 0.00000059604644775390625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product HH | Revenue | 0.00000059604644775390625 | 0.000000298023223876953125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product II | Revenue | 0.000000298023223876953125 | 0.0000001490116119384765625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product JJ | Revenue | 0.0000001490116119384765625 | 0.00000007450580596923828125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product KK | Revenue | 0.00000007450580596923828125 | 0.000000037252902984619140625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product LL | Revenue | 0.000000037252902984619140625 | 0.0000000186264514923095703125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product MM | Revenue | 0.0000000186264514923095703125 | 0.00000000931322574615478515625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product NN | Revenue | 0.00000000931322574615478515625 | 0.000000004656612873077392578125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product OO | Revenue | 0.000000004656612873077392578125 | 0.000000002328306436538696289140625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product PP | Revenue | 0.000000002328306436538696289140625 | 0.0000000011641532182693481445625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product QQ | Revenue | 0.0000000011641532182693481445625 | 0.00000000058207660913469907228125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product RR | Revenue | 0.00000000058207660913469907228125 | 0.000000000291038304567349536140625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product SS | Revenue | 0.000000000291038304567349536140625 | 0.0000000001455191522836747680625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product TT | Revenue | 0.0000000001455191522836747680625 | 0.00000000007275957614183738403125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product UU | Revenue | 0.00000000007275957614183738403125 | 0.000000000036379788070918692015625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product VV | Revenue | 0.000000000036379788070918692015625 | 0.0000000000181898940354593460078125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product WW | Revenue | 0.0000000000181898940354593460078125 | 0.0000000000090949470177296730039140625 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | 0.078125 | 0.0390625 | 0.15625 | 0.078125 | 0.3125 | 0.15625 | 0.625 | 0.3125 |
| 2018 | Revenue | Sales | Product XX | Revenue | 0.0000000000090949470177296730039140625 | 0.000000000004547473508864836501953125 | 0.01953125 | 0.009765625 | 0.0390625 | 0.01953125 | | | | | | | | |

| Pistols | Tap Interval | Inaccuracy | Fire (522) | Recovery TimeStamp (523) |
|------------------|--------------|------------|------------|--------------------------|
| deagle [524] | 0.550 | 72.23 | 0.811200 | |
| revolver [525] | 0.550 | 50.00 | 0.600000 | |
| elite [526] | 0.550 | 11.16 | 0.524989 | |
| fiveseven [527] | 0.550 | 25.00 | 0.200000 | |
| glock [528] | 0.550 | 56.00 | 0.200000 | |
| hk4500 [529] | 0.550 | 50.00 | 0.349532 | |
| usp_silencer [5] | 0.550 | 52.00 | 0.349532 | |
| p250 [531] | 0.550 | 52.45 | 0.345388 | |
| cz75a [532] | 0.550 | 35.00 | 0.242500 | |
| tec9 [533] | 0.550 | 66.00 | 0.345000 | |

| Shotguns | Tap Interval | Inaccuracy Fire (534) | Recovery TimeStand (535) |
|----------------|--------------|--------------------------|-----------------------------|
| mag7 [536] | 0.850 | 11.19 | 0.399729 |
| nova [537] | 0.880 | 9.72 | 0.460517 |
| sawedoff [538] | 0.850 | 9.72 | 0.460517 |
| xm1014 [539] | 0.550 | 8.83 | 0.506569 |

| SMGs | Tap Interval | Inaccuracy Fire [549] | Recovery TimeStand [541] |
|------------------|--------------|-----------------------|--------------------------|
| bizon [542] | 0.170 | 2.88 | 0.331572 |
| mac10 [543] | 0.170 | 4.76 | 0.399729 |
| mp7 [544] | 0.170 | 2.18 | 0.437491 |
| mp5sd [545] | 0.170 | 2.18 | 0.437491 |
| mp9 [546] | 0.170 | 3.70 | 0.257890 |
| p90 [547] | 0.170 | 2.85 | 0.372098 |
| ump45 [548] | 0.170 | 3.42 | 0.349993 |
| Automatic Rifles | Tap Interval | Inaccuracy Fire [549] | Recovery TimeStand [550] |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 15.00 | 15.88 | 16.16 | 16.24 | 16.27 | 16.27 | 16.28 | 16.28 | 16.28 | 16.28 | 16.28 | 16.28 | 16.28 | 16.28 | 16.28 |
| 13.90 | 15.69 | 16.36 | 16.61 | 16.71 | 16.74 | 16.76 | 16.76 | 16.76 | 16.76 | 16.76 | 16.76 | 16.76 | 16.76 | 16.76 |
| 10.60 | 11.49 | 11.86 | 12.00 | 12.06 | 12.09 | 12.10 | 12.10 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 |
| 10.60 | 11.49 | 11.86 | 12.00 | 12.06 | 12.09 | 12.10 | 12.10 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 | 12.11 |
| 9.60 | 10.41 | 10.59 | 10.63 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 | 10.64 |
| 14.65 | 15.65 | 15.99 | 16.11 | 16.16 | 16.17 | 16.18 | 16.18 | 16.18 | 16.18 | 16.18 | 16.18 | 16.18 | 16.18 | 16.18 |
| 14.43 | 15.55 | 15.91 | 16.03 | 16.07 | 16.08 | 16.09 | 16.09 | 16.09 | 16.09 | 16.09 | 16.09 | 16.09 | 16.09 | 16.09 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

| | | | |
|------------------------|-------|------------|----------|
| aug [552] | 0.250 | 7.29 | 0.429727 |
| famas [553] | 0.250 | 6.05 | 0.250000 |
| gaillar [554] | 0.250 | 7.00 | 0.300000 |
| m4a1 [555] | 0.250 | 7.00 | 0.338941 |
| m4a1_silencer [| 0.250 | 6.30 [557] | 0.338941 |
| sg556 [558] | 0.250 | 7.63 | 0.452886 |

| | | | | | | | | | | | | |
|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 9.81 | 11.72 | 12.22 | 12.35 | 12.39 | 12.39 | 12.40 | 12.40 | 12.40 | 12.40 | 12.40 | 12.40 | 12.40 |
| 4.45 | 5.06 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 | 5.12 |
| 9.37 | 10.40 | 10.55 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 | 10.57 |
| 5.50 | 6.78 | 7.02 | 7.06 | 7.07 | 7.07 | 7.07 | 7.07 | 7.07 | 7.07 | 7.07 | 7.07 | 7.07 |
| 5.40 | 6.68 | 6.92 | 6.96 | 6.97 | 6.97 | 6.97 | 6.97 | 6.97 | 6.97 | 6.97 | 6.97 | 6.97 |
| 4.28 | 6.42 | 7.02 | 7.19 | 7.24 | 7.25 | 7.25 | 7.25 | 7.25 | 7.26 | 7.26 | 7.26 | 7.26 |

| LMGs | Tap Interval | Inaccuracy Fire [559] | Recovery TimeStand [560] |
|---------------------|--------------|-----------------------|--------------------------|
| m249 [561] | 0.250 | 3.56 | 0.603000 |
| negev [562] | 0.250 | 3.37 | 0.636000 |
| Sniper Rifles | Tap Interval | Inaccuracy Fire [563] | Recovery TimeStand [564] |
| awp [565] | 1.455 | 53.85 | 0.435390 |
| g3sg1 [566] | 0.550 | 18.61 | 0.544331 |
| scar20 [567] | 0.550 | 18.61 | 0.544331 |
| sg556 [568] | 1.250 | 22.92 | 0.412096 |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 9.70 | 11.07 | 11.60 | 11.80 | 11.88 | 11.91 | 11.92 | 11.93 | 11.93 | 11.93 | 11.93 | 11.93 | 11.93 | 11.93 | 11.93 |
| 12.17 | 13.53 | 14.08 | 14.31 | 14.40 | 14.43 | 14.45 | 14.46 | 14.46 | 14.46 | 14.46 | 14.46 | 14.46 | 14.46 | 14.46 |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | 2.20 | | | | | |
| 2.30 | 4.12 | 4.29 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 |
| 2.30 | 4.12 | 4.29 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 | 4.31 |
| 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | 3.23 | | | | | |

| Pistols | Damage [89] | Range/Modifier | Damage @ 100m | Damage @ 200m | Damage @ 300m | Damage @ 400m | Damage @ 500m | Damage @ 600m | Damage @ 700m | Damage @ 800m | Damage @ 900m | Damage @ 1000m | Damage @ 1100m | Damage @ 1200m | DPS @ 100m | DPS @ 200m | DPS @ 300m | DPS @ 400m | DPS @ 500m | DPS @ 600m | DPS @ 700m | DPS @ 800m | DPS @ 900m | DPS @ 1000m | DPS @ 1100m | DPS @ 1200m | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------|-------------|----------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|----------------|----------------|----------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|-----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| desagle [871] | 63 | 0.81 | 60.40 | 57.51 | 55.52 | 53.23 | 51.03 | 48.92 | 46.91 | 44.97 | 43.11 | 41.33 | 39.63 | 37.99 | 36.43 | 34.92 | 33.48 | 31.97 | 29.77 | 27.12 | 21.97 | 17.79 | 16.86 | 13.90 | 12.30 | 11.31 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| revolver [872] | 69 | 0.94 | 68.15 | 67.31 | 66.49 | 65.67 | 64.86 | 64.08 | 63.27 | 62.50 | 61.73 | 60.97 | 60.22 | 59.48 | 58.75 | 58.02 | 57.31 | 53.87 | 50.64 | 47.60 | 43.27 | 12.97 | 12.18 | 11.86 | 11.30 | 10.30 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| elite [873] | 40 | 0.79 | 38.16 | 36.40 | 34.72 | 33.13 | 31.60 | 30.14 | 28.76 | 27.43 | 26.17 | 24.96 | 23.81 | 22.72 | 21.67 | 20.67 | 19.72 | 15.58 | 12.31 | 9.72 | 9.94 | 317.98 | 299.37 | 251.21 | 189.31 | 155.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| grensven [874] | 32 | 0.81 | 30.68 | 29.41 | 28.20 | 27.04 | 25.92 | 24.85 | 23.82 | 22.84 | 21.90 | 21.00 | 20.13 | 19.30 | 18.50 | 17.74 | 17.01 | 13.77 | 11.16 | 9.04 | 17.01 | 16.57 | 16.65 | 15.67 | 12.85 | 12.65 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| clock [875] | 30 | 0.85 | 29.04 | 28.11 | 27.21 | 26.34 | 25.50 | 24.68 | 23.90 | 23.13 | 22.39 | 21.68 | 20.98 | 20.31 | 19.66 | 19.03 | 18.42 | 15.66 | 13.31 | 11.31 | 18.42 | 18.12 | 18.42 | 16.56 | 15.41 | 15.41 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| hk42000 [876] | 35 | 0.91 | 34.35 | 33.70 | 33.07 | 32.46 | 31.85 | 31.25 | 30.67 | 30.10 | 29.54 | 28.98 | 28.44 | 27.91 | 27.39 | 26.88 | 26.37 | 24.00 | 21.84 | 19.88 | 21.66 | 20.72 | 19.54 | 17.44 | 17.44 | 17.44 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| wp_silencer [87] | 35 | 0.91 | 34.35 | 33.70 | 33.07 | 32.46 | 31.85 | 31.25 | 30.67 | 30.10 | 29.54 | 28.98 | 28.44 | 27.91 | 27.39 | 26.88 | 26.37 | 24.00 | 21.84 | 19.88 | 21.66 | 20.72 | 19.54 | 17.44 | 17.44 | 17.44 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| p200 [878] | 38 | 0.90 | 37.21 | 36.43 | 35.67 | 34.93 | 34.20 | 33.49 | 32.79 | 32.10 | 31.44 | 30.73 | 30.14 | 29.51 | 28.89 | 28.29 | 27.70 | 24.93 | 22.44 | 20.91 | 21.20 | 21.20 | 21.20 | 19.67 | 19.67 | 19.67 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| car750 [879] | 31 | 0.85 | 30.01 | 29.00 | 28.12 | 27.22 | 26.35 | 25.51 | 24.69 | 23.90 | 23.13 | 22.34 | 21.68 | 20.93 | 20.32 | 19.67 | 19.02 | 18.41 | 17.75 | 17.04 | 16.81 | 15.83 | 15.75 | 15.00 | 14.93 | 14.93 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| we9 [880] | 33 | 0.79 | 31.46 | 30.03 | 28.65 | 27.51 | 26.07 | 24.87 | 23.72 | 22.63 | 21.59 | 20.60 | 19.65 | 18.74 | 17.89 | 17.06 | 16.27 | 12.85 | 10.15 | 8.02 | 26.34 | 23.73 | 20.75 | 19.66 | 18.10 | 18.10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shotguns | Damage [89] | Range/Modifier | Damage @ 100m | Damage @ 200m | Damage @ 300m | Damage @ 400m | Damage @ 500m | Damage @ 600m | Damage @ 700m | Damage @ 800m | Damage @ 900m | Damage @ 1000m | Damage @ 1100m | DPS @ 100m | DPS @ 200m | DPS @ 300m | DPS @ 400m | DPS @ 500m | DPS @ 600m | DPS @ 700m | DPS @ 800m | DPS @ 900m | DPS @ 1000m | DPS @ 1100m | DPS @ 1200m | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| max7 [893] | 30 | 0.45 | 25.57 | 21.80 | 18.58 | 15.84 | 13.50 | 11.51 | 9.81 | 8.36 | 7.13 | 6.08 | 5.19 | 4.41 | 3.76 | 3.21 | 2.87 | 2.40 | 2.14 | 1.88 | 1.65 | 1.45 | 1.25 | 1.05 | 0.85 | 0.65 | 0.45 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| nova [894] | 28 | 0.70 | 24.21 | 22.54 | 20.99 | 19.55 | 18.20 | 16.95 | 15.78 | 14.69 | 13.88 | 12.74 | 11.86 | 11.05 | 10.29 | 9.58 | 8.92 | 8.24 | 4.37 | 3.06 | 2.40 | 2.14 | 1.88 | 1.65 | 1.45 | 1.25 | 1.05 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| sawedoff [895] | 32 | 0.45 | 27.28 | 23.25 | 19.82 | 16.89 | 14.40 | 12.27 | 10.48 | 8.92 | 7.60 | 6.48 | 5.52 | 4.71 | 4.01 | 3.42 | 3.00 | 2.60 | 2.20 | 1.80 | 1.50 | 1.20 | 1.00 | 0.80 | 0.60 | 0.40 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| cm1014 [896] | 20 | 0.70 | 18.62 | 17.34 | 16.15 | 15.04 | 14.00 | 13.04 | 12.14 | 11.30 | 10.52 | 9.80 | 9.13 | 8.50 | 7.91 | 7.37 | 6.88 | 4.80 | 3.36 | 2.35 | 3.19 | 2.76 | 2.28 | 1.95 | 1.65 | 1.35 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SMGs | Damage [89] | Range/Modifier | Damage @ 100m | Damage @ 200m | Damage @ 300m | Damage @ 400m | Damage @ 500m | Damage @ 600m | DPS @ 100m | DPS @ 200m | DPS @ 300m | DPS @ 400m | DPS @ 500m | DPS @ 600m | DPS @ 700m | DPS @ 800m | DPS @ 900m | DPS @ 1000m | DPS @ 1100m | DPS @ 1200m | DPS @ 1300m | DPS @ 1400m | DPS @ 1500m | DPS @ 1600m | DPS @ 1700m | DPS @ 1800m | DPS @ 1900m | DPS @ 2000m | DPS @ 2100m | DPS @ 2200m | DPS @ 2300m | DPS @ 2400m | DPS @ 2500m | DPS @ 2600m | DPS @ 2700m | DPS @ 2800m | DPS @ 2900m | DPS @ 3000m | DPS @ 3100m | DPS @ 3200m | DPS @ 3300m | DPS @ 3400m | DPS @ 3500m | DPS @ 3600m | DPS @ 3700m | DPS @ 3800m | DPS @ 3900m | DPS @ 4000m | DPS @ 4100m | DPS @ 4200m | DPS @ 4300m | DPS @ 4400m | DPS @ 4500m | DPS @ 4600m | DPS @ 4700m | DPS @ 4800m | DPS @ 4900m | DPS @ 5000m | DPS @ 5100m | DPS @ 5200m | DPS @ 5300m | DPS @ 5400m | DPS @ 5500m | DPS @ 5600m | DPS @ 5700m | DPS @ 5800m | DPS @ 5900m | DPS @ 6000m | DPS @ 6100m | DPS @ 6200m | DPS @ 6300m | DPS @ 6400m | DPS @ 6500m | DPS @ 6600m | DPS @ 6700m | DPS @ 6800m | DPS @ 6900m | DPS @ 7000m | DPS @ 7100m | DPS @ 7200m | DPS @ 7300m | DPS @ 7400m | DPS @ 7500m | DPS @ 7600m | DPS @ 7700m | DPS @ 7800m | DPS @ 7900m | DPS @ 8000m | DPS @ 8100m | DPS @ 8200m | DPS @ 8300m | DPS @ 8400m | DPS @ 8500m | DPS @ 8600m | DPS @ 8700m | DPS @ 8800m | DPS @ 8900m | DPS @ 9000m | DPS @ 9100m | DPS @ 9200m | DPS @ 9300m | DPS @ 9400m | DPS @ 9500m | DPS @ 9600m | DPS @ 9700m | DPS @ 9800m | DPS @ 9900m | DPS @ 10000m | DPS @ 10100m | DPS @ 10200m | DPS @ 10300m | DPS @ 10400m | DPS @ 10500m | DPS @ 10600m | DPS @ 10700m | DPS @ 10800m | DPS @ 10900m | DPS @ 11000m | DPS @ 11100m | DPS @ 11200m | DPS @ 11300m | DPS @ 11400m | DPS @ 11500m | DPS @ 11600m | DPS @ 11700m | DPS @ 11800m | DPS @ 11900m | DPS @ 12000m | DPS @ 12100m | DPS @ 12200m | DPS @ 12300m | DPS @ 12400m | DPS @ 12500m | DPS @ 12600m | DPS @ 12700m | DPS @ 12800m | DPS @ 12900m | DPS @ 13000m | DPS @ 13100m | DPS @ 13200m | DPS @ 13300m | DPS @ 13400m | DPS @ 13500m | DPS @ 13600m | DPS @ 13700m | DPS @ 13800m | DPS @ 13900m | DPS @ 14000m | DPS @ 14100m | DPS @ 14200m | DPS @ 14300m | DPS @ 14400m | DPS @ 14500m | DPS @ 14600m | DPS @ 14700m | DPS @ 14800m | DPS @ 14900m | DPS @ 15000m | DPS @ 15100m | DPS @ 15200m | DPS @ 15300m | DPS @ 15400m | DPS @ 15500m | DPS @ 15600m | DPS @ 15700m | DPS @ 15800m | DPS @ 15900m | DPS @ 16000m | DPS @ 16100m | DPS @ 16200m | DPS @ 16300m | DPS @ 16400m | DPS @ 16500m | DPS @ 16600m | DPS @ 16700m | DPS @ 16800m | DPS @ 16900m | DPS @ 17000m | DPS @ 17100m | DPS @ 17200m | DPS @ 17300m | DPS @ 17400m | DPS @ 17500m | DPS @ 17600m | DPS @ 17700m | DPS @ 17800m | DPS @ 17900m | DPS @ 18000m | DPS @ 18100m | DPS @ 18200m | DPS @ 18300m | DPS @ 18400m | DPS @ 18500m | DPS @ 18600m | DPS @ 18700m | DPS @ 18800m | DPS @ 18900m | DPS @ 19000m | DPS @ 19100m | DPS @ 19200m | DPS @ 19300m | DPS @ 19400m | DPS @ 19500m | DPS @ 19600m | DPS @ 19700m | DPS @ 19800m | DPS @ 19900m | DPS @ 20000m | DPS @ 20100m | DPS @ 20200m | DPS @ 20300m | DPS @ 20400m | DPS @ 20500m | DPS @ 20600m | DPS @ 20700m | DPS @ 20800m | DPS @ 20900m | DPS @ 21000m | DPS @ 21100m | DPS @ 21200m | DPS @ 21300m | DPS @ 21400m | DPS @ 21500m | DPS @ 21600m | DPS @ 21700m | DPS @ 21800m | DPS @ 21900m | DPS @ 22000m | DPS @ 22100m | DPS @ 22200m | DPS @ 22300m | DPS @ 22400m | DPS @ 22500m | DPS @ 22600m | DPS @ 22700m | DPS @ 22800m | DPS @ 22900m | DPS @ 23000m | DPS @ 23100m | DPS @ 23200m | DPS @ 23300m | DPS @ 23400m | DPS @ 23500m | DPS @ 23600m | DPS @ 23700m | DPS @ 23800m | DPS @ 23900m | DPS @ 24000m | DPS @ 24100m | DPS @ 24200m | DPS @ 24300m | DPS @ 24400m | DPS @ 24500m | DPS @ 24600m | DPS @ 24700m | DPS @ 24800m | DPS @ 24900m | DPS @ 25000m | DPS @ 25100m | DPS @ 25200m | DPS @ 25300m | DPS @ 25400m | DPS @ 25500m | DPS @ 25600m | DPS @ 25700m | DPS @ 25800m | DPS @ 25900m | DPS @ 26000m | DPS @ 26100m | DPS @ 26200m | DPS @ 26300m | DPS @ 26400m | DPS @ 26500m | DPS @ 26600m | DPS @ 26700m | DPS @ 26800m | DPS @ 26900m | DPS @ 27000m | DPS @ 27100m | DPS @ 27200m | DPS @ 27300m | DPS @ 27400m | DPS @ 27500m | DPS @ 27600m | DPS @ 27700m | DPS @ 27800m | DPS @ 27900m | DPS @ 28000m | DPS @ 28100m | DPS @ 28200m | DPS @ 28300m | DPS @ 28400m | DPS @ 28500m | DPS @ 28600m | DPS @ 28700m | DPS @ 28800m | DPS @ 28900m | DPS @ 29000m | DPS @ 29100m | DPS @ 29200m | DPS @ 29300m | DPS @ 29400m | DPS @ 29500m | DPS @ 29600m | DPS @ 29700m | DPS @ 29800m | DPS @ 29900m | DPS @ 30000m | DPS @ 30100m | DPS @ 30200m | DPS @ 30300m | DPS @ 30400m | DPS @ 30500m | DPS @ 30600m | DPS @ 30700m | DPS @ 30800m | DPS @ 30900m | DPS @ 31000m | DPS @ 31100m | DPS @ 31200m | DPS @ 31300m | DPS @ 31400m | DPS @ 31500m | DPS @ 31600m | DPS @ 31700m | DPS @ 31800m | DPS @ 31900m | DPS @ 32000m | DPS @ 32100m | DPS @ 32200m | DPS @ 32300m | DPS @ 32400m | DPS @ 32500m | DPS @ 32600m | DPS @ 32700m | DPS @ 32800m | DPS @ 32900m | DPS @ 33000m | DPS @ 33100m | DPS @ 33200m | DPS @ 33300m | DPS @ 33400m | DPS @ 33500m | DPS @ 33600m | DPS @ 33700m | DPS @ 33800m | DPS @ 33900m | DPS @ 34000m | DPS @ 34100m | DPS @ 34200m | DPS @ 34300m | DPS @ 34400m | DPS @ 34500m | DPS @ 34600m | DPS @ 34700m | DPS @ 34800m | DPS @ 34900m | DPS @ 35000m | DPS @ 35100m | DPS @ 35200m | DPS @ 35300m | DPS @ 35400m | DPS @ 35500m | DPS @ 35600m | DPS @ 35700m | DPS @ 35800m | DPS @ 35900m | DPS @ 36000m | DPS @ 36100m | DPS @ 36200m | DPS @ 36300m | DPS @ 36400m | DPS @ 36500m | DPS @ 36600m | DPS @ 36700m | DPS @ 36800m | DPS @ 36900m | DPS @ 37000m | DPS @ 37100m | DPS @ 37200m | DPS @ 37300m | DPS @ 37400m | DPS @ 37500m | DPS @ 37600m | DPS @ 37700m | DPS @ 37800m | DPS @ 37900m | DPS @ 38000m | DPS @ 38100m | DPS @ 38200m | DPS @ 38300m | DPS @ 38400m | DPS @ 38500m | DPS @ 38600m | DPS @ 38700m | DPS @ 38800m | DPS @ 38900m | DPS @ 39000m | DPS @ 39100m | DPS @ 39200m | DPS @ 39300m | DPS @ 39400m | DPS @ 39500m | DPS @ 39600m | DPS @ 39700m | DPS @ 39800m | DPS @ 39900m | DPS @ 40000m | DPS @ 40100m | DPS @ 40200m | DPS @ 40300m | DPS @ 40400m | DPS @ 40500m | DPS @ 40600m | DPS @ 40700m | DPS @ 40800m | DPS @ 40900m | DPS @ 41000m | DPS @ 41100m | DPS @ 41200m | DPS @ 41300m | DPS @ 41400m | DPS @ 41500m | DPS @ 41600m | DPS @ 41700m | DPS @ 41800m | DPS @ 41900m | DPS @ 42000m | DPS @ 42100m | DPS @ 42200m | DPS @ 42300m | DPS @ 42400m | DPS @ 42500m | DPS @ 42600m | DPS @ 42700m | DPS @ 42800m | DPS @ 42900m | DPS @ 43000m | DPS @ 43100m | DPS @ 43200m | DPS @ 43300m | DPS @ 43400m | DPS @ 43500m | DPS @ 43600m | DPS @ 43700m | DPS @ 43800m | DPS @ 43900m | DPS @ 44000m | DPS @ 44100m | DPS @ 44200m | DPS @ 44300m | DPS @ 44400m | DPS @ 44500m | DPS @ 44600m | DPS @ 44700m | DPS @ 44800m | DPS @ 44900m | DPS @ 45000m | DPS @ 45100m | DPS @ 45200m | DPS @ 45300m | DPS @ 45400m | DPS @ 45500m | DPS @ 45600m | DPS @ 45700m | DPS @ 45800m | DPS @ 45900m | DPS @ 46000m | DPS @ 46100m | DPS @ |

| Pistols | | | | | | | | | | | | Two HK Kill | | | | | | | | | | | | |
|--------------------|-------------|--------------|-----------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|
| | Armor Ratio | Damage [816] | Ranged modifier | Damage [8] | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | | | | | |
| desagle [618] | 1.864 | 63 | 0.81 | 56.29 | 53.97 | 51.74 | 49.61 | 47.66 | 45.60 | 43.72 | 41.91 | 40.18 | 38.52 | 36.93 | 35.41 | 33.95 | 32.55 | 31.20 | 29.28 | 29.47 | 16.58 | 157.38 | | |
| revolver [819] | 1.864 | 69 | 0.94 | 63.52 | 62.74 | 61.96 | 61.20 | 60.45 | 59.71 | 58.97 | 56.95 | 57.53 | 56.82 | 56.12 | 55.43 | 54.75 | 54.08 | 53.41 | 50.21 | 47.20 | 44.39 | 110.87 | | |
| elite [620] | 1.250 | 40 | 0.79 | 23.85 | 22.75 | 21.70 | 20.70 | 19.75 | 18.84 | 17.97 | 17.15 | 16.38 | 14.88 | 14.20 | 13.54 | 12.92 | 12.33 | 9.74 | 7.69 | 6.08 | 118.39 | | | |
| desenger [621] | 1.823 | 32 | 0.85 | 27.96 | 26.81 | 25.70 | 24.64 | 23.63 | 22.65 | 21.72 | 20.82 | 19.94 | 19.11 | 18.35 | 17.59 | 16.86 | 16.17 | 15.50 | 12.56 | 10.17 | 8.24 | 117.27 | | |
| lock [622] | 0.874 | 30 | 0.65 | 19.39 | 19.25 | 19.20 | 19.04 | 18.83 | 18.65 | 18.49 | 18.32 | 18.19 | 18.03 | 17.89 | 17.74 | 17.64 | 17.54 | 17.43 | 17.34 | 17.24 | 17.14 | 15.64 | | |
| usp_silencer [623] | 1.010 | 35 | 0.91 | 17.34 | 16.70 | 16.39 | 16.08 | 15.76 | 15.49 | 15.20 | 14.92 | 14.64 | 14.36 | 14.09 | 13.83 | 13.57 | 13.33 | 12.12 | 11.03 | 10.04 | 1.836.60 | 110.41 | | |
| p200 [624] | 1.280 | 38 | 0.90 | 23.81 | 23.32 | 22.83 | 22.35 | 21.89 | 21.43 | 20.98 | 20.55 | 20.12 | 19.70 | 19.29 | 18.89 | 18.49 | 18.11 | 17.73 | 15.96 | 14.36 | 12.92 | 125.91 | | |
| cpx75 [625] | 1.563 | 31 | 0.85 | 23.30 | 22.56 | 21.84 | 21.14 | 20.46 | 19.81 | 19.17 | 18.56 | 17.97 | 17.39 | 16.84 | 16.30 | 15.78 | 15.27 | 14.78 | 12.57 | 10.68 | 9.08 | 2.016.07 | | |
| tec9 [627] | 1.812 | 33 | 0.79 | 28.62 | 27.21 | 25.95 | 24.76 | 24.62 | 22.53 | 21.49 | 20.50 | 19.56 | 18.66 | 17.80 | 16.98 | 16.20 | 15.45 | 14.74 | 11.65 | 9.20 | 7.27 | 1.848.77 | | |
| Shotguns | | | | | | | | | | | | Two HK Kill | | | | | | | | | | | | |
| | Armor Ratio | Damage [800] | Ranged modifier | Damage [8] | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | | | |
| shotgun [628] | 1.800 | 30 | 0.45 | 10.18 | 16.35 | 13.94 | 11.88 | 10.15 | 8.63 | 7.36 | 6.27 | 5.35 | 4.68 | 3.98 | 3.31 | 2.83 | 2.41 | 2.05 | 1.80 | 1.65 | 1.51 | 369.05 | | |
| ova [629] | 1.000 | 26 | 0.70 | 12.10 | 11.27 | 10.50 | 9.77 | 9.10 | 8.47 | 7.89 | 7.30 | 6.84 | 6.37 | 5.93 | 5.50 | 5.14 | 4.75 | 4.45 | 3.12 | 2.19 | 1.53 | 54.98 | | |
| lawsoff [633] | 1.500 | 32 | 0.45 | 20.46 | 17.44 | 14.86 | 12.67 | 10.80 | 9.21 | 7.85 | 6.69 | 5.70 | 4.88 | 4.14 | 3.53 | 3.01 | 2.57 | 2.19 | 1.90 | 1.74 | 1.64 | 408.47 | | |
| ova1014 [634] | 1.800 | 20 | 0.70 | 14.90 | 13.87 | 12.92 | 12.03 | 11.20 | 10.43 | 9.71 | 9.04 | 8.42 | 7.84 | 7.30 | 6.80 | 6.33 | 5.89 | 5.49 | 3.84 | 2.69 | 1.89 | 346.06 | | |
| SMGs | | | | | | | | | | | | Two HK Kill | | | | | | | | | | | | |
| | Armor Ratio | Damage [800] | Ranged modifier | Damage [8] | Damage [8] | Damage [8] | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | | |
| blitz [635] | 1.800 | 30 | 0.80 | 10.50 | 12.50 | 15.09 | 14.43 | 13.90 | 12.20 | 12.02 | 12.07 | 11.40 | 10.55 | 9.65 | 9.24 | 8.83 | 7.07 | 6.65 | 5.22 | 4.82 | 4.52 | 12.22 | | |
| mp7 [636] | 1.500 | 29 | 0.60 | 10.95 | 12.50 | 14.75 | 13.30 | 13.34 | 12.75 | 12.67 | 11.56 | 10.67 | 10.23 | 9.78 | 9.35 | 8.83 | 8.53 | 8.19 | 7.86 | 7.54 | 7.24 | 645.77 | | |
| mp7 [640] | 1.250 | 30 | 0.85 | 18.15 | 17.57 | 17.01 | 16.45 | 15.94 | 14.63 | 14.03 | 14.46 | 13.99 | 13.55 | 13.11 | 12.69 | 12.20 | 11.90 | 11.51 | 9.79 | 8.32 | 7.02 | 1.247.44 | | |
| mp5sd [641] | 1.250 | 26 | 0.85 | 16.94 | 16.40 | 15.87 | 14.88 | 14.40 | 13.94 | 13.49 | 12.64 | 12.24 | 11.85 | 11.47 | 11.10 | 10.75 | 9.14 | 7.76 | 6.60 | 5.03 | 4.18 | 1.036.18 | | |
| mp9 [642] | 1.200 | 26 | 0.87 | 15.17 | 14.75 | 14.35 | 13.96 | 13.57 | 13.20 | 12.84 | 12.48 | 12.14 | 11.81 | 11.48 | 11.17 | 10.86 | 10.56 | 10.27 | 8.94 | 7.76 | 6.79 | 795.41 | | |
| mp9 [643] | 1.380 | 26 | 0.86 | 17.41 | 16.89 | 16.39 | 15.90 | 15.43 | 14.97 | 14.53 | 14.09 | 13.67 | 13.27 | 12.87 | 12.49 | 12.12 | 11.76 | 11.41 | 9.81 | 8.44 | 7.26 | 1.197.78 | | |
| ump45 [644] | 1.300 | 35 | 0.75 | 21.48 | 20.28 | 19.14 | 18.07 | 17.06 | 16.11 | 15.21 | 14.36 | 13.55 | 12.80 | 12.08 | 11.41 | 10.77 | 9.60 | 7.20 | 5.40 | 4.05 | 1.040.80 | 110.41 | | |
| Automatic Rifles | | | | | | | | | | | | Two HK Kill | | | | | | | | | | | | |
| | Armor Ratio | Damage [800] | Ranged modifier | Damage [8] | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U |
| ak47 [645] | 1.650 | 36 | 0.98 | 27.79 | 27.65 | 27.45 | 27.34 | 27.23 | 27.12 | 27.12 | 27.01 | 26.90 | 26.69 | 26.47 | 26.37 | 26.26 | 26.73 | 25.22 | 24.72 | 24.72 | 24.72 | 2.716.24 | | |
| aug [646] | 1.800 | 28 | 0.98 | 25.10 | 25.00 | 24.90 | 24.80 | 24.60 | 24.50 | 24.40 | 24.30 | 24.20 | 24.10 | 24.01 | 23.91 | 23.81 | 23.72 | 23.24 | 22.79 | 22.32 | 22.32 | 189.21 | | |
| farmer [650] | 1.400 | 30 | 0.98 | 20.83 | 20.68 | 20.49 | 20.33 | 20.16 | 20.00 | 19.83 | 19.67 | 19.51 | 19.35 | 19.20 | 19.04 | 18.89 | 18.73 | 18.58 | 17.84 | 17.12 | 16.44 | 2.314.44 | | |
| g36 [651] | 1.550 | 30 | 0.98 | 23.16 | 23.06 | 22.97 | 22.88 | 22.79 | 22.69 | 22.60 | 22.51 | 22.42 | 22.33 | 22.24 | 22.15 | 22.06 | 21.97 | 21.45 | 21.02 | 20.60 | 20.60 | 2.579.27 | | |
| hk411 [652] | 1.400 | 33 | 0.97 | 22.96 | 22.82 | 22.68 | 22.54 | 22.41 | 22.27 | 22.14 | 22.00 | 21.87 | 21.73 | 21.60 | 21.47 | 21.34 | 21.21 | 21.06 | 20.45 | 19.84 | 19.24 | 2.651.11 | | |
| hk411 [653] | 1.400 | 32 | 0.97 | 22.26 | 22.13 | 21.99 | 21.88 | 21.73 | 21.60 | 21.46 | 21.33 | 21.20 | 21.03 | 20.95 | 20.82 | 20.69 | 20.57 | 20.44 | 19.83 | 19.24 | 18.65 | 2.447.38 | | |
| hk411 [654] | 1.600 | 30 | 0.98 | 26.39 | 26.21 | 26.16 | 26.04 | 25.94 | 25.81 | 25.71 | 25.59 | 25.46 | 25.31 | 25.17 | 25.01 | 24.94 | 24.83 | 24.73 | 24.20 | 23.32 | 21.71 | 2.342.84 | | |
| mp5 [655] | 1.600 | 35 | 0.97 | 27.83 | 27.66 | 27.49 | 27.33 | 27.16 | 27.00 | 26.83 | 26.67 | 26.51 | 26.35 | 26.19 | 26.03 | 25.87 | 25.71 | 24.79 | 24.04 | 23.32 | 21.71 | 2.160.34 | | |
| mp5 [656] | 1.500 | 35 | 0.97 | 26.09 | 25.93 | 25.77 | 25.62 | 25.46 | 25.31 | 25.15 | 25.00 | 24.85 | 24.70 | 24.55 | 24.40 | 24.25 | 24.10 | 23.96 | 23.24 | 22.54 | 21.87 | 800.80 | | |
| Sniper Rifles | | | | | | | | | | | | Two HK Kill | | | | | | | | | | | | |
| | Armor Ratio | Damage [800] | Ranged modifier | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | DPS @100U | DPS @300U | DPS @600U | DPS @1200U | |
| awp [657] | 1.500 | 115 | 0.98 | 111.90 | 111.63 | 111.45 | 111.23 | 111.00 | 110.72 | 110.56 | 110.34 | 110.12 | 109.87 | 109.45 | 109.23 | 109.01 | 108.75 | 107.71 | 106.63 | 105.56 | 2.410.15 | | | |
| awp [658] | 1.600 | 85 | 0.98 | 66.82 | 66.65 | 66.48 | 66.32 | 66.15 | 65.98 | 65.81 | 65.64 | 65.47 | 65.30 | 65.13 | 64.96 | 64.79 | 64.62 | 64.45 | 63.86 | 62.82 | 61.80 | 2.405.05 | | |
| awp [659] | 1.600 | 80 | 0.98 | 65.73 | 65.44 | 65.20 | 64.91 | 64.68 | 64.42 | 64.18 | 63.90 | 63.64 | 63.35 | 63.08 | 62.88 | 62.62 | 62.37 | 62.15 | 61.88 | 60.66 | 58.42 | 2.405.05 | | |
| awp [660] | 1.700 | 88 | 0.98 | 74.50 | 74.20 | 73.90 | 73.65 | 73.30 | 73.01 | 72.71 | 72.42 | 72.13 | 71.84 | 71.55 | 71.26 | 70.97 | 70.69 | 70.40 | 68.99 | 67.61 | 65.22 | 58.41 | | |

| Pistols | | | | | | | | | | | | Shotguns | | | | | | | | | | | | SMGs | | | | | | | | | | | | Automatic Rifles | | | | | | | | | | | | LMGs | | | | | | | | | | | | Sniper Rifles | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | Armor Ratio [8] | Damage [88] | RangeModifier | CycleTime [876] | Req. Check Hits | Req. Check Hits @100%[12] | Req. Check Hits @200%[11] New | Req. Check Hits @400%[12] New | Req. Check Hits @800%[12] New | Req. Check Hits @1600%[12] New | Req. Check Hits @3200%[12] New | Req. Check Hits @6400%[12] New | Req. Check Hits @12800%[12] New | Req. Check Hits @25600%[12] New | Req. Check Hits @51200%[12] New | Req. Check Hits @102400%[12] New | Req. Check Hits @204800%[12] New | Req. Check Hits @409600%[12] New | Req. Check Hits @819200%[12] New | Req. Check Hits @1638400%[12] New | Req. Check Hits @3276800%[12] New | Req. Check Hits @6553600%[12] New | Req. Check Hits @13107200%[12] New | Req. Check Hits @26214400%[12] New | Req. Check Hits @52428800%[12] New | Req. Check Hits @104857600%[12] New | Req. Check Hits @209715200%[12] New | Req. Check Hits @419430400%[12] New | Req. Check Hits @838860800%[12] New | Req. Check Hits @1677721600%[12] New | Req. Check Hits @3355443200%[12] New | Req. Check Hits @6710886400%[12] New | Req. Check Hits @13421772800%[12] New | Req. Check Hits @26843545600%[12] New | Req. Check Hits @53687091200%[12] New | Req. Check Hits @107374182400%[12] New | Req. Check Hits @214748364800%[12] New | Req. Check Hits @429496729600%[12] New | Req. Check Hits @858993459200%[12] New | Req. Check Hits @1717986918400%[12] New | Req. Check Hits @3435973836800%[12] New | Req. Check Hits @6871947673600%[12] New | Req. Check Hits @13743895347200%[12] New | Req. Check Hits @27487785694400%[12] New | Req. Check Hits @54975571388800%[12] New | Req. Check Hits @10995114277600%[12] New | Req. Check Hits @21990228555200%[12] New | Req. Check Hits @43980457110400%[12] New | Req. Check Hits @87960914220800%[12] New | Req. Check Hits @175921828441600%[12] New | Req. Check Hits @351843656883200%[12] New | Req. Check Hits @703687313766400%[12] New | Req. Check Hits @1407374627532800%[12] New | Req. 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| Pistols | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|---------------|-------------|------------------------|------------------------|
| Desert Eagle | 1.00 | 0.87 | 2.20 |
| R8 Revolver | 1.17 | 1.97 | 2.27 |
| Dual Berettas | 1.00 | 2.90 | 3.77 |
| Five-SeveN | 1.00 | 0.93 | 2.27 |
| Glock-18 | 1.10 | 0.93 | 2.27 |
| P2000 | 1.00 | 0.97 | 2.27 |
| USP-S | 1.00 | 0.97 | 2.17 |
| P250 | 1.00 | 0.93 | 2.27 |
| CZ75 Auto | 1.83 | 1.53 & 1.17 | 2.73 & 2.83 |
| Tec-9 | 1.00 | 1.33 | 2.57 |

| Shotguns | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|-----------|-------------|------------------------|------------------------|
| Mag-7 | 1.00 | 1.07 | 2.47 |
| Nova | 1.00 | 0.54 | 4.74 |
| Sawed-Off | 1.00 | 0.55 | 4.22 |
| XM1014 | 1.00 | 0.53 | 4.22 |

| SMGs | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|----------|-------------|------------------------|------------------------|
| PP-Bizon | 1.10 | 1.17 | 2.43 |
| MAC-10 | 1.00 | 1.27 | 2.57 |
| MP7 | 1.00 | 1.43 | 3.13 |
| MP5-SD | 1.00 | 1.97 | 2.94 |
| MP9 | 1.20 | 0.87 | 2.13 |
| P90 | 1.00 | 1.97 | 3.37 |
| UMP-45 | 1.00 | 1.50 | 3.43 |

| Automatic Rifles | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|------------------|-------------|------------------------|------------------------|
| AK-47 | 1.00 | 1.17 | 2.43 |
| AUG | 1.17 | 1.53 | 3.77 |
| FAMAS | 1.00 | 1.63 | 3.30 |
| Galil AR | 1.10 | 1.17 | 3.03 |
| M4A4 | 1.13 | 1.37 | 3.07 |
| M4A1-S | 1.13 | 1.37 | 3.07 |
| SG 553 | 1.00 | 1.03 | 2.77 |

| LMGs | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|-------|-------------|------------------------|------------------------|
| M249 | 1.1 & 1.0 | 3.73 | 5.70 |
| Negev | 1.1 & 1.0 | 3.83 | 5.70 |

| Sniper Rifles | Deploy Time | Reload (Clip Ready) | Reload (Fire Ready) |
|---------------|-------------|------------------------|------------------------|
| AWP | 1.25 | 2.00 | 3.67 |

| | | | |
|----------------|------|------|------|
| G3SG1 | 1.00 | 2.60 | 4.67 |
| SCAR-20 | 1.00 | 1.40 | 3.07 |
| SSG 08 | 1.00 | 1.97 | 3.70 |

| | | |
|------------|---------------|------------------------|
| Date: | 2019.11.18 | |
| Author: | BlackRetina | BlackRetina@gmail.com |
| Co-Author: | SlothSquadron | CrewNicholas@gmail.com |
| License: | Public Domain | |
| | | |
| Thanks: | 3kliksphilip | Shotgun Reload Times |

[1] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[2] in units

[3] Running at full speed for that weapon.

[4] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[5] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of inaccuracy added for each shot when spraying

[6] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[7] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[8] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[9] Amount of horizontal recoil

[10] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[11] in units

[12] in units

[13] 0.4 seconds to charge

This RPM is incorrect as there appears to be a delay after firing before the cycletime timer starts.

[14] Player moves at 220 unless left click is held.

[15] 0.50 seconds between each 3-bullet burst

0.05 seconds between shots within a burst

Sustained firerate of 360 RPM

[16] Burst fire shots fire automatically after fire is pressed once. Fire must be pressed for each burst.

[17] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[18] in units

[19] Running at full speed for that weapon.

[20] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[21] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of

inaccuracy added for each shot when spraying

[22] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[23] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:
'Inacc * (0.1 ^ (time/RecoveryTime))'

[24] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[25] Amount of horizontal recoil

[26] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[27] in units

[28] in units

[29] Shotgun cone is 40

[30] one pellet

[31] Shotgun cone is 40

[32] one pellet

[33] Shotgun cone is 62

[34] one pellet

[35] Shotgun cone is 38

[36] one pellet

[37] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[38] in units

[39] Running at full speed for that weapon.

[40] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[41] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of inaccuracy added for each shot when spraying

[42] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[43] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:
'Inacc * (0.1 ^ (time/RecoveryTime))'

[44] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[45] Amount of horizontal recoil

[46] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[47] in units

[48] in units

[49] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[50] in units

[51] Running at full speed for that weapon.

[52] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[53] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of inaccuracy added for each shot when spraying

[54] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:
'Inacc * (0.1 ^ (time/RecoveryTime))'

[55] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:
'Inacc * (0.1 ^ (time/RecoveryTime))'

[56] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[57] Amount of horizontal recoil

[58] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[59] in units

[60] in units

[61] 0.55 seconds between each 3-bullet burst
0.08 seconds between shots within a burst
Sustained fire rate of 327 RPM

[62] Burst fire shots fire automatically after fire is pressed once. Fire must be pressed for each burst.

[63] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[64] in units

[65] Running at full speed for that weapon.

[66] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[67] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of inaccuracy added for each shot when spraying

[68] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[69] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[70] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[71] Amount of horizontal recoil

[72] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[73] in units

[74] in units

[75] Percent of damage lost at 500 units.

Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[76] in units

[77] Running at full speed for that weapon.

[78] Approximately 0.333 seconds after landing. Inaccuracy is worst as soon as the player lands.

[79] See Firing Inaccuracy (Standing) and Firing Inaccuracy (Crouching) sheets for the amount of inaccuracy added for each shot when spraying

[80] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[81] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula:

'Inacc * (0.1 ^ (time/RecoveryTime))'

[82] raw amount of recoil per shot, does not take into account any other factors such as recoil pattern, fire rate, recoil angles, or variance

[83] Amount of horizontal recoil

[84] amount the recoil amount can vary by. If spraying using a set recoil pattern, the pattern will never vary. The amount of recoil per shot in a pattern is already set.

[85] in units

[86] in units

[87] Damage against armored opponents is multiplied by WeaponArmorRatio/2

[88] amount of damage inflicted per bullet before any modifiers

[89] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[90] minimum interval between firing next bullet(measured in seconds)

[91] penetration capability

[92] maximum running speed with the weapon equipped

[93] number of bullets(or shots) per weapon clip

[94] bullet travel distance in units before disappearing. 16u = 1ft

[95] weapon fires automatically whilst +attack is toggled

[96] the number of bullets (pellets for a shotgun) fired from a cartridge

[97] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)

[98] The factor a target is slowed to (the lower the more effective)

[99] How well tagging stacks with consecutive hits (the higher the more effective)

[100] additional inaccuracy calculated per bullet

[101] base inaccuracy whilst crouched

[102] base inaccuracy whilst standing

[103] additional inaccuracy after firing

[104] additional inaccuracy whilst moving at MaxPlayerSpeed

[105] additional inaccuracy upon jumping

[106] additional inaccuracy upon landing (multiply by the z velocity when landing)

[107] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)

[108] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'

[109] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^

(time/RecoveryTime))'

[110] amount of x-axis recoil

[111] amount of recoil

[112] amount of y-axis recoil variance

[113] the field of view while in the 1st zoom level (default unscoped is 90)

[114] the field of view while in the 2nd zoom level (default unscoped is 90)

[115] minimum interval between firing next bullet(measured in seconds) for alt fire

[116] minimum interval between firing bursts(measured in seconds)

[117] interval between firing next bullet within a burst(measured in seconds)

[118] Desert Eagle

[119] R8 Revolver

[120] Dual Berettas

[121] unused

[122] unused

[123] unused

[124] unused

[125] unused

[126] unused

[127] unused

[128] unused

[129] unused

[130] unused

[131] unused

[132] unused

[133] Five-SeveN

[134] Glock 18

[135] P2000

[136] USP-S

[137] P250

- [138] CZ75 Auto
- [139] Tec-9
- [140] Damage against armored opponents is multiplied by WeaponArmorRatio/2
- [141] amount of damage inflicted per bullet before any modifiers
- [142] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'
- [143] minimum interval between firing next bullet(measured in seconds)
- [144] penetration capability
- [145] maximum running speed with the weapon equipped
- [146] number of bullets(or shots) per weapon clip
- [147] bullet travel distance in units before disappearing. 16u = 1ft
- [148] weapon fires automatically whilst +attack is toggled
- [149] the number of bullets (pellets for a shotgun) fired from a cartridge
- [150] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)
- [151] The factor a target is slowed to (the lower the more effective)
- [152] How well tagging stacks with consecutive hits (the higher the more effective)
- [153] additional inaccuracy calculated per bullet
- [154] base inaccuracy whilst crouched
- [155] base inaccuracy whilst standing
- [156] additional inaccuracy after firing
- [157] additional inaccuracy whilst moving at MaxPlayerSpeed
- [158] additional inaccuracy upon jumping
- [159] additional inaccuracy upon landing (multiply by the z velocity when landing)
- [160] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)
- [161] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [162] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [163] amount of x-axis recoil
- [164] amount of recoil

- [165] amount of y-axis recoil variance
- [166] the field of view while in the 1st zoom level (default unscoped is 90)
- [167] the field of view while in the 2nd zoom level (default unscoped is 90)
- [168] minimum interval between firing next bullet(measured in seconds) for alt fire
- [169] minimum interval between firing bursts(measured in seconds)
- [170] interval between firing next bullet within a burst(measured in seconds)
- [171] MAG-7
- [172] Nova
- [173] Sawed-Off
- [174] XM1014
- [175] Damage against armored opponents is multiplied by WeaponArmorRatio/2
- [176] amount of damage inflicted per bullet before any modifiers
- [177] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'
- [178] minimum interval between firing next bullet(measured in seconds)
- [179] penetration capability
- [180] maximum running speed with the weapon equipped
- [181] number of bullets(or shots) per weapon clip
- [182] bullet travel distance in units before disappearing. 16u = 1ft
- [183] weapon fires automatically whilst +attack is toggled
- [184] the number of bullets (pellets for a shotgun) fired from a cartridge
- [185] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)
- [186] The factor a target is slowed to (the lower the more effective)
- [187] How well tagging stacks with consecutive hits (the higher the more effective)
- [188] additional inaccuracy calculated per bullet
- [189] base inaccuracy whilst crouched
- [190] base inaccuracy whilst standing
- [191] additional inaccuracy after firing
- [192] additional inaccuracy whilst moving at MaxPlayerSpeed
- [193] additional inaccuracy upon jumping

- [194] additional inaccuracy upon landing (multiply by the z velocity when landing)
- [195] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)
- [196] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [197] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [198] amount of x-axis recoil
- [199] amount of recoil
- [200] amount of y-axis recoil variance
- [201] the field of view while in the 1st zoom level (default unscoped is 90)
- [202] the field of view while in the 2nd zoom level (default unscoped is 90)
- [203] minimum interval between firing next bullet(measured in seconds) for alt fire
- [204] minimum interval between firing bursts(measured in seconds)
- [205] interval between firing next bullet within a burst(measured in seconds)
- [206] PP-Bizon
- [207] MAC-10
- [208] MP7
- [209] MP5-SD
- [210] MP9
- [211] P90
- [212] UMP-45
- [213] Damage against armored opponents is multiplied by WeaponArmorRatio/2
- [214] amount of damage inflicted per bullet before any modifiers
- [215] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'
- [216] minimum interval between firing next bullet(measured in seconds)
- [217] penetration capability
- [218] maximum running speed with the weapon equipped
- [219] number of bullets(or shots) per weapon clip
- [220] bullet travel distance in units before disappearing. 16u = 1ft

- [221] weapon fires automatically whilst +attack is toggled
- [222] the number of bullets (pellets for a shotgun) fired from a cartridge
- [223] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)
- [224] The factor a target is slowed to (the lower the more effective)
- [225] How well tagging stacks with consecutive hits (the higher the more effective)
- [226] additional inaccuracy calculated per bullet
- [227] base inaccuracy whilst crouched
- [228] base inaccuracy whilst standing
- [229] additional inaccuracy after firing
- [230] additional inaccuracy whilst moving at MaxPlayerSpeed
- [231] additional inaccuracy upon jumping
- [232] additional inaccuracy upon landing (multiply by the z velocity when landing)
- [233] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)
- [234] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [235] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [236] amount of x-axis recoil
- [237] amount of recoil
- [238] amount of y-axis recoil variance
- [239] the field of view while in the 1st zoom level (default unscaled is 90)
- [240] the field of view while in the 2nd zoom level (default unscaled is 90)
- [241] minimum interval between firing next bullet(measured in seconds) for alt fire
- [242] minimum interval between firing bursts(measured in seconds)
- [243] interval between firing next bullet within a burst(measured in seconds)
- [244] AK-47
- [245] AUG
- [246] FAMAS
- [247] Galil AR

[248] M4A4

[249] M4A1-S

[250] SG 553

[251] Damage against armored opponents is multiplied by WeaponArmorRatio/2

[252] amount of damage inflicted per bullet before any modifiers

[253] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'

[254] minimum interval between firing next bullet(measured in seconds)

[255] penetration capability

[256] maximum running speed with the weapon equipped

[257] number of bullets(or shots) per weapon clip

[258] bullet travel distance in units before disappearing. 16u = 1ft

[259] weapon fires automatically whilst +attack is toggled

[260] the number of bullets (pellets for a shotgun) fired from a cartridge

[261] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)

[262] The factor a target is slowed to (the lower the more effective)

[263] How well tagging stacks with consecutive hits (the higher the more effective)

[264] additional inaccuracy calculated per bullet

[265] base inaccuracy whilst crouched

[266] base inaccuracy whilst standing

[267] additional inaccuracy after firing

[268] additional inaccuracy whilst moving at MaxPlayerSpeed

[269] additional inaccuracy upon jumping

[270] additional inaccuracy upon landing (multiply by the z velocity when landing)

[271] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)

[272] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'

[273] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'

[274] amount of x-axis recoil

- [275] amount of recoil
- [276] amount of y-axis recoil variance
- [277] the field of view while in the 1st zoom level (default unscoped is 90)
- [278] the field of view while in the 2nd zoom level (default unscoped is 90)
- [279] minimum interval between firing next bullet(measured in seconds) for alt fire
- [280] minimum interval between firing bursts(measured in seconds)
- [281] interval between firing next bullet within a burst(measured in seconds)
- [282] M249
- [283] Negev
- [284] Damage against armored opponents is multiplied by WeaponArmorRatio/2
- [285] amount of damage inflicted per bullet before any modifiers
- [286] Damage is multiplied by 'RangeModifier ^ (Distance(u)/500u)'
- [287] minimum interval between firing next bullet(measured in seconds)
- [288] penetration capability
- [289] maximum running speed with the weapon equipped
- [290] number of bullets(or shots) per weapon clip
- [291] bullet travel distance in units before disappearing. 16u = 1ft
- [292] weapon fires automatically whilst +attack is toggled
- [293] the number of bullets (pellets for a shotgun) fired from a cartridge
- [294] the frequency at which tracers are applied to bullets (0 = never, 1 = every shot, 2 = every other, etc)
- [295] The factor a target is slowed to (the lower the more effective)
- [296] How well tagging stacks with consecutive hits (the higher the more effective)
- [297] additional inaccuracy calculated per bullet
- [298] base inaccuracy whilst crouched
- [299] base inaccuracy whilst standing
- [300] additional inaccuracy after firing
- [301] additional inaccuracy whilst moving at MaxPlayerSpeed
- [302] additional inaccuracy upon jumping
- [303] additional inaccuracy upon landing (multiply by the z velocity when landing)

- [304] base inaccuracy whilst using a ladder (multiply by 2 for inaccuracy amount)
- [305] when crouching it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, the difference between InaccuracyStand and InaccuracyCrouch and the difference between InaccuracyCrouch and InaccuracyCrouchAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [306] when standing it is the decay rate for InaccuracyFire, InaccuracyJump, InaccuracyLand, and the difference between InaccuracyStand and InaccuracyStandAlt using the following formula: 'Inacc * (0.1 ^ (time/RecoveryTime))'
- [307] amount of x-axis recoil
- [308] amount of recoil
- [309] amount of y-axis recoil variance
- [310] the field of view while in the 1st zoom level (default unscoped is 90)
- [311] the field of view while in the 2nd zoom level (default unscoped is 90)
- [312] minimum interval between firing next bullet(measured in seconds) for alt fire
- [313] minimum interval between firing bursts(measured in seconds)
- [314] interval between firing next bullet within a burst(measured in seconds)
- [315] AWP
- [316] G3SG1
- [317] SCAR-20
- [318] SSG 08
- [319] Spread + InaccuracyCrouch
- [320] Spread + InaccuracyStand
- [321] Standing Inaccuracy + InaccuracyMove
- [322] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)
- [323] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)
- [324] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)
- [325] Damage*1
- [326] Damage*4
- [327] Damage*1.25
- [328] Damage*0.75
- [329] Damage*1*(ArmorRatio/2)

[330] Damage*4*(ArmorRatio/2)

[331] Damage*1.25*(ArmorRatio/2)

[332] Desert Eagle

[333] R8 Revolver

[334] Dual Berettas

[335] Five-SeveN

[336] Glock 18

[337] P2000

[338] USP-S (Silencer Equipped)

[339] P250

[340] CZ75 Auto

[341] Tec-9

[342] Spread + InaccuracyCrouch

[343] Spread + InaccuracyStand

[344] Standing Inaccuracy + InaccuracyMove

[345] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)

[346] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)

[347] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)

[348] Damage*1

[349] Damage*4

[350] Damage*1.25

[351] Damage*0.75

[352] Damage*1*(ArmorRatio/2)

[353] Damage*4*(ArmorRatio/2)

[354] Damage*1.25*(ArmorRatio/2)

[355] MAG-7

[356] Nova

[357] Sawed-Off

[358] XM1014

[359] Spread + InaccuracyCrouch

[360] Spread + InaccuracyStand

[361] Standing Inaccuracy + InaccuracyMove

[362] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)

[363] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)

[364] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)

[365] Damage*1

[366] Damage*4

[367] Damage*1.25

[368] Damage*0.75

[369] Damage*1*(ArmorRatio/2)

[370] Damage*4*(ArmorRatio/2)

[371] Damage*1.25*(ArmorRatio/2)

[372] PP-Bizon

[373] MAC-10

[374] MP7

[375] MP5-SD

[376] MP9

[377] P90

[378] UMP-45

[379] Spread + InaccuracyCrouch

[380] Spread + InaccuracyStand

[381] Standing Inaccuracy + InaccuracyMove

[382] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)

[383] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)

[384] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)

[385] Damage*1

[386] Damage*4

[387] Damage*1.25

[388] Damage*0.75

[389] Damage*1*(ArmorRatio/2)

[390] Damage*4*(ArmorRatio/2)

[391] Damage*1.25*(ArmorRatio/2)

[392] AK-47

[393] AUG

[394] FAMAS

[395] Galil AR

[396] M4A4

[397] M4A1-S (Silencer Equipped)

[398] SG 553

[399] Spread + InaccuracyCrouch

[400] Spread + InaccuracyStand

[401] Standing Inaccuracy + InaccuracyMove

[402] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)

[403] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)

[404] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)

[405] Damage*1

[406] Damage*4

[407] Damage*1.25

[408] Damage*0.75

[409] Damage*1*(ArmorRatio/2)

[410] Damage*4*(ArmorRatio/2)

[411] Damage*1.25*(ArmorRatio/2)

[412] M249

[413] Negev

[414] Spread + InaccuracyCrouch

[415] Spread + InaccuracyStand

[416] Standing Inaccuracy + InaccuracyMove

[417] Standing Inaccuracy + Maximum Firing Inaccuracy(Crouching)

[418] Standing Inaccuracy + Maximum Firing Inaccuracy(Standing)

[419] Running Inaccuracy +
Maximum Firing Inaccuracy(Standing)

[420] Damage*1

[421] Damage*4

[422] Damage*1.25

[423] Damage*0.75

[424] Damage*1*(ArmorRatio/2)

[425] Damage*4*(ArmorRatio/2)

[426] Damage*1.25*(ArmorRatio/2)

[427] AWP

[428] G3SG1

[429] SCAR-20

[430] SSG 08

[431] minimum interval between firing next bullet(measured in seconds)

[432] Desert Eagle

[433] R8 Revolver

[434] Dual Berettas

[435] Five-SeveN

[436] Glock 18

[437] P2000

[438] (silencer equipped)

[439] P250

[440] CZ75 Auto

[441] Tec-9

- [442] MAG-7
- [443] Nova
- [444] Sawed-Off
- [445] XM1014
- [446] PP-Bizon
- [447] MAC-10
- [448] MP7
- [449] MP5-SD
- [450] MP9
- [451] P90
- [452] UMP-45
- [453] AK-47
- [454] AUG
- [455] FAMAS
- [456] Galil AR
- [457] M4A4
- [458] M4A1-S
- [459] SG 553
- [460] M249
- [461] Negev
- [462] AWP
- [463] G3SG1
- [464] SCAR-20
- [465] SSG 08
- [466] minimum interval between firing next bullet(measured in seconds)
- [467] additional inaccuracy after firing
- [468] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[469] Desert Eagle

[470] R8 Revolver

[471] CycleTimeAlt: 0.4 is used for calculations

[472] InaccuracyFireAlt: 55.00 is used for these calculations

[473] Dual Berettas

[474] Five-SeveN

[475] Glock 18

[476] P2000

[477] (silencer equipped)

[478] InaccuracyFireAlt: 52.00 is used for these calculations

[479] P250

[480] CZ75 Auto

[481] Tec-9

[482] minimum interval between firing next bullet(measured in seconds)

[483] additional inaccuracy after firing

[484] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[485] MAG-7

[486] Nova

[487] Sawed-Off

[488] XM1014

[489] minimum interval between firing next bullet(measured in seconds)

[490] additional inaccuracy after firing

[491] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[492] PP-Bizon

[493] MAC-10

[494] MP7

[495] MP5-SD

[496] MP9

[497] P90

[498] UMP-45

[499] minimum interval between firing next bullet(measured in seconds)

[500] additional inaccuracy after firing

[501] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[502] AK-47

[503] AUG

[504] FAMAS

[505] Galil AR

[506] M4A4

[507] M4A1-S

[508] InaccuracyFireAlt: 7.00 is used for these calculations

[509] SG 553

[510] minimum interval between firing next bullet(measured in seconds)

[511] additional inaccuracy after firing

[512] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[513] M249

[514] Negev

[515] minimum interval between firing next bullet(measured in seconds)

[516] additional inaccuracy after firing

[517] time taken for InaccuracyFire and InaccuracyLand to clear when crouched. Also time taken for: InaccuracyJump to clear; to shift from InaccuracyLadder to InaccuracyStand or InaccuracyCrouch; to shift from InaccuracyStand to InaccuracyCrouch and to shift from InaccuracyCrouch to InaccuracyCrouchAlt after zooming or switching to burst-fire mode.

[518] AWP

[519] G3SG1

[520] SCAR-20

[521] SSG 08

[522] additional inaccuracy after firing

[523] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[524] Desert Eagle

[525] R8 Revolver

[526] Dual Berettas

[527] Five-SeveN

[528] Glock 18

[529] P2000

[530] (silencer equipped)

[531] P250

[532] CZ75 Auto

[533] Tec-9

[534] additional inaccuracy after firing

[535] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[536] MAG-7

[537] Nova

[538] Sawed-Off

[539] XM1014

[540] additional inaccuracy after firing

[541] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[542] PP-Bizon

[543] MAC-10

[544] MP7

[545] MP5-SD

[546] MP9

[547] P90

[548] UMP-45

[549] additional inaccuracy after firing

[550] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[551] AK-47

[552] AUG

[553] FAMAS

[554] Galil AR

[555] M4A4

[556] M4A1-S

[557] InaccuracyFireAlt: 7.00 is used for these calculations

[558] SG 553

[559] additional inaccuracy after firing

[560] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[561] M249

[562] Negev

[563] additional inaccuracy after firing

[564] time taken for: InaccuracyFire and InaccuracyLand to clear when standing and time taken to shift from InaccuracyStand to InaccuracyStandAlt after zooming or switching to burst-fire mode.

[565] AWP

[566] G3SG1

[567] SCAR-20

[568] SSG 08

[569] amount of damage inflicted before any modifiers

[570] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[571] Desert Eagle

[572] R8 Revolver

[573] Dual Berettas

[574] Five-SeveN

[575] Glock 18

[576] P2000

[577] (silencer equipped)

[578] P250

[579] CZ75 Auto

[580] Tec-9

[581] amount of damage inflicted before any modifiers

[582] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[583] MAG-7

[584] Nova

[585] Sawed-Off

[586] XM1014

[587] amount of damage inflicted before any modifiers

[588] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[589] PP-Bizon

[590] MAC-10

[591] MP7

[592] MP5-SD

[593] MP9

[594] P90

[595] UMP-45

[596] amount of damage inflicted before any modifiers

[597] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[598] AK-47

[599] AUG

[600] FAMAS

[601] Galil AR

[602] M4A4

[603] M4A1-S

[604] SG 553

[605] amount of damage inflicted before any modifiers

[606] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[607] M249

[608] Negev

[609] amount of damage inflicted before any modifiers

[610] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[611] AWP

[612] G3SG1

[613] SCAR-20

[614] SSG 08

[615] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[616] amount of damage inflicted before any modifiers

[617] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[618] Desert Eagle

[619] R8 Revolver

[620] Dual Berettas

[621] Five-SeveN

[622] Glock 18

[623] P2000

[624] (silencer equipped)

[625] P250

[626] CZ75 Auto

[627] Tec-9

[628] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[629] amount of damage inflicted before any modifiers

[630] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[631] MAG-7

[632] Nova

[633] Sawed-Off

[634] XM1014

[635] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[636] amount of damage inflicted before any modifiers

[637] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[638] PP-Bizon

[639] MAC-10

[640] MP7

[641] MP5-SD

[642] MP9

[643] P90

[644] UMP-45

[645] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[646] amount of damage inflicted before any modifiers

[647] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[648] AK-47

[649] AUG

[650] FAMAS

[651] Galil AR

[652] M4A4

[653] M4A1-S

[654] SG 553

[655] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[656] amount of damage inflicted before any modifiers

[657] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[658] M249

[659] Negev

[660] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[661] amount of damage inflicted before any modifiers

[662] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[663] AWP

[664] G3SG1

[665] SCAR-20

[666] SSG 08

[667] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[668] amount of damage inflicted before any modifiers

[669] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[670] minimum interval between firing next bullet(measured in seconds)

[671] Desert Eagle

[672] R8 Revolver

[673] Dual Berettas

[674] Five-SeveN

[675] Glock 18

[676] P2000

[677] (silencer equipped)

[678] P250

[679] CZ75 Auto

[680] Tec-9

[681] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[682] amount of damage inflicted before any modifiers

[683] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[684] minimum interval between firing next bullet(measured in seconds)

[685] MAG-7

[686] Nova

[687] Sawed-Off

[688] XM1014

[689] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[690] amount of damage inflicted before any modifiers

[691] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[692] minimum interval between firing next bullet(measured in seconds)

[693] PP-Bizon

[694] MAC-10

[695] MP7

[696] MP5-SD

[697] MP9

[698] P90

[699] UMP-45

[700] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[701] amount of damage inflicted before any modifiers

[702] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[703] minimum interval between firing next bullet(measured in seconds)

[704] AK-47

[705] AUG

[706] FAMAS

[707] Galil AR

[708] M4A4

[709] M4A1-S

[710] SG 553

[711] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

[712] amount of damage inflicted before any modifiers

[713] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage

[714] minimum interval between firing next bullet(measured in seconds)

[715] M249

[716] Negev

[717] Damage against armoured opponents is multiplied by 'ArmorRatio'/2

- [718] amount of damage inflicted before any modifiers
- [719] 'Damage' * (RangeModifier ^ (Distance/500u)) = Damage
- [720] minimum interval between firing next bullet(measured in seconds)
- [721] AWP
- [722] G3SG1
- [723] SCAR-20
- [724] SSG 08