

Entity	Price	id Asset	Category	Buys	Price	Change (Day %)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)	Volume (200k)		
Public																																			
Direct Edge	\$700	\$300	65	-	80.20%	17%	268.67	200%	7	35	276	80%	4,086	No	Every Bidder	24.59%	36.6m	4.26	4.18	54.90	306.00	148.20	84.07	72.20	0.446027	0.612000	48.9	60	18	Random	2,183.00	2,055.20			
Ed Revenue	\$700	\$300	69	-	80.20%	4%	120.01(70)	200%	8	16	181(14)	80%	4,086	Yes	Every Bidder	31.62%	44.5m	4.83	3.42	14.61	285.00	134.60	51.90	0.360000	0.600000	20.0	60	0	Set Pattern	8,203.83	7,254.32				
Revenue (Base/Edu)	\$400	\$300	65	-	80.20%	4%	120.01(70)	200%	8	16	181(14)	80%	4,086	No	Every Bidder	31.20%	3.30m	8.30	3.80	88.30	282.00	178.30	95.14	55.00	-	45.0	60	8	Random	-	-				
Book-10	\$300	\$300	65	-	80.20%	21%	500.00	100%	20	20	240	100%	4,086	No	Every Bidder	16.30%	21.0m	9.00	7.25	28.00	236.00	187.40	85.85	11.38	0.437000	0.300000	27.0	20	4	Random	866.94	-			
Book-20	\$300	\$300	65	-	81.05%	10%	400.00	100%	20	20	240	100%	4,086	No	Every Bidder	13.70%	17.0m	11.10	6.83	61.10	278.00	100.60	19.28	25.00	0.200000	0.300000	15.0	6	Random	887.72	365.89				
Book-18	\$300	\$300	30	-	47.00%	13%	400.00	100%	20	10	240	50%	4,086	No	Every Bidder	20.05%	24.5m	7.80	8.20	17.60	270.00	85.47	18.71	56.00	0.200000	0.200000	18.0	20	0	Random	860.92	N/A			
Book-18 (no bid)	\$300	\$300	35	-	200.00(100)	-	-	-	-	-	-	-	-	No Bid	Every Bidder	2.4m	8.4m	26.00	18.00	31.60	251.00	158.47	23.71	46.00	-	0	0	-	-	-	-	-			
Book-18 (no bid)	\$300	\$300	35	-	50.50%	0%	375.00	100%	13	62	240	50%	4,086	No	Every Bidder	22.00%	28.0m	9.50	6.68	19.50	278.84	101.38	23.87	50.00	0.207777	0.146552	20.0	0	0	Random	1,783.85	N/A			
Book-18 (no bid)	\$300	\$300	38	-	60.50%	0%	382.44	100%	12	24	240	50%	4,086	No	Every Bidder	24.81%	29.2m	8.40	6.18	16.27	241.30	100.88	20.40	48.00	0.207777	0.146552	23.0	0	0	Random	1,783.85	N/A			
Book-18 (no bid)	\$300	\$300	38	-	64.00%	10%	400.00	100%	13	20	240	50%	4,086	No	Every Bidder	13.70%	17.0m	11.10	8.83	31.10	278.00	104.08	27.43	52.45	0.207777	0.146552	28.0	10	3	Random	1,887.04	N/A			
Book-18 (no bid)	\$300	\$300	38	-	60.50%	1%	382.44	100%	12	22	240	50%	4,086	Yes	Every Bidder	11.35%	14.3m	13.41	10.60	28.84	270.00	106.29	19.80	30.00	0.207777	0.242500	31.0	10	4	Random	861.80	N/A			
Book-18	\$300	\$300	33	-	60.60%	21%	500.00	100%	18	60	240	50%	4,086	No	Every Bidder	22.00%	28.0m	8.80	6.88	16.80	245.00	86.66	22.45	66.00	0.200000	0.146500	23.0	60	3	Random	689.00	379.51			
Company																																			
Next	\$1,300	\$300	30	-	75.00%	6%	70.68	100%	8	33	225	80%	1,400	No	Every Bidder	4.24%	3.27m	47.60(20)	45.35	82.60	309.52	87.20	89.50	11.50	0.288551	0.380729	145.5	20	25	Random	154.93(20)	N/A			
Next	\$1,050	\$300	28	-	60.00%	6%	68.18	100%	8	32	220	60%	3,000	No	Every Bidder	3.01%	4.0m	90.00(35)	37.35	79.75	169.50	166.51	78.38	9.70	0.326841	0.486517	143.0	20	22	Random	548.19(20)	N/A			
Next	\$1,100	\$300	38	-	75.00%	6%	70.68	100%	7	32	225	80%	1,400	No	Every Bidder	2.77%	2.8m	50.00(30)	33.25	71.80	130.90	112.20	72.90	9.70	0.326841	0.486517	143.0	20	22	Random	154.93(20)	N/A			
Next	\$2,000	\$300	29	-	60.00%	30%	171.43	100%	7	33	215	80%	3,000	Yes	Every Bidder	3.30%	1.52m	48.00(30)	43.25	81.00	160.42	175.00	89.22	8.90	0.326841	0.590600	80.0	20	29	Set Pattern	N/A(20)	N/A			
Stock																																			
MAC-10	\$1,450	\$300	28	-	67.50%	20%	750.00	100%	64	120	240	100%	3,600	Yes	Every Bidder	10.16%	32.2m	15.50	11.50	42.51	245.30	164.47	89.74	2.88	0.288551	0.331524	18.0	20	1	Set Pattern	430.53	N/A			
MPF	\$1,500	\$300	30	-	62.50%	15%	750.00	100%	30	120	235	100%	3,600	Yes	Every Bidder	14.38%	23.7m	10.60	6.52	30.46	118.72	70.20	28.95	2.18	0.312484	0.474741	18.0	20	1	Set Pattern	860.92	N/A			
Next	\$1,400	\$300	28	-	69.50%	15%	750.00	100%	30	120	235	100%	3,600	Yes	None	14.38%	23.7m	10.60	6.52	40.60	118.72	70.20	28.95	2.18	0.312484	0.474741	15.0	60	1	Set Pattern	243.68	N/A			
Next	\$1,250	\$300	28	-	60.00%	13%	887.14	100%	30	120	240	100%	3,600	Yes	Every Bidder	18.88%	206.43	9.60	6.10	38.64	204.43	28.03	11.41	3.70	0.184207	0.297690	19.0	20	1	Set Pattern	140.82	N/A			
Next	\$2,000	\$300	28	-	60.00%	14%	887.14	100%	60	120	220	100%	3,700	Yes	Every Bidder	10.40%	13.0m	14.60	11.24	48.61	266.34	104.77	20.29	2.88	0.297784	0.272088	18.0	20	1	Set Pattern	130.02	N/A			
Next	\$1,200	\$300	30	-	65.00%	20%	666.67	100%	25	100	220	100%	3,700	Yes	Every Bidder	13.06%	13.77m	14.41	13.07	43.10	85.70	51.68	21.47	1.67	0.249566	0.149593	23.0	40	1	Set Pattern	684.60	N/A			
Automatic Rifles																																			
Aut	\$2,700	\$300	30	-	77.50%	2%	800.00	200%	30	60	215	80%	8,100	Yes	Every Bidder	21.74%	28.17m	7.21	6.41	182.00	280.60	147.70	33.03	7.80	0.309537	0.386003	30.0	20	0	Set Pattern	9,034.41	3,718.24			
Aut	\$3,400	\$300	28	-	60.00%	0%	800.00	200%	30	60	220	60%	8,100	Yes	Every Bidder	18.54%	45.0m	9.81	3.38	145.26	305.00	115.80	98.16	7.49	0.309537	0.497727	24.0	60	0	Set Pattern	2,884.79	107.21			
Aut (no bid)	\$3,000	\$300	30	-	70.00%	4%	666.67	200%	25	60	220	80%	8,100	Yes	Every Bidder	16.54%	116.3m	2.44	1.31	107.87	200.38	108.41	30.77	6.26	0.200000	0.290000	18.0	60	-	Set Pattern	2,333.13	-			
FAMAS (buy)	\$2,500	\$300	30	-	-	-	800.00(80)	-	-	-	-	-	-	No Bid	Every Bidder	35.52%	35.5m	4.20	3.85	169.63	238.03	114.68	12.31	3.98	-	18.0	80	-	Random	-	-				
Game AP	\$1,800	\$300	30	-	77.50%	2%	666.67	200%	30	60	215	80%	8,100	Yes	Every Bidder	16.28%	21.2m	9.37	7.18	132.93	227.78	109.15	27.00	7.00	0.192000	0.300000	21.0	20	1	Set Pattern	4,512.31	N/A			
Next	\$3,100	\$300	30	-	70.00%	3%	666.67	200%	30	60	220	80%	8,100	Yes	Every Bidder	27.71%	34.8m	9.50	4.70	143.38	222.60	100.77	21.66	7.00	0.245100	0.388841	23.0	20	0	Set Pattern	4,532.44	N/A			
M4A1-S (no silencer)	\$3,000	\$300	30	-	70.00%	3%	666.67	200%	25	75	225	60%	8,100	Yes	Every Bidder	26.22%	33.1m	5.40	4.60	127.40	227.84	105.10	21.88	7.00	0.245100	0.388841	21.0	60	0	Set Pattern	4,023.31	N/A			
MG 81	\$3,000	\$300	30	-	66.00%	2%	800.00	200%	30	60	210	80%	8,100	Yes	Every Bidder	35.51%	45.8m	4.28	3.34	142.20	169.82	113.29	34.78	7.80	0.370004	0.428288	25.0	60	2	Set Pattern	4,512.31	3,242.84			
MG 81 (no bid)	\$3,000	\$300	30	-	-	-	800.00(80)	-	-	-	-	-	-	No Bid	Every Bidder	61.45%	113.7m	2.48	1.34	138.40	277.82	111.48	30.98	-	-	18.0	-	-	-	-					
M4																																			
Next	\$4,200	\$300	30	-	80.00%	3%	750.00	200%	150	200	195	60%	8,100	Yes	Every Bidder	19.71%	20.2m	8.20	7.34	165.00	267.42	289.17	121.78	3.98	0.431000	0.603000	20.0	60	2	Set Pattern	5,623.33	1,886.41			
Next	\$4,700	\$300	30	-	75.00%	3%	1,000.00	200%	160	300	195	60%	8,100	Yes	Every Bidder	12.52%	15.8m	12.17	9.13	171.31	274.88	304.40	136.69	3.97	0.454000	0.603000	22.0	60	2	Set Pattern	5,623.33	809.31			

Year	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD
1998	1.48	1.41	1.35	1.31	5.55	1.41	1.37	1.31	1.27	5.36	1.34	1.30	1.24	1.19	5.06	1.27	1.23	1.17	1.12	4.79	1.20	1.16	1.10	1.05	4.51	1.13	1.09	1.03	0.98	4.23	1.06	1.02	0.96	0.91	3.95	1.00	0.96	0.90	0.85	3.71
1999	1.44	1.38	1.32	1.27	5.41	1.37	1.33	1.27	1.22	5.19	1.30	1.26	1.20	1.15	5.01	1.23	1.19	1.13	1.08	4.63	1.16	1.12	1.06	1.01	4.35	1.09	1.05	0.99	0.94	4.07	1.02	0.98	0.92	0.87	3.79	0.95	0.91	0.85	0.80	3.51
2000	1.40	1.34	1.28	1.23	5.25	1.33	1.29	1.23	1.18	5.03	1.26	1.22	1.16	1.11	4.75	1.19	1.15	1.09	1.04	4.47	1.12	1.08	1.02	0.97	4.19	1.05	1.01	0.95	0.90	3.91	0.98	0.94	0.88	0.83	3.63	0.91	0.87	0.81	0.76	3.35
2001	1.36	1.30	1.24	1.19	5.09	1.29	1.25	1.19	1.14	4.87	1.22	1.18	1.12	1.07	4.59	1.15	1.11	1.05	1.00	4.31	1.08	1.04	0.98	0.93	4.03	1.01	0.97	0.91	0.86	3.75	0.94	0.90	0.84	0.79	3.47	0.87	0.83	0.77	0.72	3.19
2002	1.32	1.26	1.20	1.15	4.93	1.25	1.21	1.15	1.10	4.71	1.18	1.14	1.08	1.03	4.43	1.11	1.07	1.01	0.96	4.15	1.04	1.00	0.94	0.89	3.87	0.97	0.93	0.87	0.82	3.59	0.90	0.86	0.80	0.75	3.31	0.83	0.79	0.73	0.68	3.03
2003	1.28	1.22	1.16	1.11	4.77	1.21	1.17	1.11	1.06	4.55	1.14	1.10	1.04	0.99	4.27	1.07	1.03	0.97	0.92	3.99	1.00	0.96	0.90	0.85	3.61	0.93	0.89	0.83	0.78	3.33	0.86	0.82	0.76	0.71	3.15	0.79	0.75	0.69	0.64	2.87
2004	1.24	1.18	1.12	1.07	4.61	1.17	1.13	1.07	1.02	4.39	1.10	1.06	1.00	0.95	4.11	1.03	0.99	0.93	0.88	3.83	0.96	0.92	0.86	0.81	3.55	0.89	0.85	0.79	0.74	3.27	0.82	0.78	0.72	0.67	2.99	0.75	0.71	0.65	0.60	2.71
2005	1.20	1.14	1.08	1.03	4.45	1.13	1.09	1.03	0.98	4.23	1.06	1.02	0.96	0.91	3.95	0.99	0.95	0.89	0.84	3.67	0.92	0.88	0.82	0.77	3.39	0.85	0.81	0.75	0.70	3.11	0.78	0.74	0.68	0.63	2.93	0.71	0.67	0.61	0.56	2.65
2006	1.16	1.10	1.04	0.99	4.29	1.09	1.05	0.99	0.94	4.07	1.02	0.98	0.92	0.87	3.79	0.95	0.91	0.85	0.80	3.51	0.88	0.84	0.78	0.73	3.23	0.81	0.77	0.71	0.66	2.95	0.74	0.70	0.64	0.59	2.67	0.67	0.63	0.57	0.52	2.49
2007	1.12	1.06	1.00	0.95	4.13	1.05	1.01	0.95	0.90	3.91	0.98	0.94	0.88	0.83	3.63	0.91	0.87	0.81	0.76	3.35	0.84	0.80	0.74	0.69	2.97	0.77	0.73	0.67	0.62	2.69	0.70	0.66	0.60	0.55	2.31	0.63	0.59	0.53	0.48	2.13
2008	1.08	1.02	0.96	0.91	3.97	1.01	0.97	0.91	0.86	3.75	0.94	0.90	0.84	0.79	3.47	0.87	0.83	0.77	0.72	3.19	0.80	0.76	0.70	0.65	2.71	0.73	0.69	0.63	0.58	2.43	0.66	0.62	0.56	0.51	2.15	0.59	0.55	0.49	0.44	1.97
2009	1.04	0.98	0.92	0.87	3.81	0.97	0.93	0.87	0.82	3.59	0.90	0.86	0.80	0.75	3.31	0.83	0.79	0.73	0.68	2.93	0.76	0.72	0.66	0.61	2.45	0.69	0.65	0.59	0.54	2.17	0.62	0.58	0.52	0.47	1.99	0.55	0.51	0.45	0.40	1.71
2010	1.00	0.94	0.88	0.83	3.65	0.93	0.89	0.83	0.78	3.43	0.86	0.82	0.76	0.71	3.15	0.79	0.75	0.69	0.64	2.67	0.72	0.68	0.62	0.57	2.23	0.65	0.61	0.55	0.50	1.95	0.58	0.54	0.48	0.43	1.73	0.51	0.47	0.41	0.36	1.55
2011	0.96	0.90	0.84	0.79	3.49	0.89	0.85	0.79	0.74	3.27	0.82	0.78	0.72	0.67	2.99	0.75	0.71	0.65	0.60	2.31	0.68	0.64	0.58	0.53	1.91	0.61	0.57	0.51	0.46	1.73	0.54	0.50	0.44	0.39	1.57	0.47	0.43	0.37	0.32	1.39
2012	0.92	0.86	0.80	0.75	3.33	0.85	0.81	0.75	0.70	3.11	0.78	0.74	0.68	0.63	2.83	0.71	0.67	0.61	0.56	2.15	0.64	0.60	0.54	0.49	1.77	0.57	0.53	0.47	0.42	1.59	0.50	0.46	0.40	0.35	1.41	0.43	0.39	0.33	0.28	1.23
2013	0.88	0.82	0.76	0.71	3.17	0.81	0.77	0.71	0.66	2.95	0.74	0.70	0.64	0.59	2.67	0.67	0.63	0.57	0.52	1.79	0.60	0.56	0.50	0.45	1.51	0.53	0.49	0.43	0.38	1.43	0.46	0.42	0.36	0.31	1.25	0.39	0.35	0.29	0.24	1.07
2014	0.84	0.78	0.72	0.67	3.01	0.77	0.73	0.67	0.62	2.79	0.70	0.66	0.60	0.55	2.51	0.63	0.59	0.53	0.48	1.63	0.56	0.52	0.46	0.41	1.35	0.49	0.45	0.39	0.34	1.27	0.42	0.38	0.32	0.27	1.09	0.35	0.31	0.25	0.20	0.89
2015	0.80	0.74	0.68	0.63	2.85	0.73	0.69	0.63	0.58	2.63	0.66	0.62	0.56	0.51	2.35	0.59	0.55	0.49	0.44	1.47	0.52	0.48	0.42	0.37	1.17	0.45	0.41	0.35	0.30	1.29	0.38	0.34	0.28	0.23	1.11	0.31	0.27	0.21	0.16	0.81
2016	0.76	0.70	0.64	0.59	2.69	0.69	0.65	0.59	0.54	2.47	0.62	0.58	0.52	0.47	2.19	0.55	0.51	0.45	0.40	1.31	0.46	0.42	0.36	0.31	1.07	0.41	0.37	0.31	0.26	1.31	0.34	0.30	0.24	0.19	1.13	0.27	0.23	0.17	0.12	0.73
2017	0.72	0.66	0.60	0.55	2.53	0.65	0.61	0.55	0.50	2.31	0.58	0.54	0.48	0.43	2.03	0.51	0.47	0.41	0.36	1.15	0.42	0.38	0.32	0.27	0.95	0.37	0.33	0.27	0.22	1.33	0.30	0.26	0.20	0.15	1.15	0.23	0.19	0.13	0.08	0.55
2018	0.68	0.62	0.56	0.51	2.37	0.61	0.57	0.51	0.46	2.15	0.54	0.50	0.44	0.39	1.87	0.47	0.43	0.37	0.32	0.99	0.38	0.34	0.28	0.23	0.83	0.33	0.29	0.23	0.18	1.35	0.26	0.22	0.16	0.11	1.17	0.19	0.15	0.09	0.04	0.37
2019	0.64	0.58	0.52	0.47	2.21	0.57	0.53	0.47	0.42	2.00	0.50	0.46	0.40	0.35	1.71	0.43	0.39	0.33	0.28	0.83	0.34	0.30	0.24	0.19	0.71	0.29	0.25	0.19	0.14	1.37	0.22	0.18	0.12	0.07	1.19	0.15	0.11	0.05	0.00	0.29
2020	0.60	0.54	0.48	0.43	2.05	0.53	0.49	0.43	0.38	1.84	0.46	0.42	0.36	0.31	1.55	0.39	0.35	0.29	0.24	0.67	0.30	0.26	0.20	0.15	0.59	0.25	0.21	0.15	0.10	1.39	0.18	0.14	0.08	0.03	1.21	0.11	0.07	0.01	0.00	0.21

Pistols	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
dsb181 (871)	63	0.81	60.40	57.91	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	27.12	21.97	17.79	13.62	9.44	5.26	1.08	
revolver (872)	69	0.94	68.15	67.31	66.49	65.67	64.86	64.06	63.27	62.50	61.73	60.97	60.22	59.48	58.75	58.02	57.31	53.87	50.64	47.60	44.80	42.14	39.61	37.20	
ts130 (873)	40	0.75	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	7.80	6.60	5.21	3.91	
russewin (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	7.55	6.26	5.14	4.16	
slock (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	9.54	8.04	6.75	5.64	
bka2000 (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	17.83	16.26	14.74	13.24	
usep silenced (8)	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	17.83	16.26	14.74	13.24	
ps30 (877)	38	0.86	37.21	36.43	35.67	34.93	34.20	33.48	32.78	32.10	31.44	30.78	30.14	29.51	28.89	28.29	27.70	24.93	22.44	20.19	18.07	16.15	14.42	12.86	
scf55 (878)	31	0.85	30.01	29.05	28.12	27.22	26.35	25.51	24.69	23.90	23.14	22.40	21.68	20.99	20.32	19.67	19.04	16.18	13.75	11.69	9.93	8.43	7.14	6.04	
tses (880)	33	0.79	31.48	30.05	28.65	27.33	26.07	24.87	23.72	22.63	21.59	20.60	19.65	18.74	17.88	17.06	16.27	12.85	10.15	8.02	6.71	5.61	4.69	3.94	

Shotguns	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
m47 (883)	30	0.45	29.57	21.80	18.58	15.84	13.50	11.51	9.81	8.36	7.13	6.08	5.18	4.41	3.76	3.21	2.69	2.24	1.84	1.49	1.16	0.86	0.61	0.44	
tses (884)	26	0.70	24.21	22.54	20.99	19.55	18.20	16.95	15.79	14.69	13.68	12.74	11.86	11.05	10.29	9.58	8.92	6.24	4.37	3.08	2.28	1.74	1.31	0.94	
sawedoff (885)	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	2.93	2.46	2.03	1.64	1.29	0.98	0.71	0.51	
tsst1814 (886)	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	6.86	4.80	3.36	2.35	1.64	1.24	0.92	0.67	

SMGs	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
tses (889)	30	0.85	29.69	27.44	26.24	25.10	24.00	22.96	21.96	20.99	20.06	19.20	18.36	17.56	16.79	16.06	15.36	12.29	9.83	7.86	6.55	5.50	4.60	3.82	
m47 (890)	29	0.83	27.72	25.52	24.32	23.20	22.10	21.02	20.00	19.11	18.26	17.45	16.68	15.93	15.21	14.53	13.89	10.81	8.50	6.70	5.62	4.72	3.97	3.32	
mp7 (891)	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	9.72	8.28	7.00	5.92	
mp9 (892)	28	0.85	27.10	26.24	25.40	24.59	23.80	23.04	22.30	21.59	20.90	20.23	19.58	18.96	18.35	17.76	17.20	14.62	12.42	10.56	9.04	7.70	6.52	5.51	
mp5 (893)	28	0.87	25.29	24.59	23.92	23.28	22.62	22.00	21.39	20.81	20.24	19.68	19.14	18.61	18.10	17.60	17.12	14.90	12.96	11.27	9.75	8.37	7.18	6.21	
ps1 (894)	29	0.86	25.23	24.48	23.75	23.04	22.36	21.70	21.05	20.43	19.84	19.29	18.76	18.24	17.74	17.24	16.76	14.54	12.63	11.02	9.51	8.14	6.95	5.98	
tses (895)	35	0.75	33.04	31.20	29.45	27.80	26.25	24.78	23.40	22.09	20.85	19.69	18.59	17.55	16.57	15.64	14.77	11.07	8.31	6.23	5.21	4.35	3.60	3.00	

Automatic Rifles	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
sk47 (896)	36	0.98	35.85	35.71	35.57	35.42	35.28	35.14	35.00	34.85	34.71	34.57	34.43	34.30	34.16	34.02	33.88	33.21	32.54	31.89	31.24	30.60	30.00	29.40	
tses (897)	28	0.88	27.89	27.77	27.66	27.55	27.44	27.33	27.22	27.11	27.00	26.89	26.78	26.67	26.57	26.46	26.35	25.83	25.31	24.80	24.30	23.81	23.33	22.85	
tses (898)	30	0.96	29.76	29.51	29.27	29.04	28.80	28.57	28.33	28.10	27.87	27.65	27.42	27.20	26.98	26.76	26.54	25.48	24.46	23.46	22.46	21.46	20.46	19.46	
tses (899)	30	0.98	29.88	29.76	29.64	29.52	29.40	29.28	29.16	29.05	28.93	28.81	28.70	28.58	28.46	28.35	28.24	27.87	27.12	26.48	25.84	25.20	24.56	23.92	
tses (900)	33	0.97	32.80	32.60	32.40	32.21	32.01	31.82	31.62	31.43	31.24	31.05	30.86	30.67	30.49	30.30	30.12	29.21	28.24	27.49	26.75	26.01	25.27	24.53	
tses silenced (9)	32	0.97	31.81	31.61	31.42	31.23	31.04	30.85	30.66	30.48	30.29	30.11	29.93	29.74	29.56	29.38	29.21	28.33	27.48	26.66	25.84	25.02	24.20	23.38	
tses (904)	30	0.98	29.88	29.76	29.64	29.52	29.40	29.28	29.16	29.05	28.93	28.81	28.70	28.58	28.46	28.35	28.24	27.87	27.12	26.58	26.04	25.49	24.94	24.39	

LMGs	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
m49 (907)	35	0.97	34.70	34.58	34.47	34.36	34.25	34.14	34.04	33.94	33.84	33.74	33.64	33.54	33.44	33.34	33.24	32.99	32.74	32.53	32.34	32.14	31.94	31.74	
tses (908)	35	0.97	34.79	34.68	34.57	34.46	34.35	34.24	34.14	34.04	33.94	33.84	33.74	33.64	33.54	33.44	33.34	33.09	32.84	32.63	32.43	32.23	32.03	31.83	

Sniper Rifles	Damage (BR)	RangeModifier%	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	Damage @	One Hit Kill	CRS @50m	CRS @100m	CRS @200m	CRS @300m	CRS @400m	CRS @500m
			2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	2000Uz 5m	Range					
tses (911)	115	0.95	114.77	114.54	114.31	114.08	113.85	113.62	113.39	113.17	112.94	112.71	112.48	112.25	112.02	111.81	111.58	110.47	109.36	108.27	107.18	106.09	105.00	103.91	
sps1 (912)	80	0.98	79.68	79.36	79.04	78.72	78.40	78.08	77.77	77.46	77.14	76.83	76.52	76.21	75.91	75.60	75.30	73.79	72.31	70.87	69.43	67.99	66.55	65.11	
tses (913)	80																								

Platoons	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @ 3500m	Damage @ 4000m	Damage @ 4500m	Damage @ 5000m	Damage @ 5500m	Damage @ 6000m	Damage @ 6500m	Damage @ 7000m	Damage @ 7500m	Damage @ 8000m	Damage @ 8500m	Damage @ 9000m	Damage @ 9500m	Damage @ 10000m	Net HR Kill Rate	One HR Kill Rate	DPS @1000	DPS @3000	DPS @6000	DPS @10000				
Stagle [E1]	1.864	63	0.81	56.29	63.97	61.74	49.61	47.56	45.60	43.72	41.91	40.19	38.52	36.93	35.41	33.95	32.55	31.20	29.89	28.62	25.28	20.47	16.56	3,670.69	2,025.99	250.19	229.97	202.65	157.38	
Ironhorse [E1.5]	1.864	69	0.94	63.92	62.74	61.56	61.20	60.45	59.71	59.07	58.53	58.06	57.62	57.12	56.63	56.14	55.65	55.13	54.62	54.12	53.62	49.21	47.26	44.36	13,285.56	7,634.78	127.03	122.93	116.41	110.87
Libro [E2]	1.850	40	0.73	23.83	22.71	21.70	20.70	19.71	18.84	17.97	17.15	16.36	15.60	14.88	14.20	13.54	12.92	12.33	11.76	11.21	10.67	9.74	7.65	6.08	1,430.26	N/A	156.74	160.96	107.00	118.32
Prosecco [E2.1]	1.863	32	0.81	27.96	26.81	25.70	24.64	23.63	22.65	21.72	20.82	19.96	19.14	18.35	17.69	16.86	16.17	15.50	14.86	14.24	13.63	12.56	10.17	8.24	2,010.58	365.88	186.43	171.36	151.01	117.27
Shield [E2.2]	0.940	30	0.85	13.65	13.21	12.79	12.38	11.99	11.60	11.23	10.87	10.52	10.19	9.86	9.55	9.24	8.95	8.65	8.36	8.08	7.81	7.36	6.26	5.32	370.56	N/A	90.99	85.27	77.34	63.64
Wacom [E2.3]	1.010	35	0.91	17.34	17.03	16.70	16.39	16.08	15.78	15.49	15.20	14.92	14.64	14.36	14.09	13.83	13.57	13.32	13.07	12.82	12.57	12.12	11.03	10.04	1,836.60	N/A	108.45	104.39	98.05	88.00
Wsp. Silencer [E2]	1.010	35	0.91	17.34	17.02	16.70	16.39	16.08	15.78	15.49	15.20	14.92	14.64	14.36	14.09	13.83	13.57	13.32	13.07	12.82	12.57	12.12	11.03	10.04	1,836.60	N/A	102.03	98.25	92.80	82.91
z780 [E2.5]	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	17.35	16.98	16.62	15.96	14.36	12.92	3,186.54	N/A	158.75	152.30	142.88	125.91
z785 [E2.5]	1.053	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	14.29	13.81	13.33	12.67	10.68	9.08	2,046.07	N/A	230.02	218.35	198.06	162.97
z83 [E2.7]	1.812	33	0.73	28.02	27.21	26.59	24.78	23.62	22.51	21.49	20.50	19.56	18.66	17.80	16.98	16.20	15.45	14.73	14.03	13.33	12.64	11.69	9.20	7.27	1,849.77	378.51	237.68	216.29	187.78	141.80

Shotguns	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @ 3500m	Damage @ 4000m	Damage @ 4500m	Damage @ 5000m	Damage @ 5500m	Damage @ 6000m	Damage @ 6500m	Damage @ 7000m	Damage @ 7500m	Damage @ 8000m	Damage @ 8500m	Damage @ 9000m	Damage @ 9500m	Damage @ 10000m	Net HR Kill Rate	One HR Kill Rate	DPS @1000	DPS @3000	DPS @6000	DPS @10000						
Insig [E3.1]	1.500	30	0.45	19.18	16.35	13.94	11.88	10.13	8.63	7.30	6.27	5.35	4.56	3.88	3.31	2.82	2.41	2.05	1.73	1.46	1.10	0.70	0.45	368.05	N/A	180.51	131.15	81.23	31.16			
Iron [E3.2]	1.000	26	0.70	12.10	11.27	10.60	9.77	9.10	8.47	7.89	7.35	6.84	6.37	5.93	5.62	5.14	4.79	4.46	4.14	3.83	3.51	2.97	2.51	3.12	2.18	1.88	64.98	N/A	123.80	107.34	86.66	56.49
Ironoff [E3.3]	1.000	32	0.45	20.46	17.44	14.66	12.61	10.80	9.21	7.85	6.69	5.70	4.80	4.14	3.63	3.01	2.57	2.19	1.86	1.54	1.10	0.70	0.45	408.47	N/A	195.54	139.80	85.64	33.21			
Iron14 [E3.4]	1.600	20	0.70	14.90	13.87	12.82	12.03	11.20	10.43	9.71	9.04	8.42	7.84	7.30	6.80	6.33	5.89	5.49	5.09	4.71	4.34	3.84	2.65	1.83	346.05	N/A	255.40	127.44	178.78	116.53		

DAGs	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @ 3500m	Damage @ 4000m	Damage @ 4500m	Damage @ 5000m	Damage @ 5500m	Damage @ 6000m	Damage @ 6500m	Damage @ 7000m	Damage @ 7500m	Damage @ 8000m	Damage @ 8500m	Damage @ 9000m	Damage @ 9500m	Damage @ 10000m	Net HR Kill Rate	One HR Kill Rate	DPS @1000	DPS @3000	DPS @6000	DPS @10000					
Dion [E3.1]	1.150	30	0.80	15.50	15.78	15.59	14.43	13.80	13.20	12.62	12.07	11.54	11.04	10.56	10.10	9.65	9.24	8.83	8.42	8.02	7.62	6.55	5.62	4.52	721.70	N/A	255.21	188.60	164.97	125.21	
Iron3 [E3.2]	1.150	29	0.80	15.95	15.25	14.69	13.95	13.34	12.76	12.20	11.67	11.16	10.67	10.21	9.76	9.33	8.93	8.54	8.14	7.75	7.36	6.33	5.46	4.37	645.73	N/A	212.03	194.47	170.10	130.14	
Insig7 [E3.3]	1.250	30	0.85	18.15	17.67	17.01	16.46	15.94	15.43	14.93	14.46	13.99	13.56	13.11	12.69	12.29	11.90	11.51	11.12	10.73	10.34	9.33	7.93	6.82	4.97	1,247.44	N/A	228.88	212.60	192.85	158.68
Ironoff [E4.1]	1.250	28	0.85	16.94	16.40	15.87	15.37	14.88	14.40	13.94	13.49	13.05	12.64	12.24	11.85	11.47	11.10	10.75	10.40	10.03	9.64	7.78	6.60	5.62	1,025.18	N/A	211.79	198.43	179.99	148.10	
Insig7 [E4.2]	1.200	28	0.87	16.17	14.75	14.36	13.85	13.57	13.20	12.84	12.48	12.14	11.81	11.48	11.17	10.86	10.56	10.27	9.96	9.66	9.36	7.78	6.76	5.76	795.41	N/A	219.74	204.99	185.56	159.54	
z780 [E4.3]	1.380	20	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	11.05	10.70	10.34	8.64	7.60	6.60	1,197.78	N/A	245.07	234.11	213.80	178.45	
Ironoff [E4.4]	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	10.17	9.60	9.04	8.48	7.92	6.40	5.40	4.05	1,040.80	N/A	232.70	212.00	178.96	126.73	

Automatic Rifles	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @ 3500m	Damage @ 4000m	Damage @ 4500m	Damage @ 5000m	Damage @ 5500m	Damage @ 6000m	Damage @ 6500m	Damage @ 7000m	Damage @ 7500m	Damage @ 8000m	Damage @ 8500m	Damage @ 9000m	Damage @ 9500m	Damage @ 10000m	Net HR Kill Rate	One HR Kill Rate	DPS @1000	DPS @3000	DPS @6000	DPS @10000			
z47 [E6.1]	1.950	38	0.98	27.79	27.68	27.56	27.45	27.34	27.23	27.12	27.01	26.90	26.80	26.69	26.58	26.47	26.37	26.26	26.15	26.04	25.93	25.82	25.71	25.60	25.49	25.38	25.27	25.16	25.05
Iron [E6.2]	1.800	28	0.98	25.10	25.00	24.90	24.80	24.70	24.60	24.50	24.40	24.30	24.20	24.10	24.01	23.91	23.81	23.72	23.62	23.52	23.42	23.32	23.22	23.12	23.02	22.92	22.82	22.72	
Ironoff [E6.3]	1.400	30	0.96	20.83	20.66	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	18.42	18.26	18.10	17.94	17.78	17.62	17.46	17.30	17.14	16.98	
Insig7 [E6.4]	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	21.88	21.79	21.70	21.60	21.50	21.40	21.30	21.20	21.10	21.00	20.90	
Iron1 [E6.5]	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	21.08	20.94	20.81	20.67	20.53	20.39	20.25	20.11	19.97	19.83		
Iron1 Silencer [E6.6]	1.400	32	0.97	22.26	22.13	21.99	21.86	21.73	21.60	21.46	21.33	21.20	21.08	20.95	20.82	20.69	20.57	20.44	20.31	20.18	20.04	19.90	19.76	19.62	19.48	19.34	19.20		
Insig7 [E6.7]	1.900	30	0.98	28.39	28.27	28.15	28.04	27.93	27.82	27.71	27.59	27.48	27.37	27.26	27.15	27.04	26.93	26.82	26.71	26.60	26.49	26.38	26.27	26.16	26.05	25.94	25.83	25.72	

LMGs	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @ 3500m	Damage @ 4000m	Damage @ 4500m	Damage @ 5000m	Damage @ 5500m	Damage @ 6000m	Damage @ 6500m	Damage @ 7000m	Damage @ 7500m	Damage @ 8000m	Damage @ 8500m	Damage @ 9000m	Damage @ 9500m	Damage @ 10000m	Net HR Kill Rate	One HR Kill Rate	DPS @1000	DPS @3000	DPS @6000	DPS @10000	
Iron48 [E8.1]	1.800	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	25.55	25.39	25.23	25.07	24.91	24.75	24.59	24.43	24.27	24.11
Ironoff [E8.2]	1.800	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	23.95	23.80	23.64	23.49	23.33	23.17	23.01	22.85	22.69	

Sniper Rifles	Armor Rate [10]	Damage [10]	Range/Velocity [10]	Damage @ 2000m	Damage @ 2500m	Damage @ 3000m	Damage @
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Pistol	Armor Ratio (88)	Damage (88)	Range/Accuracy (9)	Cycle/Time (10)
ds92e (871)	1.864	63	0.81	0.23
rs92vhr (872)	1.864	69	0.84	0.20
sp92 (873)	1.290	40	0.79	0.12
flsvsvn (874)	1.823	32	0.81	0.15
plck (875)	0.940	30	0.85	0.15
ha2000 (876)	1.010	35	0.91	0.16
spc-glsncr (87)	1.010	35	0.91	0.17
sp90 (878)	1.280	38	0.90	0.15
cz75a (879)	1.553	31	0.85	0.10
tes (880)	1.812	33	0.79	0.12

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
2	2	2	3	3	3	3	3	3	3	3	3	3	3	3	4	4			
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2			
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5			
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4			
8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8			
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6			
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6			
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5			
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5			
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4			

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
4	5	7																	
2	3	3																	
11	11	11																	
8	10	13																	
14	16	19																	
9	10	10																	
9	10	10																	
7	7	8																	
8	10	12																	
9	11	14																	

Shotguns	Armor Ratio (88)	Damage (88)	Range/Accuracy (9)	Cycle/Time (10)
ms97 (883)	1.500	30	0.45	0.85
noya (886)	1.000	26	0.70	0.88
swadoff (887)	1.500	32	0.45	0.85
am914 (889)	1.900	20	0.70	0.93

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

Time to Kill (883)	Time to Kill (886)	Time to Kill (887)	Time to Kill (889)
Instant	Instant	Instant	Instant
Instant	Instant	0.88	0.88
Instant	Instant	0.85	0.85
0.38	0.38	0.38	0.70

SMGs	Armor Ratio (88)	Damage (88)	Range/Accuracy (9)	Cycle/Time (10)
bizon (893)	1.150	30	0.80	0.08
msc10 (894)	1.150	29	0.80	0.08
mp7 (895)	1.250	32	0.85	0.08
mp6sd (896)	1.250	28	0.85	0.08
mp9 (897)	1.200	26	0.87	0.07
g19 (898)	1.380	26	0.86	0.07
ump45 (899)	1.300	35	0.75	0.09

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
7	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	11	11	11	12
7	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11	11	12
6	6	6	6	7	7	7	7	7	7	8	8	8	8	8	9	9	9	9	
6	6	6	6	7	7	7	7	7	7	7	7	7	7	7	8	8	8	8	
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
15	18	23																	
15	19	23																	
11	13	16																	
11	13	16																	
12	13	15																	
11	12	14																	
14	19	25																	

Automatic Rifles	Armor Ratio (70)	Damage (70)	Range/Accuracy (7)	Cycle/Time (10)
cs47 (704)	1.550	36	0.98	0.10
ms97 (705)	1.800	28	0.98	0.10
hms9 (706)	1.400	30	0.96	0.09
sp90r (707)	1.550	30	0.98	0.09
msk1 (708)	1.400	33	0.97	0.09
msk1 silencer	1.400	32	0.97	0.09
sp98 (710)	1.900	30	0.98	0.10

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

LMGs	Armor Ratio (71)	Damage (71)	Range/Accuracy (7)	Cycle/Time (14)
ms249 (715)	1.600	35	0.97	0.08
ms3ev (716)	1.500	35	0.97	0.06

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88	Req. Cheat H88
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Sniper Rifles	Armor Ratio (71)	Damage (71)	Range/Accuracy (7)	Cycle/Time (12)
ms97 (721)	1.950	115	0.99	1.46
cs91 (722)	1.650	80	0.98	0.25
msr20 (723)	1.650	80	0.98	0.25
sp98 (724)	1.700	88	0.98	1.25

Req. Cheat H88	Req. Cheat H8
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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	
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License:	Public Domain	
Thanks:	3klicksphilip	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 $\text{WeaponArmorRatio}/2$

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

[89] Damage is multiplied by $\text{'RangeModifier} \wedge (\text{Distance}(u)/500u)$ '

[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. $16u = 1\text{ft}$

[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 $\text{InaccuracyCrouchAlt}$ using the following formula: $\text{'Inacc} * (0.1 \wedge (\text{time}/\text{RecoveryTime}))$ '

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

(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 $\text{WeaponArmorRatio}/2$
- [141] amount of damage inflicted per bullet before any modifiers
- [142] Damage is multiplied by $\text{'RangeModifier} \wedge (\text{Distance}(u)/500u)$ '
- [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. $16u = 1\text{ft}$
- [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 $\text{InaccuracyCrouchAlt}$ using the following formula: $\text{'Inacc} * (0.1 \wedge (\text{time}/\text{RecoveryTime}))'$
- [162] when standing it is the decay rate for InaccuracyFire , InaccuracyJump , InaccuracyLand , and the difference between InaccuracyStand and $\text{InaccuracyStandAlt}$ using the following formula: $\text{'Inacc} * (0.1 \wedge (\text{time}/\text{RecoveryTime}))'$
- [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 $\text{WeaponArmorRatio}/2$

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

[177] Damage is multiplied by ' $\text{RangeModifier} \wedge (\text{Distance}(u)/500u)$ '

[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. $16u = 1\text{ft}$

[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 unscoped is 90)
- [240] the field of view while in the 2nd zoom level (default unscoped 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 $\text{WeaponArmorRatio}/2$
- [252] amount of damage inflicted per bullet before any modifiers
- [253] Damage is multiplied by ' $\text{RangeModifier} \wedge (\text{Distance}(u)/500u)$ '
- [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. $16u = 1\text{ft}$
- [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 $\text{InaccuracyCrouchAlt}$ using the following formula: ' $\text{Inacc} * (0.1 \wedge (\text{time}/\text{RecoveryTime}))$ '
- [273] when standing it is the decay rate for InaccuracyFire , InaccuracyJump , InaccuracyLand , and the difference between InaccuracyStand and $\text{InaccuracyStandAlt}$ using the following formula: ' $\text{Inacc} * (0.1 \wedge (\text{time}/\text{RecoveryTime}))$ '
- [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 $\text{WeaponArmorRatio}/2$
- [285] amount of damage inflicted per bullet before any modifiers
- [286] Damage is multiplied by ' $\text{RangeModifier} \wedge (\text{Distance}(u)/500u)$ '
- [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. $16u = 1\text{ft}$
- [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] $\text{Damage} * 4 * (\text{ArmorRatio} / 2)$

[331] $\text{Damage} * 1.25 * (\text{ArmorRatio} / 2)$

[332] Desert Eagle

[333] R8 Revolver

[334] Dual Berettas

[335] Five-SevenN

[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] $\text{Damage} * 1$

[349] $\text{Damage} * 4$

[350] $\text{Damage} * 1.25$

[351] $\text{Damage} * 0.75$

[352] $\text{Damage} * 1 * (\text{ArmorRatio} / 2)$

[353] $\text{Damage} * 4 * (\text{ArmorRatio} / 2)$

[354] $\text{Damage} * 1.25 * (\text{ArmorRatio} / 2)$

[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] $\text{Damage} * 1 * (\text{ArmorRatio} / 2)$

[370] $\text{Damage} * 4 * (\text{ArmorRatio} / 2)$

[371] $\text{Damage} * 1.25 * (\text{ArmorRatio} / 2)$

[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] $\text{Damage} * 1 * (\text{ArmorRatio} / 2)$
[425] $\text{Damage} * 4 * (\text{ArmorRatio} / 2)$
[426] $\text{Damage} * 1.25 * (\text{ArmorRatio} / 2)$
[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-SevenN

[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-SevenN

[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-SevenN

[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