

Account	Balance	Debit	Credit	Balance
1000 Cash	1000			1000
1100 Accounts Receivable	0			0
1200 Inventory	0			0
1300 Prepaid Insurance	0			0
1400 Equipment	0			0
1500 Accumulated Depreciation	0			0
2000 Accounts Payable	0			0
2100 Notes Payable	0			0
2200 Unearned Revenue	0			0
3000 Common Stock	0			0
3100 Retained Earnings	0			0

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2100 Notes Payable	0			0
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3000 Common Stock	0			0
3100 Retained Earnings	0			0

Category	Item	Value	Unit	Source
General
...

Category	Item	Value	Unit	Source
...
...
...

Category	Item	Value	Unit	Source
...

Category	Item	Value	Unit	Source
...
...
...
...

Code	Account Name	Balance
1000	Assets	1000000
1010	Current Assets	1000000
1011	Cash	500000
1012	Accounts Receivable	300000
1013	Inventory	200000
1020	Non-current Assets	0
2000	Liabilities	0
2010	Current Liabilities	0
2011	Accounts Payable	0
2012	Short-term Debt	0
2020	Non-current Liabilities	0
2021	Long-term Debt	0
3000	Equity	1000000
3010	Common Stock	1000000
3020	Retained Earnings	0

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1013	Inventory	200000
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2000	Liabilities	0
2010	Current Liabilities	0
2011	Accounts Payable	0
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2020	Non-current Liabilities	0
2021	Long-term Debt	0
3000	Equity	1000000
3010	Common Stock	1000000
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[1] Having a high refill % doesn't indicate that the gun receives a lot of ammo per refill, but instead indicates that the gun is unable to store much of its ammo pool in the gun's clip. The gun's clip isn't used when calculating the ammo per refill, but is when calculating the refill %.

[2] Headshots until the head breaks, bodyshots after that.

[3] Minimum shots to kill while allowing the maximum number of body shots.

[4] Headshots until the head breaks, bodyshots after that.

[5] Minimum shots to kill while allowing the maximum number of body shots.

[6] Headshots until only a single bodyshot is required.

[7] Headshots until only a single bodyshot is required.

[8] 8 for burst-fire.

[9] 6.25 for burst-fire.

[10] 8 for burst-fire.

[11] 12 for burst-fire.

[12] 8 for burst-fire.

[13] 8.04 for burst-fire.

[14] 5.36 for burst-fire.

[15] 6 for burst-fire.

[16] 9 for burst-fire.

[17] 6 for burst-fire.

[18] 9.09 for burst-fire.

[19] 6.06 for burst-fire.

[20] Only possible on client.

[21] 3 for burst-fire.

[22] 3 for burst-fire.

[23] 3 for burst-fire.

[24] 3 for burst-fire.

[25] 6.00 for burst-fire.

[26] 6.00 for burst-fire.

[27] Having a high refill % doesn't indicate that the gun receives a lot of ammo per refill, but instead indicates that the gun is unable to store much of its ammo pool in the gun's clip. The gun's clip isn't used when calculating the ammo per refill, but is when calculating the refill %.

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