| Section Communication of the Communication of the Communication Communic | Mile Statigue region belgion Statigue Stat | Page Page | 100 | | | Manual M | | | 100 100 100 100 100 100 100 100 100 100 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | | 100 | - | ## 100 mm | | | | | 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 | 479 1 | AMA | | | | | | | | | | | | | | | | | | | | | | | | |
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| | and the second s | | | 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 | 1 | | - | | 1 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | | | STATE OF THE PARTY | The state of the s | | - 10 P | 400 Marie 1000 Marie 1 | Section Sectio | Track Trac Track Trac Track Track Trac Track Trac Track Track Trac Track Track Track Track Track Trac Trac Trac Track Track Trac Track Track Track Track Track Trac Trac Trac Trac Trac Trac Tra | 500 Springer State | Maria Maria Maria Maria | | | | | | | | | | | | | | | | | | | | | | | | |

| MELEES | Dan | nage | Precision | n Multiplier | Stagger I | Multiplier | Environme | ental Multiplier | Rackstal | Multiplier | Sleening | Multiplier | | Stamina Cost | | | |
|--|--------------|----------|-----------|--------------|------------------|------------|-----------|------------------|----------|------------|----------|------------|-------|--------------|-------|-------------|---------------------|
| Melee Weapon | Light | Charged | Light | Charged | Light | Charged | Light | Charged | Light | Charged | Light | Charged | Light | Charged | Shove | Charge Time | Auto-Attack Time |
| Hammer | 3 | 20 | 1 | 1 | 1 | 1.3 | 3 | 3 | 1 | 1 | 1 | 1 | 0 | 0.05 | 0.05 | 1.8 | 4.2 |
| Knife | 2 | 5.5 | 1 | 1.5 | 1 | 1 | 0.8 | 1.5 | 1 | 1.7 | 1 | 1.5 | 0 | 0 | 0.00 | 0.6 | 15 |
| Bat | 3 | 12 | 1 | 1 | 5 | 7 | 5 | 5 | 1 | 1 | 1 | 1 | 0 | 0.025 | 0.025 | 1 | 7 |
| Spear | 2 | 17.5 | 1.3 | 1.5 | 1 | 1 | 2 | 3 | 1 | 1 | 1 | 1 | 0 | 0.05 | 0.05 | 1.8 | 4.5 |
| | _ | 1110 | | | | | | - | | | - | | | | | | |
| | Sledgehammer | Bat | Spear | Knife | Knife (Sleeping) | | | ANGLES | | | | | | | | | |
| Striker: Front | 100.0 | 1 + 82.2 | 1 + 31.9 | 3 + 75.4 | 3 + 0.0 | | | | | | | | | | | | |
| Striker: Back | 74.4 | 92.0 | 80.2 | 1 + 0.0 | 91.6 | | | | | | | | | | | | |
| Striker: Head | 60.0 | 74.1 | 57.7 | 92.5 | 83.2 | | | | | | | | | | | | |
| Striker: Occi | 27.0 | 33.4 | 32.9 | 57.8 | 54.4 | | | | | | | | | | | | |
| Shooter: Front | 1 + 74.4 | 2 + 69.3 | 1 + 87.8 | 5 + 52.3 | 4 + 97.6 | | | | | | | | | | | | |
| Shooter: Back | 89.0 | 1 + 0.0 | 94.3 | 1 + 83.3 | 1 + 0.0 | | | | | | | | | | | | |
| Shooter: Head | 56.1 | 69.3 | 54.5 | 88.7 | 80.1 | | | | | | | | | | | | |
| Shooter: Occi | 0.0 | 0.0 | 26.9 | 53.1 | 50.2 | | | | | | | | | | | | |
| Giant: Front Limb Break | 89.0 | 1 + 0.0 | 94.3 | 2 + 83.0 | 2 + 0.0 | | | | | | | | | | | | |
| Giant: Back Limb Break | 64.2 | 79.4 | 70.8 | 92.9 | 84.1 | | | | | | | | | | | | |
| Giant: Head Limb Break | 74.4 | 92.0 | 70.0 | 1 + 0.0 | 94.5 | | | | | | | | | | | | |
| Giant: Occi Limb Break | 49.0 | 60.6 | 48.7 | 72.3 | 67.6 | | | | | | | | | | | | |
| Giant: Front Stagger | 1 + 81.1 | 75.3 | 2 + 57.8 | 7 + 0.0 | 6 + 86.3 | | | | | | | | | | | | |
| Giant: Back Stagger | 92.0 | 45.7 | 1 + 31.9 | 2 + 0.0 | 1 + 85.2 | | | | | | | | | | | | |
| Giant: Head Stagger | 1 + 0.0 | 59.7 | 1+0.0 | | 2 + 89.0 | | | | | | | | | | | | |
| Giant: Occi Stagger | 79.6 | 0.0 | 78.7 | 98.8 | 90.9 | | | | | | | | | | | | |
| Big Shooter/Hybrid: Head Stagger | 92.0 | 45.7 | 91.2 | 2 + 66.8 | 1 + 97.3 | | | | | | | | | | | | |
| Big Shooter/Hybrid: Occi Stagger | 70.8 | 0.0 | 70.0 | 91.6 | 84.7 | | | | | | | | | | | | |
| Charger: Front | 1 + 74.4 | 2 + 69.3 | 1 + 87.8 | 5 + 52.3 | 4 + 97.6 | | | | | | | | | | | | |
| Charger: Back | 89.0 | 1 + 0.0 | 94.3 | 1 + 83.3 | 1 + 0.0 | | | | | | | | | | | | |
| Nightmare Striker: Front | 1 + 93.7 | 3 + 0.0 | 2 + 0.0 | 6 + 83.0 | 6 + 0.0 | | | | | | | | | | | | |
| Nightmare Striker: Back | 97.0 | 1 + 73.0 | 1+0.0 | 1 + 99.3 | 1 + 74.8 | | | | | | | | | | | | |
| Nightmare Striker: Head | 97.0 | 1 + 73.0 | 88.8 | 2 + 0.0 | 1 + 89.5 | | | | | | | | | | | | |
| Nightmare Striker: Occi | 71.6 | 88.6 | 67.6 | 89.6 | 83.0 | | | | | | | | | | | | |
| Nightmare Shooter: Front | 95.9 | 1 + 69.3 | 1 + 0.0 | 3 + 0.0 | 2 + 86.3 | | | | | | | | | | | | |
| Nightmare Shooter: Back | 70.7 | 87.4 | 76.7 | 98.8 | 88.9 | | | | | | | | | | | | |
| Nightmare Shooter: Head | 56.1 | 69.3 | 54.5 | 88.7 | 80.1 | | | | | | | | | | | | |
| Nightmare Shooter: Occi | 0.0 | 0.0 | 26.9 | 53.1 | 50.2 | | | | | | | | | | | | |
| Baby: Front | 49.0 | 60.6 | 57.8 | 95.0 | 81.9 | | | | | | | | | | | | |
| Baby: Back | 0.0 | 0.0 | 31.9 | 46.0 | 43.0 | | | | | | | | | | | | |
| Baby: Head | 0.0 | 0.0 | 0.0 | 47.5 | 44.1 | | | | | | | | | | | | |
| Baby: Occi | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | | | | | | | | | | | | |
| Scout: Front | - | | | | N/A | | | | | | | | | | | | |
| Scout: Back | _ | | | | N/A | | | | | | | | | | | | |
| Scout: Head | 86.5 | | 80.1 | | N/A | | | | | | | | | | | | |
| Scout: Occi | 61.7 | 76.3 | 59.2 | 82.2 | N/A | | | | | | | | | | | | |
| Zoomer Scout: Front | - | - | - | - | N/A | | | | | | | | | | | | |
| Zoomer Scout: Plonk Zoomer Scout: Back | 92.6 | | 97.8 | | N/A | | | | | | | | | | | | |
| Zoomer Scout: Head | 77.8 | 96.1 | 72.8 | | N/A | | | | | | | | | | | | |
| Zoomer Scout: Occi | 52.8 | 65.2 | 51.7 | 75.3 | N/A | | | | | | | | | | | | |
| Tank: Stagger | 5 + 26.5 | 1 + 82.5 | 5 + 0.0 | 16 + 0.0 | 15 + 85.2 | | | | | | | | | | | | |
| Mother: Stagger | 7 + 88.7 | 2 + 67.0 | | 24 + 0.0 | 23 + 89.5 | | | | | | | | | | | | |
| pMother: Stagger | 19 + 54.3 | 5 + 98.4 | 19 + 0.0 | 60 + 81.9 | 60 + 0.0 | | | | | | | | | | | | |
| Lock | 49.0 | 0.0 | 66.4 | 1 + 93.9 | 1 + 60.1 | | | | | | | | | | | | |
| | 40.0 | 0.0 | 00.4 | 1 . 00.0 | 1.00.1 | | | | | | | | | | | | |

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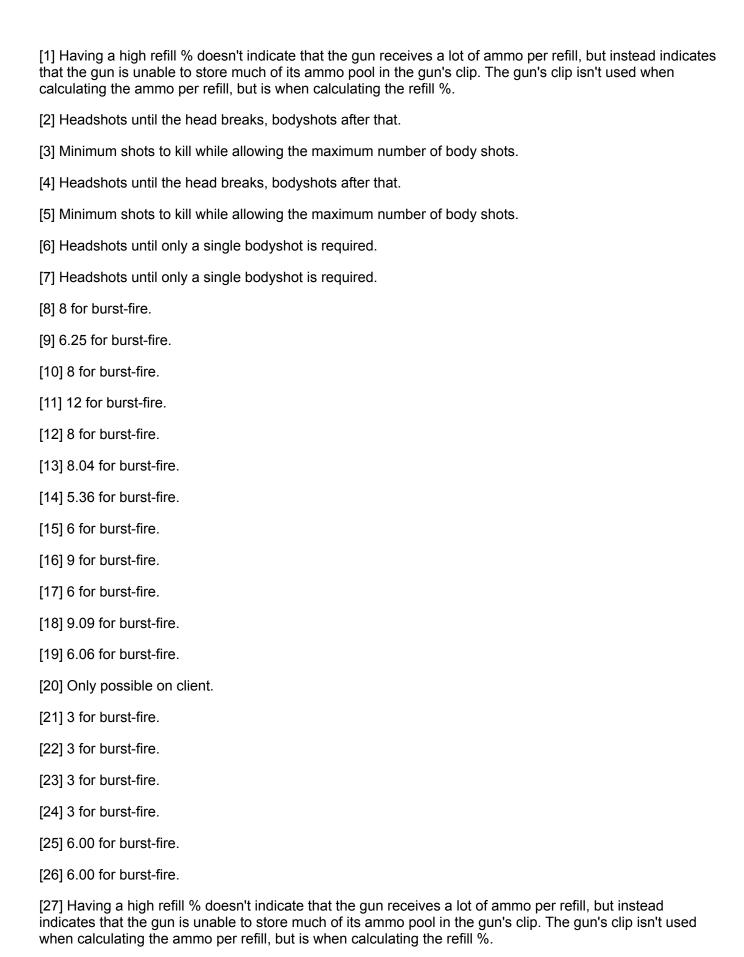
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- [28] Headshots until the head breaks, bodyshots after that. [29] Minimum shots to kill while allowing the maximum number of body shots. [30] Headshots until the head breaks, bodyshots after that. [31] Minimum shots to kill while allowing the maximum number of body shots. [32] Headshots until only a single bodyshot is required. [33] Headshots until only a single bodyshot is required. [34] 8 for burst-fire. [35] 6.25 for burst-fire. [36] 8 for burst-fire. [37] 12 for burst-fire. [38] 8 for burst-fire. [39] 8.04 for burst-fire. [40] 5.36 for burst-fire. [41] 6 for burst-fire. [42] 9 for burst-fire. [43] 6 for burst-fire. [44] 9.09 for burst-fire. [45] 6.06 for burst-fire. [46] Only possible on client. [47] 3 for burst-fire. [48] 3 for burst-fire. [49] 3 for burst-fire. [50] 3 for burst-fire. [51] 6.00 for burst-fire. [52] 6.00 for burst-fire. [53] 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 %.
- [54] Headshots until the head breaks, bodyshots after that.
- [55] Headshots until only a single bodyshot is required.

- [56] Headshots until the head breaks, bodyshots after that.
- [57] Headshots until only a single bodyshot is required.
- [58] Headshots until only a single bodyshot is required.
- [59] Headshots until only a single bodyshot is required.
- [60] 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 %.
- [61] Headshots until the head breaks, bodyshots after that.
- [62] Minimum shots to kill while allowing the maximum number of body shots.
- [63] Headshots until the head breaks, bodyshots after that.
- [64] Minimum shots to kill while allowing the maximum number of body shots.
- [65] Headshots until only a single bodyshot is required.
- [66] Headshots until only a single bodyshot is required.