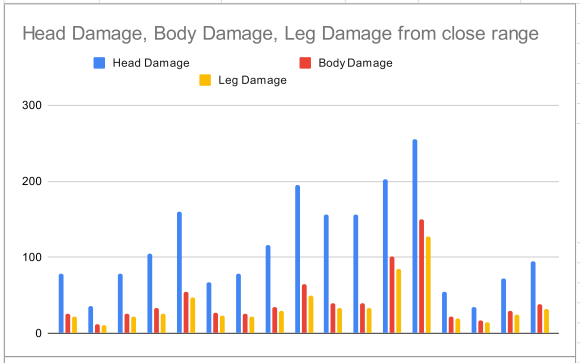
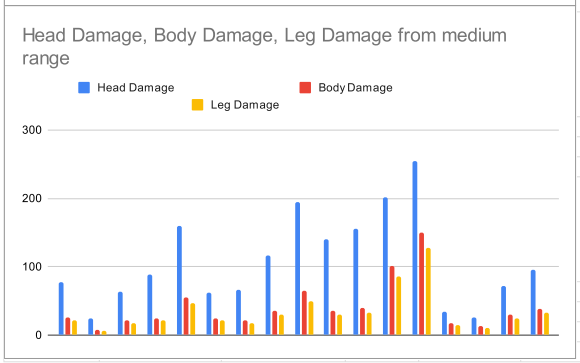
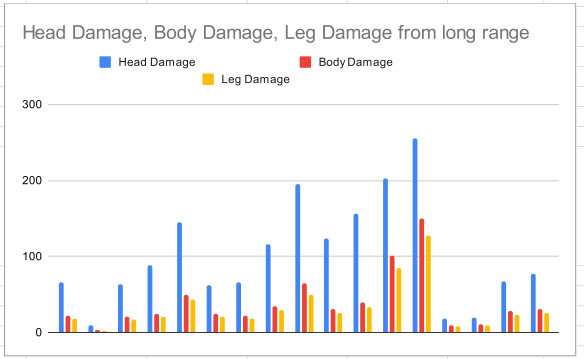
Name	Weapon Type	Price	Fire Rate	Wall Penetration	Magazine Capacity	HDMG_0	BDMG_0	LDMG_0	HDMG_1	BDMG_1	LDMG_1	HDMG_2	BDMG_2	LDMG_2
Weapon Name.	Type of the weapon.	Price of the weapon.	Rate of fire.	Penetration level of the weapon.	Magazine capacity of the weapon (in bullets).	Head Damage from close range.	Body Damage from close range.	Leg Damage from close range.	Head Damage from medium range.	Body Damage from medium range.	Leg Damage from medium range.	Head Damage from long range.	Body Damage from long range.	Leg Damage from long range.
Classic	Sidearm	0	6.75	Low	12	78	26	22	78	26	22	66	22	18
Shorty	Sidearm	200	3.3	Low	2	36	12	10	24	8	6	9	3	2
Frenzy	Sidearm	400	10	Low	13	78	26	22	63	21	17	63	21	17
Ghost	Sidearm	500	6.75	Medium	15	105	33	26	88	25	21	88	25	21
Sheriff	Sidearm	800	4	High	6	160	55	47	160	55	47	145	50	43
Stinger	SMG	1000	18	Low	20	67	27	23	62	25	21	62	25	21
Spectre	SMG	1600	13.33	Medium	30	78	26	22	66	22	18	66	22	18
Bulldog	Rifle	2100	9.15	Medium	24	116	35	30	116	35	30	116	35	30
Guardian	Rifle	2500	6.5	Medium	12	195	65	49	195	65	49	195	65	49
Phantom	Rifle	2900	11	Medium	30	156	39	33	140	35	30	124	31	26
Vandal	Rifle	2900	9.25	Medium	25	156	39	33	156	39	33	156	39	33
Marshall	Sniper	1100	1.5	Medium	5	202	101	85	202	101	85	202	101	85
Operator	Sniper	4500	0.75	High	5	255	150	127	255	150	127	255	150	127
Bucky	Shotgun	900	1.1	Low	5	55	22	19	34	17	14	18	9	8
Judge	Shotgun	1500	3.5	Medium	7	34	17	14	26	13	11	20	10	9
Ares	Heavy	1600	10	High	50	72	30	25	72	30	25	67	28	23
Odin	Heavy	3200	12	High	100	95	38	32	95	38	32	77	31	26



The data shows damage values for head, body, and leg shots from close range. Head damage ranges from 34 to 255, with an average of about 116, indicating headshots are the most lethal. Body damage ranges from 12 to 150, averaging around 45, making it less effective than headshots but still significant. Leg damage is the lowest, ranging from 10 to 127, with an average of about 32, suggesting leg shots inflict minimal damage. In summary, targeting the head is the most effective strategy, while body shots are moderate and leg shots are the least impactful.



The data for medium-range damage indicates that headshots are the most effective, with values ranging from 24 to 255 and an average of about 108. Body shots are less impactful, with damage ranging from 8 to 150 and an average of around 37. Leg shots inflict the least damage, ranging from 6 to 127 and averaging about 26, making them less effective for immediate harm. In summary, aiming for the head maximizes damage, body shots are moderately effective, and leg shots are the least useful in combat.



The long-range damage data shows that headshots are the most effective, with values ranging from 9 to 255 and an average of about 93. Body shots are less impactful, ranging from 3 to 150 and averaging around 35. Leg shots inflict the least damage, with a range of 2 to 127 and an average of about 20, making them the least effective option. In summary, aiming for the head maximizes damage at long range, body shots are somewhat useful, and leg shots are the least effective.