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
Neapon Name.	Type of the weapon.	Price of the weapon.	Rate of fire.		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
7	9%					%	highest fire rate at 18 RPM, while the Operator (0.6%) has the lowest fire rate at 0.75 RPM.							
	Odin .5%					Class 5.3		usually measured	the number of rounds	a weapon can tire in a (RPM). It indicates ho	a given amount of time, w quickly a weapon car	1		
7	7.9%							discharge its ammunition. The pie chart shows that the Stinger (14.2%) has the highest fire rate at 18 RPM, while the Operator (0.6%) has the lowest fire rate at 0.75 RPM.						
	udge .8%					Fren	zy							
	lucky					7.9° <b>Gho</b> s								
	.9% /arshall	1				5.39	%							
	.2%					Sher 3.2°								
	'andal					Stinge								
	.3% Phantom					14.29								
	.7%													
	Guardian					Spectr 10.59								
	.1% Bulldog					10.51	70							
	.2%													
		*4												
	Magazine Cap	acity												
						Classi								
						3.3% Frenz	v							
					•	3.6%	6							
	Odin 27.7%					Ghos 4.2%								
						4.2% Sherit								
	21.170													
	21.170					1.7%	6							
	21.176					1.7% Stinge	6 r	Magazine capacit	y refers to the maximu	m number of rounds a	magazine can hold fo	r a firearm.		
	21.170					1.7%	<u>r</u>	It varies by weapo	on type and design. Th	e pie chart indicates the	magazine can hold fo nat the Odin (27.7%) ha 6%) has the lowest cap	as the		

Bulldog Guardian 3.3% Phantom

Vandal

Ares 13.9% Judge

Bucky 1.4% Operator 1.4%