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Weapons

There are a variety of **weapons** in [Hunt: Showdown](#). Some may need to be unlocked via the [Book of Weapons](#). Each weapon uses a specific [Ammunition](#) type which has specific values for penetration, unique colored ammunition packages, and damage modifiers/drop off. You can learn the different shot sounds in the 3D viewer in the store. When in the 3D view, scroll away from the weapon and listen to their shot sound at different distances.

Custom Ammo Types can be found here: [Ammunition Types](#)

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Weapon statistics details

- **Damage:** True damage value of a shot that hits a Hunter in the Upper-Torso at 10 meters. For Shotguns: Average damage at 10 meters at center mass.
- **Variable Damage:** Damage when the weapon is fully charged and an enemy takes chest damage from 10m. Some Custom Ammo types may have a fixed damage amount.
- **Effective Range:** The range (meters) that will kill a Hunter in one hit - usually a headshot.
- **Rate of Fire:** Shots fired per minute, including time to reload.
- **Cycle Time:** The time (seconds) this needs to ready for the next shot, including time to reload if necessary. For Dual Wield: The time it takes for the weapon that shot first to ready again.
- **Spread:** The relative crosshair spread of this while aiming from the hip. Shotguns have a comparatively wider spread.
- **Sway:** The relative amount of weapon sway while ADS.
- **Vertical Recoil:** The strength of the vertical recoil (degrees) after a shot.
- **Reload Speed:** The time (in seconds) it takes to fully reload the weapon when empty, including any special behavior such as clip reloading.
- **Muzzle Velocity:** The velocity (meters per second) at which the projectile will travel. Heavier projectiles (such as crossbow bolts) travel in a ballistic arc.
- **Melee Damage:** True damage value of a regular melee attack that hits a Hunter in the Upper-Torso.

- **Heavy Melee Damage:** True damage value of a charged heavy melee attack that hits a Hunter in the Upper-Torso.
- **Stamina Consumption (Light):** The stamina consumed with a light melee attack.
- **Stamina Consumption (Heavy):** The stamina consumed with a heavy melee attack.

Large

Weapon		Cost	Unlock Condition
	Berthier Mle 1892	\$356	Rank 1
	Berthier Mle 1892 Deadeye	\$388	Unlock Berthier Mle 1892 Riposte and then earn 900XP with any Berthier Mle 1892 variant
	Berthier Mle 1892 Marksman	\$580	Unlock Berthier Mle 1892 Spitzer Ammo and then earn 900XP with any Berthier Mle 1892 variant
	Berthier Mle 1892 Riposte	\$370	Unlock Berthier Mle 1892 Incendiary Ammo and then earn 900XP with any Berthier Mle 1892 variant
	Bomb Lance	\$199	Rank 1
	Caldwell Rival 78	\$150	Rank 1
	Crossbow	\$50	Unlock Hand Crossbow Poison and then earn 1500XP with any Hand Crossbow variant
	Crown & King Auto-5	\$600	Rank 1

Weapon		Cost	Unlock Condition
			
	Drilling	\$510	Rank 1
	LeMat Mark II Carbine	\$115	Unlock LeMat Mark II Incendiary Ammo and then earn 450XP with any LeMat Mark II variant
	LeMat Mark II Carbine Marksman	\$134	Unlock LeMat Mark II Full Metal Jacket Ammo and then earn 900XP with any Berthier Mle 1892 variant
	Lebel 1886	\$397	Rank 1
	Lebel 1886 Aperture	\$425	Unlock Lebel 1886 Incendiary Ammo and then earn 900XP with any Lebel 1886 variant
	Lebel 1886 Marksman	\$607	Unlock Lebel 1886 Talon and then earn 3000XP with any Lebel 1886 variant





Weapon		Cost	Unlock Condition
	Lebel 1886 Talon	\$422	Unlock Lebel 1886 and then earn 2000XP with any Lebel 1886 variant
	Martini-Henry IC1	\$122	Rank 1
	Martini-Henry IC1 Deadeye	\$140	Unlock Martini-Henry IC1 and then earn 1000XP with any Martini-Henry IC1 variant
	Martini-Henry IC1 Ironside	\$159	Unlock Martini-Henry IC1 and then earn 1000XP with any Martini-Henry IC1 variant
	Martini-Henry IC1 Marksman	\$157	Unlock Martini-Henry IC1 Riposte and then earn XP with any Martini-Henry IC1 variant
	Martini-Henry IC1 Riposte	\$137	Unlock Martini-Henry IC1 Deadeye and then earn 1500XP with any Martini-Henry IC1 variant
	Mosin-Nagant M1891	\$490	Rank 1
	Mosin-Nagant M1891 Avtomat	\$1250	Unlock Mosin-Nagant M1891 Sniper and then earn 5000XP with any Mosin-Nagant M1891 variant

Weapon		Cost	Unlock Condition
	Mosin-Nagant M1891 Bayonet	\$507	Unlock Mosin-Nagant M1891 Obrez and then earn 2000XP with any Mosin-Nagant M1891 variant
	Mosin-Nagant M1891 Sniper	\$730	Unlock Mosin-Nagant M1891 Obrez Mace and then earn 3000XP with any Mosin-Nagant M1891 variant
	Nagant M1895 Officer Carbine	\$183	Unlock Nagant M1895 Officer Brawler and then earn 2000XP with any Nagant M1895 Officer variant
	Nagant M1895 Officer Carbine Deadeye	\$199	Unlock Nagant M1895 Officer Carbine and then earn 2500XP with any Nagant M1895 Officer variant
	Nitro Express Rifle	\$1015	Rank 1
	Romero 77	\$66	Rank 1
	Romero 77 Alamo	\$98	Rank 1
	Romero 77 Talon	\$84	Unlock Romero 77 Handcannon and then earn 750XP with any Romero 77 variant



Weapon		Cost	Unlock Condition
	Sparks LRR	\$130	Rank 1
	Sparks LRR Silencer	\$150	Unlock Sparks LRR and then earn 1000XP with any Sparks LRR variant
	Sparks LRR Sniper	\$199	Unlock Sparks LRR Silencer and then earn 3000XP with any Sparks LRR variant
	Specter 1882	\$188	Rank 1
	Specter 1882 Bayonet	\$211	Unlock Specter 1882 Compact and then earn 2000XP with any Specter 1882 variant
	Springfield 1866	\$38	Rank 1
	Springfield 1866 Bayonet	\$54	Unlock Springfield 1866 High Velocity Ammo and then earn 600XP with any Springfield 1866 variant
	Springfield 1866 Marksman	\$73	Unlock Springfield 1866 and then earn 600XP with any Springfield 1866 variant
	Springfield M1892 Krag	\$376	Rank 1

Weapon		Cost	Unlock Condition
	Springfield M1892 Krag Bayonet	\$391	Unlock Springfield_M1892_Krag#Springfield_M1892_Krag_Full_Metal_Jacket_Ammo and then earn 900XP with any Springfield M1892 Krag variant
	Springfield M1892 Krag Sniper	\$579	Unlock Springfield_M1892_Krag#Springfield_M1892_Krag_Bayonet and then earn 900XP with any Springfield M1892 Krag variant
	Vetterli 71 Karabiner	\$105	Rank 1
	Vetterli 71 Karabiner Bayonet	\$115	Unlock Vetterli 71 Karabiner Full Metal Jacket Ammo and then earn 600XP with any Vetterli 71 Karabiner variant
	Vetterli 71 Karabiner Cyclone	\$535	Unlock Vetterli 71 Karabiner High Velocity Ammo and then earn 600XP with any Vetterli 71 Karabiner variant
	Vetterli 71 Karabiner Deadeye	\$130	Unlock Vetterli 71 Karabiner and then earn 500XP with any Vetterli 71 Karabiner variant
	Vetterli 71 Karabiner Marksman	\$190	Unlock Vetterli 71 Karabiner Incendiary Ammo and then earn 500XP with any Vetterli 71 Karabiner variant
	Vetterli 71 Karabiner Silencer	\$150	Unlock Vetterli 71 Karabiner Bayonet and then earn 500XP with any Vetterli 71 Karabiner variant
	Winfield 1887 Terminus	\$238	Rank 1

Weapon		Cost	Unlock Condition
			
	Winfield 1893 Slate	203	Rank 1
	Winfield 1893 Slate Riposte	\$359	Unlock Winfield 1893 Slate Penny Shot and then earn 600XP with any Winfield 1893 Slate variant
	Winfield M1873	\$75	Rank 1
	Winfield M1873 Aperture	\$80	Unlock Winfield M1873 and then earn 450XP with any Winfield M1873 variant
	Winfield M1873 Musket Bayonet	\$87	Unlock Winfield M1873 Swift and then earn 450XP with any Winfield M1873 variant
	Winfield M1873 Swift	\$128	Unlock Winfield M1873 Talon and then earn 450XP with any Winfield M1873 variant
	Winfield M1873 Talon	\$100	Unlock Winfield M1873 Aperture and then earn 450XP with any Winfield M1873 variant
	Winfield M1873C	\$41	Rank 1

Weapon		Cost	Unlock Condition
			
	Winfield M1873C Marksman	\$56	Unlock Winfield M1873C Silencer and then earn 450XP with any Winfield M1873C variant
	Winfield M1873C Silencer	\$55	Unlock Winfield M1873C and then earn 450XP with any Winfield M1873C variant
	Winfield M1876 Centennial	\$157	Rank 1
	Winfield M1876 Centennial Sniper	\$229	Unlock Winfield M1876 Full Metal Jacket Ammo and then earn 600XP with any Winfield M1876 Centennial variant
	Winfield M1876 Centennial Trauma	\$200	Unlock Winfield M1876 Centennial Shorty Silencer and then earn 600XP with any Winfield M1876 Centennial variant

Medium

Weapon		Cost	Unlock Condition	[Collapse] Ammunition
	Bornheim No. 3 Match	\$180	Unlock Bornheim No. 3 Extended and then earn 2500XP with any Bornheim No. 3 variant	 Compact

Weapon ⬆		Cost ⬆	Unlock Condition ⬆	[Collapse] Ammunition ⬆
	Caldwell Conversion Uppercut Precision	\$425	Unlock Caldwell Conversion Uppercut Explosive Ammo and then earn 900XP with any Caldwell Conversion Pistol variant	 Long
	Caldwell Conversion Uppercut Precision Deadeye	\$453	Unlock Caldwell Conversion Uppercut Full Metal Jacket Ammo and then earn 900XP with any Caldwell Conversion Pistol variant	 Long
	Caldwell Rival 78 Handcannon	\$125	Unlock Caldwell Rival 78 and then earn 1000XP with any Caldwell Rival 78 variant	 Shotgun
	Combat Axe		Rank 1	N/A
	Dolch 96 Precision	\$730	Unlock Dolch 96 and then earn 2000XP with any Dolch 96 variant	Special (others)
	Drilling Handcannon	\$430	Unlock Drilling Dumdum Ammo and then earn 600XP with any Drilling variant	 Medium  Shotgun
	Drilling Hatchet	\$450	Unlock Drilling Flechette and then earn 600XP with any Drilling variant	 Medium  Shotgun
	Hunting Bow	\$57	Rank 1	Special (others)
	Katana		Rank 1	N/A

Weapon ⬆		Cost ⬆	Unlock Condition ⬆	[Collapse] Ammunition ⬆
	LeMat Mark II UpperMat	\$290	Unlock LeMat Mark II Slug and then earn 900XP with any LeMat Mark II variant	 Long
	Mosin-Nagant M1891 Obrez	\$290	Unlock Mosin-Nagant M1891 and then earn 1500XP with any Mosin-Nagant M1891 variant	 Long
	Mosin-Nagant M1891 Obrez Drum	\$350	Unlock Mosin-Nagant M1891 Sniper and then earn 2000XP with any Mosin-Nagant M1891 variant	 Long
	Mosin-Nagant M1891 Obrez Mace	\$310	Unlock Mosin-Nagant M1891 Bayonet and then earn 2000XP with any Mosin-Nagant M1891 variant	 Long
	Nagant M1895 Precision	\$29	Unlock Nagant M1895 and then earn 100XP with any Nagant M1895 variant	 Compact
	Nagant M1895 Deadeye	\$42	Unlock Nagant M1895 Silencer and then earn 750XP with any Nagant M1895 variant	 Compact
	Railroad Hammer		Rank 1	N/A
	Romero 77 Handcannon	\$46	Unlock Romero 77 and then earn 250XP with any Romero 77 variant	Shotgun
	Romero 77 Hatchet	\$82	Unlock Romero 77 Talon and then earn 1000XP with any Romero 77 variant	Shotgun

Weapon ⬆		Cost ⬆	Unlock Condition ⬆	[Collapse] ⬆ Ammunition
	Scottfield Model 3 Precision	\$85	Unlock Scottfield Model 3 Spitfire and then earn ?XP with any Scottfield Model 3 variant	Medium
	Specter 1882 Compact	\$164	Unlock Specter 1882 and then earn 1500XP with any Specter 1882 variant	Shotgun
	Springfield 1866 Compact	\$33	Unlock Springfield 1866 Marksman and then earn 250XP with any Springfield 1866 variant	Medium
	Springfield 1866 Compact Deadeye	\$46	Unlock Springfield 1866 Compact Striker and then earn 1000XP with any Springfield 1866 variant	Medium
	Springfield 1866 Compact Striker	\$47	Unlock Springfield 1866 Compact and then earn 500XP with any Springfield 1866 variant	Medium
	Winfield 1887 Terminus Handcannon	\$218	Unlock Winfield 1887 Terminus Flechette and then earn 2000XP with any Winfield 1887 Terminus variant	Shotgun
	Winfield M1873C Vandal	\$35	Unlock Winfield M1873C Marksman and then earn 500XP with any WinfieldC variant	Compact
	Winfield M1873C Vandal Deadeye	\$45	Unlock Winfield M1873C Vandal Striker and then earn 1000XP with any WinfieldC variant	Compact
	Winfield M1873C Vandal Striker	\$39	Unlock Winfield M1873C Vandal and then earn 750XP with any WinfieldC variant	Compact

Weapon		Cost	Unlock Condition	[Collapse] Ammunition
	Winfield M1876 Centennial Shorty	\$103	Unlock Winfield M1876 Centennial Poison Ammo and then earn 1000XP with any WinfieldC variant	Medium
	Winfield M1876 Centennial Shorty Silencer	\$137	Unlock Winfield M1876 Centennial Sniper and then earn 1000XP with any WinfieldC variant	Medium

Small

Weapon		Cost	Unlock Condition	[Collapse] Ammunition
	Baseball Bat	\$40	Rank 1	N/A
	Bornheim No. 3	\$146	Rank 1	Compact
	Bornheim No. 3 Extended	\$203	Unlock Bornheim No. 3 High Velocity Ammo and then earn 450XP with any Bornheim No. 3 variant	Compact
	Bornheim No. 3 Silencer	\$174	Unlock Bornheim No. 3 Match and then earn 450XP with any Bornheim No. 3 variant	Compact
	Caldwell 92 New Army	\$90	Rank 1	Compact
	Caldwell 92 New Army Swift	\$108	Unlock Caldwell 92 New Army Full Metal Jacket Ammo and then earn 450XP with any Caldwell 92 New Army variant	Compact
	Caldwell Conversion Pistol	\$55	Rank 1	Compact

Weapon		Cost	Unlock Condition	<div>[Collapse]</div> Ammunition
	Caldwell Conversion Chain Pistol	\$84	Unlock Caldwell Conversion Pistol and then earn 1000XP with any Caldwell Conversion Pistol variant	Compact
	Caldwell Conversion Uppercut	\$414	Unlock Caldwell Conversion Chain Pistol and then earn 3000XP with any Caldwell Conversion Pistol variant	Long
	Caldwell Pax	\$80	Rank 1	Medium
	Caldwell Pax Claw	\$105	Unlock Caldwell Pax Incendiary Ammo and then earn 450XP with any Caldwell Pax variant	Medium
	Caldwell Pax Trueshot	\$141	Unlock Caldwell Pax Poison Ammo and then earn 450XP with any Caldwell Pax variant	Medium
	Cavalry Saber	\$50	Rank 1	N/A
	Dolch 96	\$690	Rank 1	Special(others)
	Dolch 96 Claw	\$710	Unlock Dolch 96 Dumdum Ammo and then earn 600XP with any Dolch 96 variant	Special(others)
	Dolch 96 Deadeye	\$780	Unlock Dolch 96 Full Metal Jacket Ammo and then earn 600XP with any Dolch 96 variant	Special(others)
	Hand Crossbow	\$30	Rank 1	Special (others)
	LeMat Mark II	\$83	Rank 1	Compact

Weapon		Cost	Unlock Condition	[Collapse] Ammunition
				Shotgun
	Machete	\$30	Rank 1	N/A
	Nagant M1895	\$24	Rank 1	Compact
	Nagant M1895 Officer	\$96	Rank 1	Compact
	Nagant M1895 Silencer	\$93	Unlock Nagant M1895 Precision and then earn 250XP with any Nagant M1895 variant	Compact
	Nagant M1895 Officer Brawler	\$110	Unlock Nagant M1895 Officer and then earn 450XP with any Nagant M1895 Officer variant	Compact
	Scottfield Model 3	\$77	Rank 1	Medium
	Scottfield Model 3 Brawler	\$92	Unlock Scottfield Model 3 Incendiary Ammo and then earn 450XP with any Scottfield Model 3 variant	Medium
	Scottfield Model 3 Spitfire	\$108	Unlock Scottfield Model 3 Full Metal Jacket Ammo and then earn 450XP with any Scottfield Model 3 variant	Medium
	Scottfield Model 3 Swift	\$95	Unlock Scottfield Model 3 High Velocity Ammo and then earn 450XP with any Scottfield Model 3 variant	Medium
	Sparks Pistol	\$155	Unlock Sparks LRR Incendiary Ammo and then earn 900XP with any Sparks LRR variant	Long

Dual Wield

Equipping

Every Handgun can be equipped for dual-wield as a "matched pair". A second handgun of the same type can now be added to the same weapon slot which will then converted to a medium slot when the second pistol gets equipped. It is possible to mix normal and Legendary versions of the same type as matched pairs. Dual Wielding is available from Rank 1 and does not require any unlocks via Traits. Once in the mission an equipped weapon pairs can not be broken up. You are committed to use them as pairs until extraction. Upon looting a dead Hunter, you can pick up their dual-wield sets just like you would any other medium-sized weapons.

Shooting

Weapons have to be fired in sequence one after the other. The rhythm is dictated by the shooter, allowing players to experiment. Hunters can either go for a steady, constant fire-rate or try faster two-taps with longer breaks in-between shots. Recoil is increased over single-handed handguns, making it harder to stay on target (esp. with more powerful handguns). Effective rate of fire is increased, but still lower than the rapid burst from a single-action revolver using fanning.

Aiming

ADS will only apply a slight zoom, with the guns moving a bit closer to the center of the screen, the Ironsights won't be used at all, reducing range drastically over other weapons. Dual-wielding accuracy only benefits minimally from crouching (just like with Fanning and Levering Traits).

Reloading

Weapons are reloaded at the same time in sequence, one bullet at a time and their extra ammo pools are added up.]

Weapon Stats Table

[Expand]

- Rnk = Unlock Rank (+ indicates Book of Weapons Unlock condition), \$ = Cost, S = Slots, Spec = Special ammo types (see next note), Cap = ammo Capacity, RS = Reload Speed, D = Damage, ER = Effective Range, RF = Rate of Fire, MV = Muzzle Velocity, H = Handling, S = Standard melee attack damage, H = Heavy melee attack damage
- Special ammo types: I = incendiary, P = Poison, HV = High Velocity, FMJ = Full Metal Jacket, Dd = Dumdum, E = Explosive, Sp = Spitzer, St = Starshell, DB = Dragon Breath, PS = Penny Shot, SI = Slug, F = Flechette, Ct = Concertina, Fr = Frag, Ca = Chaos, Ch = Choke, Sh = Shot
- Underlined entries are stat reductions from base model of weapon
- Bold and Italic*** entries are stat increases from base model of weapon
- Accurate as of Update 1.15.1, Version 1.3352

