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Starting Page

Weapons by regions

Weapons by types

Amors by factions and types

Weapons by Loot Table

Open GAMMA github page.

What is this page about?

STALKER GAMMA

353

Total Weapons Available

163

Total Outfits Available

4

Total Outfits Types

181

Total Lootable Weapons

6


Total Weapon Types

13

Total Factions Count


4

Total Region Names




STALKER FRANCHISE

STALKER is a first person shooter survival horror franchise developed by Ukrainian game developer GSC Game World. The series is set in alternate version of present day Chernobyl Exclusion Zone in Ukraine, where mysterious second Chernobyl distaster took place. As a result, the psychical, chemical and bio-logical processes in the area were altered, spawning numerus nature-defying ano-malies, artifacts and mutans. The player takes a role of the "STALKER" - tresspassers and adventourers who have come to explore the exclusion Zone.



STALKER GAMMA

Stalker GAMMA (Gigantic Automated Modular Modpack for Anomaly) is a very popular large modding stalker project developed by Grok and community that aims at providing a balanced survival, scavenging, cooking and repairing focused experience with a long progression and smooth gameplay. You can find a direct url to his github repo in left at the bottom. GAMMA consitsts of years-long hard work and dedication of STALKER community towards preserving the longevity of the series. GAMMA is based on the another



ASSUMPTIONS & SOURCES & OTHERS

The main objective of this project is to ATTEMPT to create the data analyssis of weapons, armors and loot table present in GAMMA modpack. There are 2 main data sources for this project:  
1) GAMMA's discord all items table - you can find a copy of it in path "~/Gamma Items/Discord\_file.xlsx",  
2) GAMMA loadouts files - they are extracted from gamefiles - you can find them in "~/Loadouts".

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Open GAMMA github page.

What is this page about?

STALKER  
GAMMA

Origin Country

Australia

Austria

Belgium

Czechoslovak Sociali...

Finland

France

Germany

Israel

Italy

Japan

Nazi Germany

Manufactured by: (All)

EU Flag

US Flag

RU Flag

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353

Count unique weapons

TOZ-34 "Chimera Hunter" (GS)

Highest damage per bullet

100,00%

Selected weapons to all (%)

107

Count unique BAS weapons

30,31%

Bas weapons to all (%)

95

Count alt caliber weapon

78

Count weapons can hurt BR6

Count of weapons by types and caliber group

Weapon Type	5	7	9	12	Other
Assault Rifle	100	32	15		
MG	3	5			
Pistol		3	55		23
Shotgun				38	7
SMG		3	18		8
Sniper	1	32		3	7

Structure of all weapons by their type

Weapon Type	Count	Percentage
Assault Rifle	147	42%
Pistol	81	23%
Shotgun	45	13%
Sniper	43	12%
SMG	29	8%
MG	8	2%

Category of weapons by average cost and weight

Weapon Category	Average of Weight	Average of Cost
Pistol	0,99	14 371,74 P
Shotgun	3,46	30 060,67 P
SMG	2,71	31 198,62 P
Assault Rifle	3,41	47 132,66 P
MG	6,48	49 568,75 P
Sniper	5,07	56 732,19 P

Average damage, recoil and RPM for each weapon category

Weapon Category	Average of Damage	Average of Recoil Control	Average of Fire rate rpm
Sniper	87,95	41,21	133,33
Pistol	27,00	35,77	328,32
Shotgun	197,60	26,28	362,53
MG	52,50	55,88	681,25
Assault Rifle	39,24	62,91	714,89
SMG	21,79	86,31	827,45

Count of weapons by demanded repair kit

Weapon Category	A	B	C	D
Assault Rifle				48
Pistol				2
Shotgun				35
Sniper				27
SMG				1
MG				2

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STALKER  
GAMMA

Caliber

.338 Federal

.338 Lapua

.357

.45

12.7x55

12x76

20x70







23x75

5.45x39

5.56x45

Current type: (All)

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353

Count unique weapons

TOZ-34 "Chimera Hunter" (GS)

Highest damage per bullet

100,00%

Selected weapons to all (%)

107

Count unique BAS weapons

30,31%

Bas weapons to all (%)

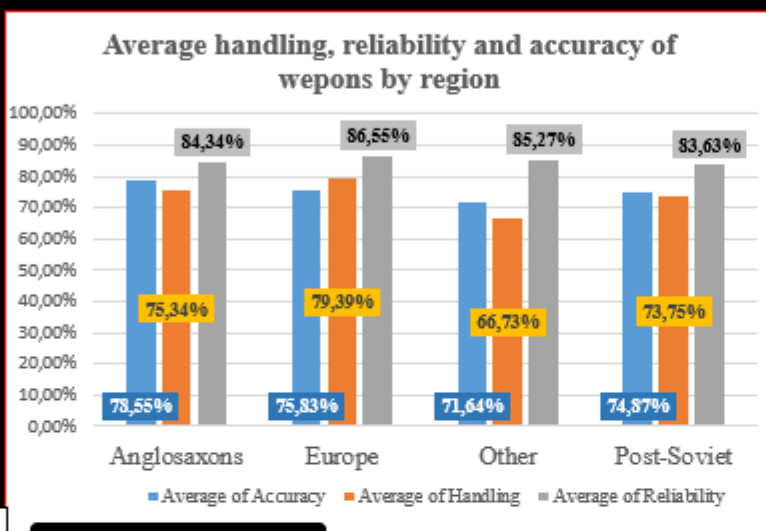
95

Count alt caliber weapon

78

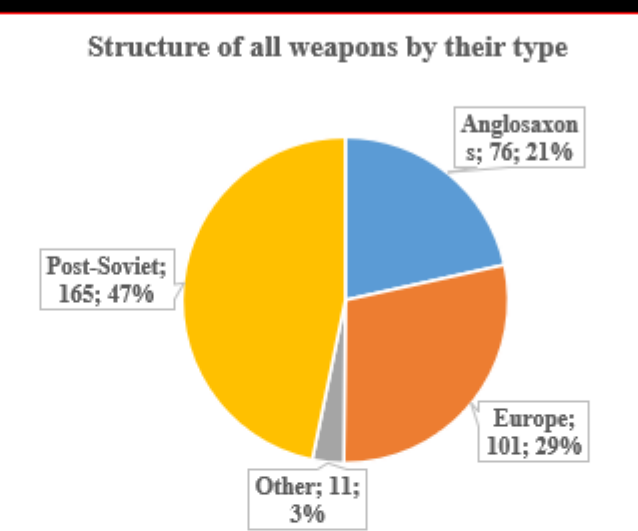
Count weapons can hurt BR6

Average handling, reliability and accuracy of wepons by region



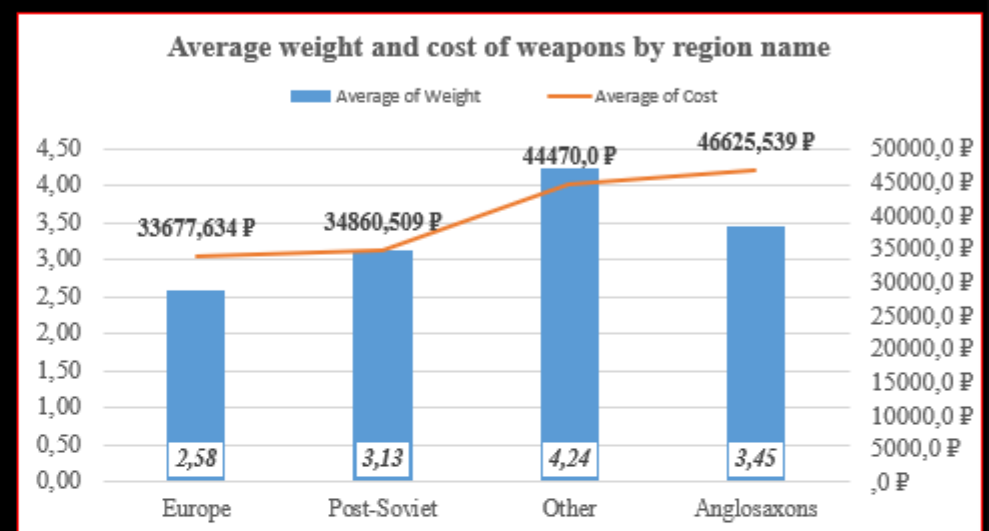
Region	Average of Accuracy	Average of Handling	Average of Reliability
Anglosaxons	78,55%	75,34%	84,34%
Europe	75,83%	79,39%	86,55%
Other	71,64%	66,73%	85,27%
Post-Soviet	74,87%	73,75%	83,63%

Structure of all weapons by their type



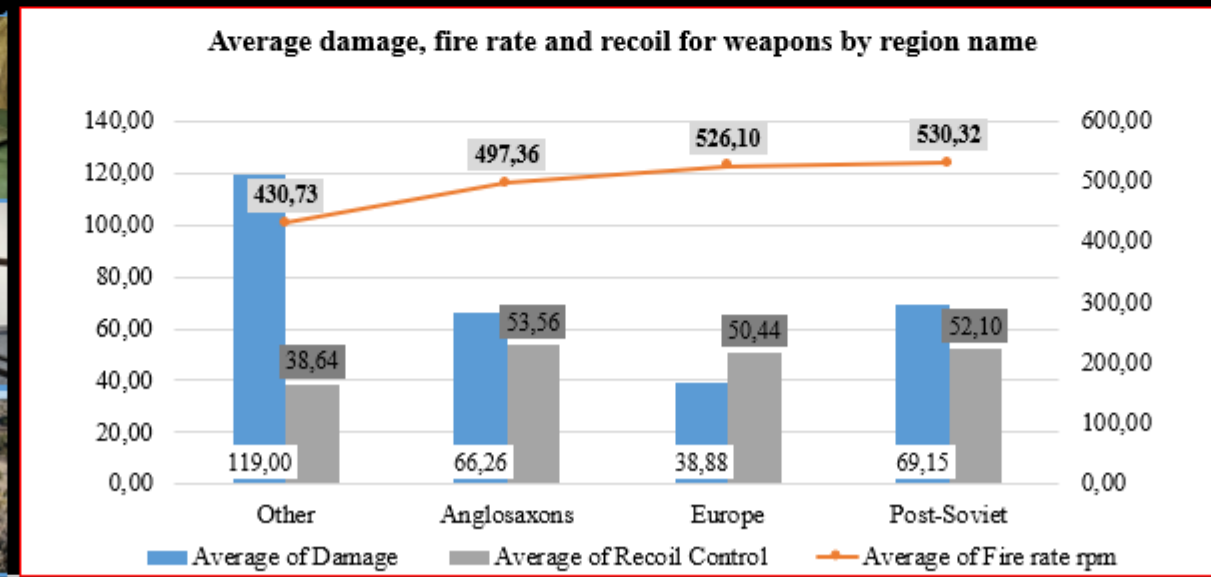
Type	Count	Percentage
Post-Soviet	165	47%
Europe	101	29%
Anglosaxons	76	21%
Other	11	3%

Average weight and cost of weapons by region name



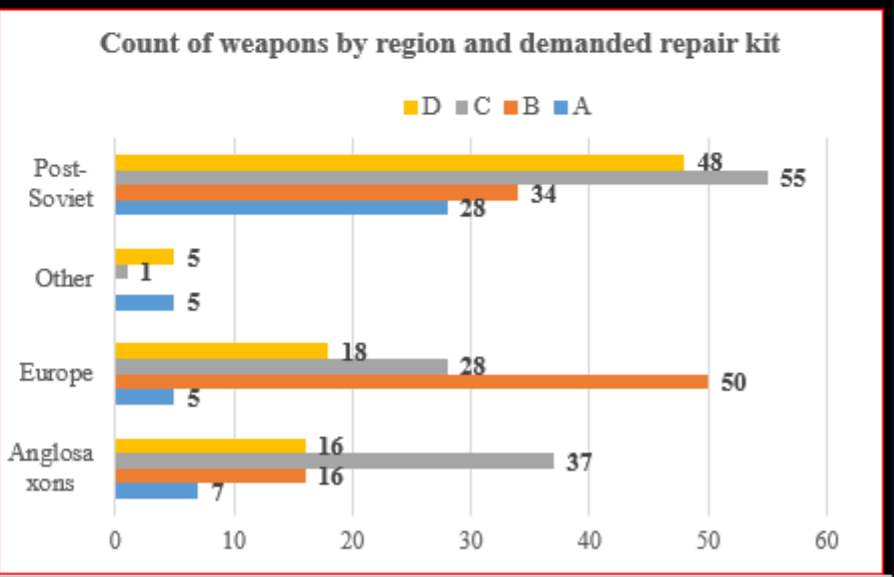
Region	Average of Weight	Average of Cost
Europe	2,58	33677,634 P
Post-Soviet	3,13	34860,509 P
Other	4,24	44470,0 P
Anglosaxons	3,45	46625,539 P

Average damage, fire rate and recoil for weapons by region name



Region	Average of Damage	Average of Recoil Control	Average of Fire rate rpm
Other	119,00	38,64	430,73
Anglosaxons	66,26	53,56	497,36
Europe	38,88	50,44	526,10
Post-Soviet	69,15	52,10	530,32

Count of weapons by region and demanded repair kit



Region	A	B	C	D
Post-Soviet	28	34	55	48
Other	5	5	1	5
Europe	5	50	28	18
Anglosaxons	7	16	37	16

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Count Ammount of lowest BR

Unit	Average of Weight Carried kg (kg)	Average of Weight kg (kg)	Average of Movespeed Mult. (Mult.)
Military	32,50	20,00	0,975
Duty	22,50	15,50	0,990
Ecologist	23,50	10,50	0,995
Monolith	29,00	14,50	0,995
Renegade	31,50	14,50	0,997
Freedom	25,00	16,00	0,998
Mercenary	21,00	13,50	0,998
Clear Sky	21,00	12,00	1,005
Bandit	19,00	12,00	1,015
Sin	22,50	13,00	1,020
Loner	17,50	10,00	1,030
UNSG	28,00	15,00	1,030
Unknown	11,50	8,00	1,070

