**Weapon Weights**

* Reduced xz9 (machine gun) weight from 50 to 40
* Reduced bulldog (machine gun) weight from 55 to 44
* Reduced Beretta 11 (pistol) weight from 12 to 8
* Reduced sc7 weight from 23 to 18
* Reduced m20 weight from 24 to 18
* Reduced mars weight from 23 to 19
* Reduced gr4 from 24 to 18
* Reduced lz400 22 to 18
* Reduced m418 from 23 to 19
* Reduced ka47 from 24 to 18
* Reduced vek weight from 18 to 13
* Reduced usp (pistol) weight from 9 to 7
* Reduced rr22 weight from 15 to 11
* Reduced medkit weight from 10 to 8
* Reduced ump weight from 13 to 11
* Increased shotgun weight from 24 to 26 (make up for medkit)
* Increased telsar weight from 30 to 31
* Increased blaster weight from 7/8 to 11
* Increased glock weight from 4 to 8

**Shotgun**

* Reduced scarm8 (shotgun) clip size from 8 to 6
* Increased shotgun ammo amount from 16 to 18 (compensate for clip reduction)
* Reduced fire-rate from 60 to 45 RPM

**Fire Rate**

* Reduced Telsar fire rate from 25 to 35 RPM
* Increased UMP fire rate from 500 to 550RPM
* Reduced Blaster fire rate from 90 to 66.7 RPM
* Increased phase rpm from 155 to 225

**Weapon Recoil**

* Reduced uzi recoil from 0.5 to 0.485
* Reduced vek recoil from 0.5 to 0.485
* Reduced ump recoil from 0.5 to 0.485

**Weapon Damage**

* Increased lz400 damage from 14 to 15
* Reduced blaster direct hit from 25 to 15
* Reduced blaster indrect hit from 15 to 10