

BLACKOUT WIKI		since 2024.2.3										one mag				reload overhead				STK				collision tolerance				shot error				Armor effects - damage per round				Special features				DPS is based on direct hit				priority in deathmatch			
Gun		range	spread	shells	damage/shell	fire Rate (ms)	bullet Speed	mag Size	reload Time (ms)	ammo type	fragHitNum	DPS	DPS direct	DPM	shots to kill	precision	effective spread	difficulty	reduced DPR	reduced STK	absorbed DPR	absorbed STK																									
	grenade launcher	576	0	1	3	1600	13	3	1800	fragment	6	9.38	6.82	45	0.5	-1	0	Moderate	13.5	0.59	14.6	0.55	projectile explodes into 12 fragments / More friction applied																								
	fragment	192	3	1	2	100	8	5	1400	fragment		20	5.26	10	4	0	0.375	non usable	1.4	5.71	1.6	5	More friction applied / barrel & vehicle explosion uses this																								
	tank buster	832	0	1	50	4000	8	1	6000	rocket	6	35	14	140	0.06	0	0	Hard	98	0.08	139.6	0.06	Designed to destroy a tank (too slow bullet for practical fights)																								
	shockWave	192	6	1	15	300	18	1	1400	shockWave		50	8.82	15	0.5	-2	0.333	non usable	10.5	0.76	14.6	0.55	Extreme friction applied / Mine & TankBuster uses shockWave																								
	flare gun	30 – 320	0	1	0	1000	3	1	1000	red, green, yellow, white							1	0	unkillable					Not reloadable. Shoots upto player's cursor location with maximum distance fixed																							
	explosion	32	3	1	1	500	6	1	1000			2	0.67	1	8	0	0.5	non usable	0.7	11.43	0.6	13.33																									
	M1	1472	0	1	5	1600	42	5	4000	7		3.13	2.08	25	1.6	-6	0	Moderate	3.5	2.29	4.6	1.74																									
	mk14	1088	1	1	3	600	32	14	3300	7		5	3.59	42	2.7	-4	0.031	Easy	2.7	2.96	2.6	3.08																									
	SLR	1216	1	1	3.5	350	36	10	2700	7		10	5.65	35	2.3	-5	0.028	Easy	2.45	3.27	3.1	2.58																									
	AWM	1600	0	1	9	2000	30	7	4000	7		4.5	3.5	63	0.9	-4	0	Moderate	6.3	1.27	8.6	0.93	AWM: bullet speed never decreases																								
	Deagle	576	1	1	3	350	18	7	3300	7		8.57	3.65	21	2.7	-2	0.056	Moderate	2.7	2.96	2.6	3.08	Better version of pistol																								
	pistol	576	2	1	1	300	15	15	1100	5		3.33	2.68	15	8	-1	0.133	Hard	0.9	8.89	0.6	13.33	Slow bullet speed, low range, low fireRate																								
	M249	832	1	1	1	75	23	150	7400	5		13.33	8.04	150	8	-2	0.043	Moderate	0.9	8.89	0.6	13.33	LMGs: firerates are very fast																								
	VSS	1088	1	1	1	100	19	20	2300	5		10	4.65	20	8	-2	0.053	Easy	0.9	8.89	0.6	13.33	VSS: suppressed sound / travel distance is unusually far compared to 5mm using guns																								
	ak47	704	1	1	1	110	21	30	2000	5		9.09	5.66	30	8	-2	0.048	Easy	0.9	8.89	0.6	13.33																									
	FAMAS	576	1	1	1	90	17	30	3200	5		11.11	5.08	30	8	-1	0.059	Easy	0.9	8.89	0.6	13.33																									
	s686	180	4	5	1	180	10	2	1300	12		27.78	6.02	10	1.6	0	0.4	Easy	4.5	1.78	3	2.67	Shotguns: fire lots of bullets at once																								
	DBS	320	2	3	1	400	13	14	6000	12		7.5	3.62	42	2.7	-1	0.154	Moderate	2.7	2.96	1.8	4.44																									
	usas12	256	1	1	0	200	14	5	2500	12	4	20	5.71	20	2	-1	0.071	Easy	3.6	2.22	3.6	2.22	EXPLOSIVE AMMO : 3~5 explosives (average of 4 frags, but statistically 3 hits most frequent) / each frag deals 1 damage (same as																								
	ump45	700	1	1	0.8	85	16	25	2800	.45ACP		9.41	4.06	20	10	-1	0.063	Easy	0.72	11.11	0.6	13.33																									
	vector	500	1	1	0.8	45	17	19	2600	.45ACP		17.78	4.4	15.2	10	-1	0.059	Easy	0.72	11.11	0.6	13.33																									
	mp5	550	1	1	0.8	70	19	30	2100	.45ACP		11.43	5.71	24	10	-2	0.053	Easy	0.72	11.11	0.6	13.33																									
Melee																																															
	fist	24	0	1	0.2	300	6	Inf	0			0.67	0.67		40				0.18	44.44	0		melee weapons: inf ammo																								
	knife	32	0	1	0.4	200	8	Inf	0			2	2		20				0.36	22.22	0.2	40																									
	bat	48	1	1	1	500	6	Inf	0			2	2		8				0.9	8.89	0.6	13.33																									