C	BLACKOUT WIKI	since 202	24.2.3		уо	ı cannot fire before fi	re rate is passed					one mag rel	load overhead Image	Per Magazine	STK collis	ion tolerance r	shot error		Armor effe	cts - damag	per round					
	Gun	range	spread	shells da	mage/shell fi	e Rate (ms) bu	llet Speed n	mag Size relo	oad Time (ms) an	<b>nmo type</b> fra	agHitNum	DPS C	PS effective	DPM sh	ots to kill p	recision e	ffective spreac	difficulty				PR absorbed STK	<	Special features	DPS is based on direct hit	priority in deathmatch
<ul><li>♠</li><li>♦</li><li>♠</li></ul>	grenade launcher	576	0	1	3	1600	13	3	1800 fr	ragment	6	9.38	6.82	45	0.5	-1	0	Moderate	13	5 <b>0.</b>	<b>59</b> 14	.6 <b>0.55</b>	5	projectile explodes into 12 fragments / More friction applied	TANK uses this weapon	1
<b>(</b>	fragment	192	3	1	2	100	8	5	1400 fr	ragment		20	5.26	10	4	0	0.375 r	on usable	1	4 5.	71 1	.6 5	5	More friction applied / barrel & vehicle explosion uses this		
$\bigcirc$	tank buster	832	0	1	50	4000	8	1	6000	rocket	6	35	14	140	0.06	0	0	Hard	Ç	8 <b>0.</b>	) <b>8</b> 139	.6 <b>0.06</b>	6	Designed to destroy a tank (too slow bullet for practical fights)		unused
$\bigcirc$	shockWave	192	6	1	15	300	18	1	1400 sh	ockWave		50	8.82	15	0.5	-2	0.333 r	on usable	10	5 <b>0.</b>	<mark>76</mark> 14	.6 <b>0.55</b>	5	Extreme friction applied / Mine & TankBuster uses shockWave		
•	flare gun	30 ~ 320	0	1	0	1000	3	1	1000 red	l, green, yellow, v	white					1	0	unkillable						Not reloadable. Shoots upto player's cursor location with maximum d	istance fixed	
$\bigcirc$	explosion	32	3	1	1	500	6	1	1000			2	0.67	1	8	0	0.5 r	on usable	0	7 11.	13 0	.6 13.33	3			
<u>(b)</u>	M1	1472	0	1	5	1600	42	5	4000	7		3.13	2.08	25	1.6	-6	0	Moderate	3	5 <b>2.</b>	<b>29</b> 4	.6 <b>1.74</b>	4			15
	mk14	1088	1	1	3	600	32	14	3300	7		5	3.59	42	2.7	-4	0.031	Easy	2	7 <b>2.</b>	<b>)6</b> 2	.6 3.08	3			11
<u> </u>	SLR	1216	1	1	3.5	350	36	10	2700	7		10	5.65	35	2.3	-5	0.028	Easy	2.4	5 <b>3</b> .	<b>27</b> 3	.1 <b>2.58</b>	3			6
<u>()                                    </u>	AWM	1600	0	1	9	2000	30	7	4000	7		4.5	3.5	63	0.9	-4	0	Moderate	6	3 <b>1.</b>	27 8	.6 <b>0.93</b>	3	AWM: bullet speed never decreases		2
$\bigcirc$	Deagle	576	1	1	3	350	18	7	3300	7		8.57	3.65	21	2.7	-2	0.056	Moderate	2	7 <b>2.</b>	<b>96</b> 2	.6 3.08	3	Better version of pistol		16
ATT - NO.																										
$\bigcirc$	pistol	576	2	1	1	300	15	15	1100	5		3.33	2.68	15	8	-1	0.133	Hard	0	9 8.	39 0	.6 13.33	3	Slow bullet speed, low range, low fireRate		unused
<u></u>	M249	832	1	1	1	75	23	150	7400	5		13.33	8.04	150	8	-2	0.043	Moderate	0	9 8.	39 0	.6 13.33	3	LMGs: firerates are very fast	TURRET uses this weapon	10
	VSS	1088	1	1	1	100	19	20	2300	5		10	4.65	20	8	-2	0.053	Easy	0	9 8.	39 0	.6 13.33	3	VSS: surpressed sound / travel distance is unusually far compared to	5mm using guns	12
$\bigcirc$	ak47	704	1	1	1	110	21	30	2000	5		9.09	5.66	30	8	-2	0.048	Easy	0	9 8.	<b>39</b> 0	.6 13.33	3			5
Ŏ	FAMAS	576	1	1	1	90	17	30	3200	5		11.11	5.08	30	8	-1	0.059	Easy	0	9 8.	<b>39</b> 0	.6 13.33	3	<u></u>	APC uses this weapon	7
																								<u> </u>		
( <u>)</u> ( <u>)</u>	s686	180	4	5	1	180	10	2	1300	12		27.78	6.02	10	1.6	0	0.4	Easy	4	5 <b>1.</b>	78	3 <b>2.67</b>	7	Shotguns: fire lots of bullets at once		4
<u>V</u>	DBS	320	2	3	1	400	13	14	6000	12		7.5	3.62	42	2.7	-1	0.154	Moderate	2	7 <b>2.</b>	<b>96</b> 1	.8 4.44	4	<u> </u>		13
(A)	usas12	256	1	1	0	200	14	5	2500	12	4	20	5.71	20	2	-1	0.071	Easy	3	6 <b>2.</b>	<b>?2</b> 3	.6 2.22	2	EXPLOSIVE AMMO : 3~5 explosives (average of 4 frags, but statistical	y 3 hits most frequent) / each frag deals 1 damage (same as	8
	ump45	700	1	1	0.8	85	16	25		.45ACP		9.41	4.06	20	10	-1		Easy		2 11.		.6 13.33		<u> </u>		14
	vector	500	1	1	8.0	45	17	19		.45ACP		17.78	4.4	15.2	10	-1		Easy		2 11.		.6 13.33				3
<b>(*)</b>	mp5	550	1	1	8.0	70	19	30	2100	.45ACP		11.43	5.71	24	10	-2	0.053	Easy	0.7	2 11.	11 0	.6 13.33	3			9
																								<u> </u>		
	Melee																									
	fist	24	0	1	0.2	300	6	Inf	0			0.67	0.67		40					8 44.		0		melee weapons: inf ammo		
<u> </u>	knife	32	0	1	0.4	200	8	Inf	0			2	2		20					6 22.		.2 40				
(II)	bat	48	1	1	1	500	6	Inf	0			2	2		8				0	9 8.	39 0	.6 13.33	3			

	Armor	e <sup>-</sup>	ffect	effective to	
)	reduce	reduce damage by 10%	damage>3: reduce 30%	heavy weapons (7mm guns / damage>3)	
<u>)</u>	absorb	damage absorbed by 0.2	damage>0.8: absorb 0.4	light weapons (other)	
?	anti blast	blast damage reduction	frag 2 -> 0.5 / shock 15 -> 2	blast damage (fragment & shockwave)	

all weapons

Some constants playerHealth tileSize 128 16 (for refernce) player radius

	Consumable	Heal amount	Restrictions	
)	bandage	2	Player health must be blow 6	
)	medkit	8 (max)	none	

damage reduced by 40%

Scope: How far a player can see in unit of tiles (tiles are drawn fixed size)

(sky) blue

How to obtain

	special occation	default	1	2	3	4	Not	available (du	e to lagging	g)	
Scope	-1	0	1	2	3			6		8	9
Sight dist	128	256	384	512	640	768	896	1024	1152	1280	1408
Sight dist (projectiles)	320	448	576	704	832	960	1088	1216	1344	1472	1600
	in house	can be see	n in norma	l ranges			tł	neoretically ir	mpossible		

health cap guns cap speed cap DPS cap Max rating

										200	30	10	50	10			
						no reload	effective	# of guns	25		PE	RFORMAN	CE				
Vehicle	Radius	Health	Speed	Turret	capacity	DPS	Protection radius	Piercing #	Protected	RESILIENCE	ARMOR	MOBILITY	POWER	TOTAL	Stopping power	difficulty	Words
car	24	15	6	none	1	0	16	12	9	0.8	3	6	0	9.8	3.8	Easy	Weakest, but pretty fast
Fennek	32	60	4	none	1	0	32	2	19	3	6.3	4	0	13.3	9.3	Easy	Cannot shoot
APC	30	50	3	FAMAS	1	11.11	28	4	17	2.5	5.7	3	2.2	13.4	10.4	Easy	Has a powerful machine gun attached to it
tank	40	192	1	grenadeLauncher	1	5.63	48	0	21	9.6	7	1	1.1	18.7	17.7	Moderate	Slowest moving thing
turret	52	148	0	M249	1	13.33	72	0	21	7.4	7	0	2.7	17.1	17.1	Easy	Cannot Move
raptor	26	40	10	ak47	1	9.09	20	6	15	2	5	10	1.8	18.8	8.8	Moderate	Fastest Vehicle in the game!
B2	28	50	8	tankBuster	1	48	24	4	17	2.5	5.7	8	9.6	25.8	17.8	Hard	Becareful not to shoot yourself!

Pla	aceable explosions will	not damag	e the pers	on who place	ed it				Vari	ants
	Placeable	Health	Radius	BlastNum	Explosion Type	total damage	Toggle method	item form	Sahara map	Military base
	barrel	2	24	18	fragment	36	barrel hp<=0			
*	mine	30	32	12	shockWave	180	get close for certain amt of time	<b>*</b>	. (*)	

	barrel	2	24	18	fragment	36	barrel hp<=0				
*	mine	30	32	12	shockWave	180	get close for certain amt of time	*	•	(*)	
c.f.	other objects: wall, hut		_			_					

Description

小	Airstrike	Color	Speed	StrikeNum	Description	Detail	In-game
	ВОМВ	red	7	16	Bombarding with shockwaves	Drop two bombs at a time	Υ
	SUPPLY	green	2 ~ 5	1	Drop a medkit, a scope(+2), and an armor (reduce)		Υ
	REQUEST VEHICLE	yellow	2 ~ 5	1	Drop a Fennek		Υ
	TRANSPORT	white	6	1	Can transport the caller player when able to pickup. Player then can get off the plane on its route.	When players are within the pickup range near the initial location and not in a house, and not riding a vehicle	Υ
	EMERGENCY COVER	purple	8	5	Summons square walls on the way	Drops walls with random deviation from the center 5 times	N

In-game dropped

	Default skin	Basic skin	You are an agent wearing a gray suit.	no
	HALO	Name the user exactly to "HALO"	This skin is to commemorate the game developer.	no
$\bigcirc$	VOID	Same	Transparent clocking clothing. Everyone's favorite, huh.	no
	FROST	Same	Winter theme.	no
	TAEGEUK	Same	Korea!	no
	GRADIENT	Same	The color of KAIST.	no
4	CANDY	Same	Christmas theme.	no
	PYTHON	Same	I like PYTHON.	no
	JAVA	Same	Javascript has nothing to do with this	no
	LINUX	Same	Freaking penguins are cute.	no

Game objective: not decided yet

TIPS & TRICKS												
SCORING	All "gun k	ills & your	barrel/min	e explosion &	your bomb airstrike" will give you a +1 score for killing zombies/other players							
	Get to the	final score	of 16 to w	rin!								
	It gets har	It gets harder to kill when the score gets higher, so be sure to save airstrikes for the last!										
SERVER KILLS												
	There are	There are potential dangers other than players: server-placed-barrels / vehicles will kill you when explosion										
	Also, zoml	bies will de	al damage	proportional to	o its HP, which ranges from 7~15 when creation / 0~15 when damaged							
Zombie mechanism	factor	radius	speed	health	* factor determines everything							
	1~2	16~32	1~2	7~15								
	Radius and	d speed is i	nversly pro	portional, whil	le health is proportional to radius							
	There is 50	0% change	of generat	ing Homing zo	ombie which targets random alive player (when target is lost, it goes straight)							
	Otherwise, it will march diagonally until crossing the border											
	Zombies o	Zombies drop bandages, medkits, guns(which cannot be picked in deathmatch) with a very low chance										