






















BLACKOUT WIKI		since 2024.2.3										you cannot fire before fire rate is passed										one mag reload overhead magg Per Magazine 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 effective	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	13.8	0.58	12.6	0.63	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	137.6	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	6	1600	42	5	4000	7		3.75	2.5	30	1.3	-6	0	Moderate	4.2	1.9	5.6	1.43																																																	
	mk14	1088	1	1	3.5	650	32	14	3300	7		5.38	3.95	49	2.3	-4	0.031	Easy	2.45	3.27	3.1	2.58																																																	
	SLR	1216	1	1	2.5	300	36	10	2700	7		8.33	4.39	25	3.2	-5	0.028	Easy	2.25	3.56	2.1	3.81																																																	
	AWM	1600	0	1	11	2000	30	7	4500	7		5.5	4.16	77	0.7	-4	0	Moderate	7.7	1.04	10.6	0.75	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																																																

	M1	1472	0	1	6	1600	42	5	4000	7	3.75	2.5	30	1.3	-6	0	Moderate	4.2	1.9	5.6	1.43		15	
	mk14	1088	1	1	3.5	650	32	14	3300	7	5.38	3.95	49	2.3	-4	0.031	Easy	2.45	3.27	3.1	2.58		11	
	SLR	1216	1	1	2.5	300	36	10	2700	7	8.33	4.39	25	3.2	-5	0.028	Easy	2.25	3.56	2.1	3.81		6	
	AWM	1600	0	1	11	2000	30	7	4500	7	5.5	4.16	77	0.7	-4	0	Moderate	7.7	1.04	10.6	0.75	AWM: bullet speed never decreases	2	
	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	16	
	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	unused	
	M249	832	1	1	1	80	23	150	7400	5	12.5	7.73	150	8	-2	0.043	Moderate	0.9	8.89	0.6	13.33	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	8.89	0.6	13.33	VSS: suppressed sound / travel distance is unusually far compared to 5mm using guns	12	
	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		5	
	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	APC uses this weapon	7	
	s686	180	4	5	1	180	10	2	2500	12	27.78	3.5	10	1.6	0	0.4	Easy	4.5	1.78	3	2.67	Shotguns: fire lots of bullets at once	4	
	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		13	
	usas12	256	1	1	0	260	14	5	2800	12	4	15.38	4.88	20	2	-1	0.071	Easy	3.6	2.22	2.4	3.33	EXPLOSIVE AMMO : 3~5 explosives (average of 4 frags, but statistically 3 hits most frequent) / each frag deals 1 damage (same as	8
	ump45	700	1	1	0.8	85	16	25	2700	45ACP	9.41	4.15	20	10	-1	0.063	Easy	0.72	11.11	0.6	13.33		14	
	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		3	
	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		9	
Melee																								
	fist	24	0	1	0.5	300	6	Inf	0		1.67	1.67		16				0.45	17.78	0.3	26.67	melee weapons: inf ammo		
	knife	32	0	1	1	200	8	Inf	0		5	5		8				0.9	8.89	0.6	13.33			
	bat	48	1	1	2	500	6	Inf	0		4	4		4				1.8	4.44	1.6	5			
	frisby	160 ~ 320	0	1	3.5	800	6 ~ 10	Inf	0		4.38	4.38		2.3				2.45	3.27	3.1	2.58	Projectile is not deleted even when it collides with enemies or players / but deleted when hit by a wall		
	sakura	90	1	3	0.5	300	7	Inf	0		5	5		5.3				1.35	5.93	0.9	8.89			

Armor		effect		effective to		In-game
reduce	reduce damage by 10%	damage>3: reduce 30%		heavy weapons (7mm guns / damage>3)		Y
absorb	damage absorbed by 0.2	damage>0.8: absorb 0.4		light weapons (other)		Y
anti blast	blast damage reduction	frag 2 -> 0.5 / shock 15 -> 2		blast damage (fragment & shockwave)		N
turtle	damage reduced by 50%			all weapons		N

Some constants

playerHealth	8
tileSize	128
player radius	16 (for reference)

	Consumable	real amount	Restrictions	In-game
Ⓜ	bandage	2	Player health must be blow 6	Y
Ⓡ	medkit	8 (max)	none	Y




Throwable		Distance	Description	In-game
?	Grenade	0 ~ 320	Explodes after some time	N
?	Smoke	0 ~ 320	Summons smoke that last some seconds	N
?	Flash	0 ~ 400	If explodes on sight, cannot see anything for some seconds	N

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











Scope		special ocation	default	1	2	3	4	Not available (due to lagging)				
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 seen in normal ranges			theoretically impossible							

health cap guns cap speed cap DPS cap Max rating

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!

Placeable explosions will not damage the person who placed it								Variants			
Placeable	Health	Radius	BlastNum	Explosion Type	total damage	Toggle method	item form	Sahara map	Military base	In-game	
 barrel	2	24	18	fragment	36	barrel hp<=0				Y	
mine	30	32	12	shockWave	180	get close for certain amt of time				Y	
c.f. other objects: wall, hut											

Airstrike		Color	Speed	StrikeNum	Description	Detail	In-game
BOMB	red	7	16	Bombarding with shockwaves	Drop two bombs at a time		Y
SUPPLY	green	2 ~ 5	1	Drop a medkit, a scope(+2), and an armor (reduce)			Y
REQUEST VEHICLE	yellow	2 ~ 5	1	Drop a Fennek			Y
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		Y
EMERGENCY COVER	purple	8	5	Summons square walls on the way	Drops walls with random deviation from the center 5 times		N
???	(sky) blue						N

	Skin	How to obtain	Description	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
	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
	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 kills & your barrel/mine explosion & your bomb airstrike" will give you a +1 score for killing zombies/other players
	Get to the final score of 16 to win!
	It gets harder to kill when the score gets higher, so be sure to save airstrikes for the last!
SERVER KILLS	There are potential dangers other than players: server-placed-barrels / vehicles will kill you when explosion
	Also, zombies will deal damage proportional to its HP, which ranges from 7~15 when creation / 0~15 when damaged
Zombie mechanism	factor radius speed health damage * factor determines everything
	1~2 16~32 1~2 7~15 7~15
	Radius and speed is inversly proportional, while health is proportional to radius
	There is 50% change of generating Homing zombie which targets random alive player (when target is lost, it goes straight)
	Otherwise, it will march diagonally until crossing the border
	Zombies drop bandages, medkits, guns(which cannot be picked in deathmatch) with a very low chance