

Jailbird

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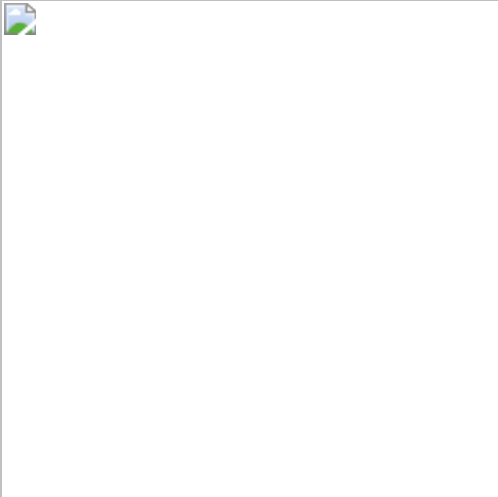
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Jailbird



Basic Info

Type	Electric Melee Weapon
Description	<i>WHAT?!</i>


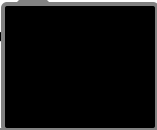


Basic Stats

	50 (Normal)
Damage	200 (Charged) 4x damage to SCP- 049-2
Weight	1.7kg

Handling Stats

Pick-Up Time	0.54s
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Miscellaneous Info

	from 914?	
	n PD	(%)
	puw?	

Debug Name



"Yo"

— *Jailbird sometimes when equipped.*

The **Jailbird** is a [Melee Weapon](#) found in *SCP: Secret Laboratory*. It is a shock baton that can be charged up to hit other players.

Contents

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In Game

The Jailbird is a unique weapon that can only be obtained with [SCP-914](#). The weapon can be swung with **Left Click**, dealing 50 damage to anyone it hits. This will bypass [Armor](#), [Artificial HP](#) and [Hume Shield](#). The Jailbird can be charged by holding **Right Click**. After a few seconds, the weapon is fully charged and ready to be used. Upon releasing **Right Click** the player charges forward at 17 m/s, with a blue streamer trail effect. The charge will end after the player hits something or after a short amount of time. The charge speed is a set value, overriding both positive and negative movement speed multipliers. A charge attack will deal 200 damage upon hit, and like before, this bypasses Armor and Hume Shield. Targets who survive this attack will be given the Concussed [Status Effect](#) for four seconds. The Jailbird also does quadruple damage towards [SCP-049-2](#), making it an incredible weapon against [SCP-049](#).

The Jailbird will malfunction after dealing a total of 500 damage with its swing, or after using its charged move five times. The item is then removed from the player's inventory. The Jailbird's lights will change from blue to red to warn a player it is about to break. The weapon will violently exploded if it breaks from a charged attack. This will instantly kill the user and deal massive damage to anything nearby, similar to a [High-Explosive Grenade](#). This explosion has an armor penetration of 50%.

Related Achievements

[Click to view 1 achievement\(s\) related to Jailbird:](#)

Fire In The Hole

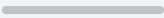

Kill another player with an explosion.

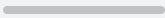

Sounds

Equip

[Equip #1](#)

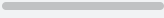

[Equip #2](#)

▶ 0:00 / 0:00   ⋮

▶ 0:00 / 0:00   ⋮

Melee Swing

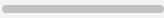

[Swing](#)

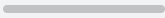

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Charge

[Charge Swing](#)

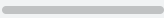

[Charge Start](#)

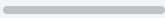

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[Charge Run](#)

[Breaking \(Charge\)](#)

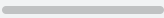

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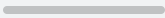

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Other

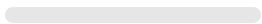
[Hit](#)

[Inspect](#)

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▶ 0:00 / 0:00   ⋮

Gallery



-  [Initial Equip Animation](#)

Initial Equip Animation

-  [Melee Swing Animation](#)

Melee Swing Animation

-  [Normal Inspect Animation](#)

Normal Inspect Animation

-  [Damaged Inspect Animation](#)

Damaged Inspect Animation

-  [Charge Animation](#)

Charge Animation

Trivia

- The Jailbird was originally planned to be added in the Xmas 2021 Event but was cut due to time constraints.
 - It was later introduced in the 2022 Anniversary Event, being available solely through [SCP-2536](#).

Items in SCP: Secret Laboratory	
Normal Items	Ammunition • Bag of Candies • Coin • Flashlight • Keycard • Lantern • Radio
Treatment Items	Adrenaline • First Aid Kit • Painkillers
SCP Items	SCP-018 • SCP-207 • SCP-2077 • SCP-244 • SCP-268 • SCP-500 • SCP-1576 • SCP-1853 • SCP-2176
Foundation Firearms	COM-15 • COM-18 • Crossvec • FR-MG-0 • FSP-9 • MTF-E11-SR
Insurgency Firearms	.44 Revolver • AK • Logicer • Shotgun
Grenades	Flashbang Grenade • High-Explosive Grenade
Armor	Combat Armor • Light Armor • Heavy Armor
Special Weaponry	3-X Particle Disruptor • A7 • COM-45 • Jailbird • Micro H.I.D.
Event Items	Coal

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- [HoverImage](#)



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