

PUBG Weapon Analysis Dashboard

Comprehensive analysis of weapon and bullet types in PLAYERUNKNOWN'S BATTLEGROUNDS

Filters

Weapon Type

All

Assault Rifles

SMGs

Sniper Rifles

Shotguns

Pistols

LMGs

DMRs

Bullet Type

All

5.56

7.62

9mm

0.45

12 Gauge

0.3

Total Weapons

38

Across 8 weapon categories

Avg Damage

63.2

Average damage per hit

Highest DPS

1080

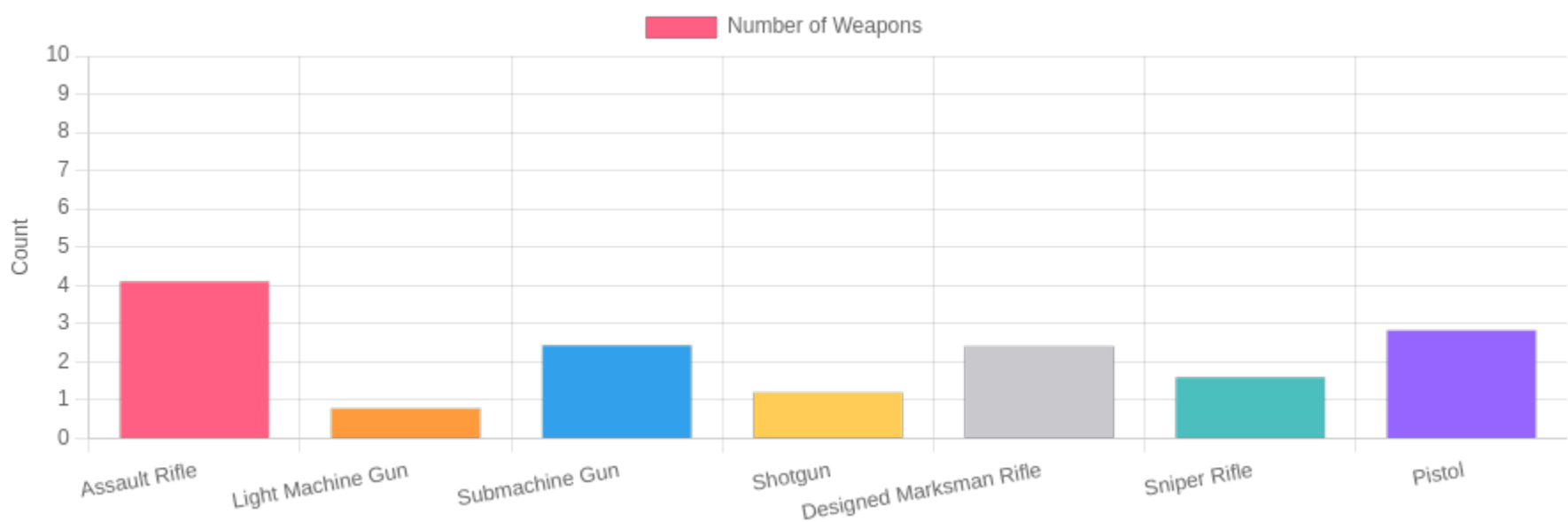
S686 Shotgun (12 Gauge)

Most Common Ammo

9mm

Used by 7 weapons

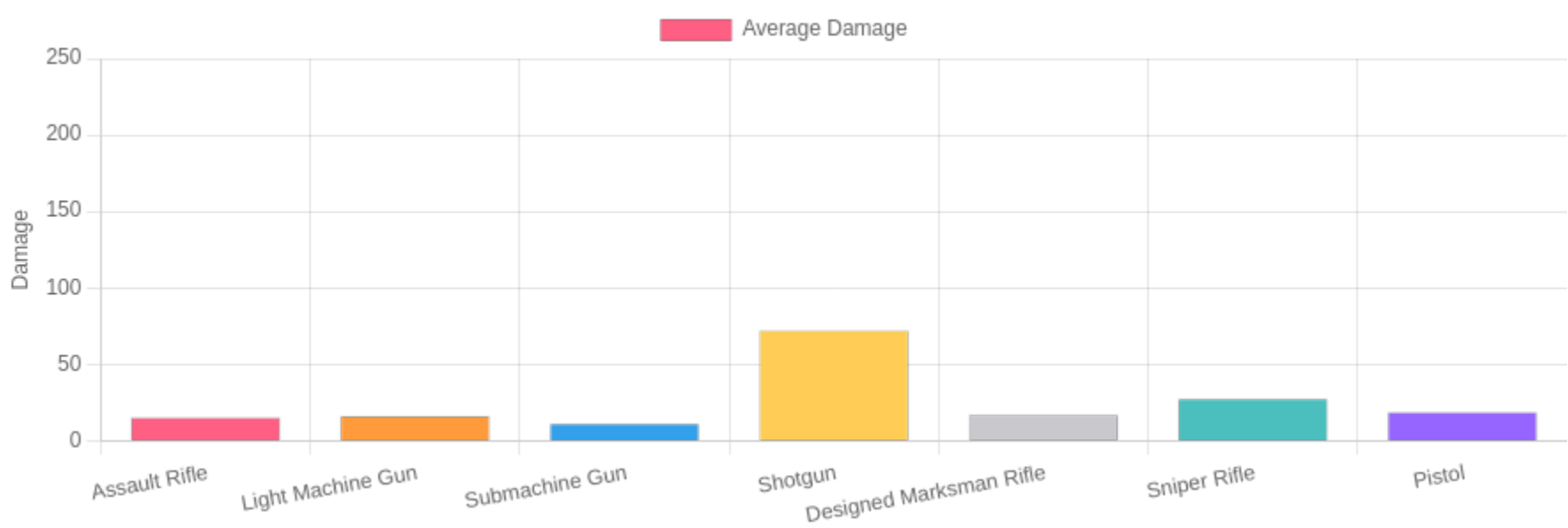
Weapons by Type



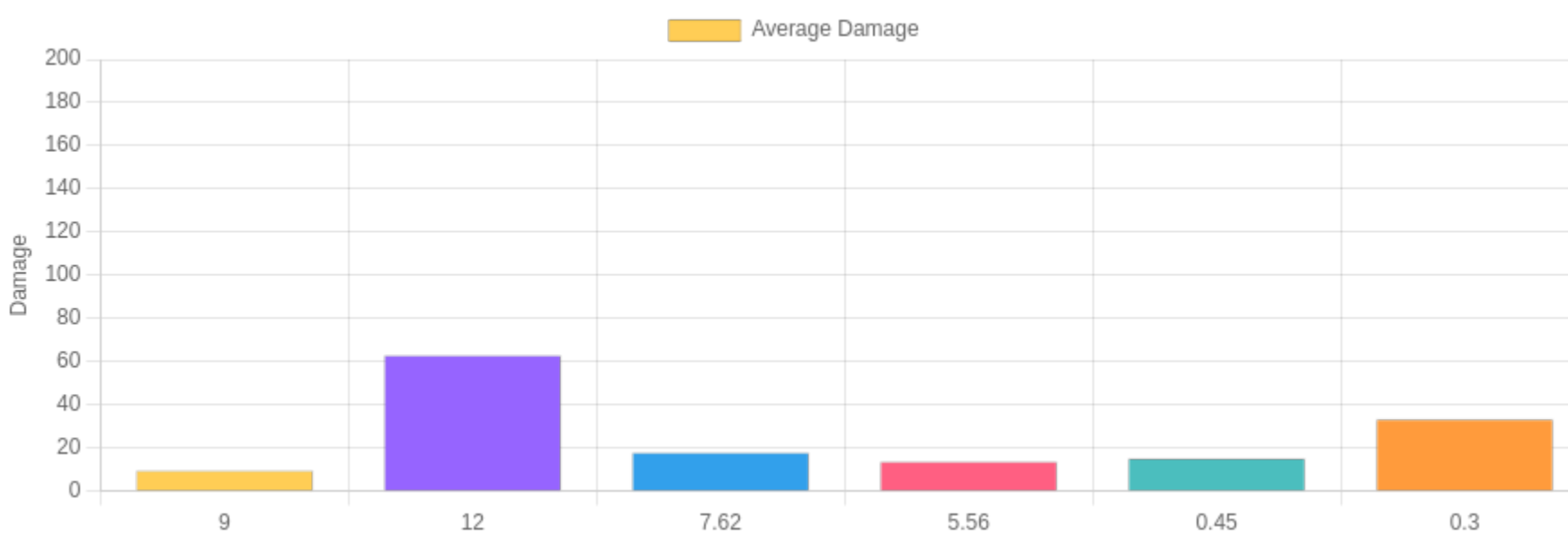
Weapons by Bullet Type



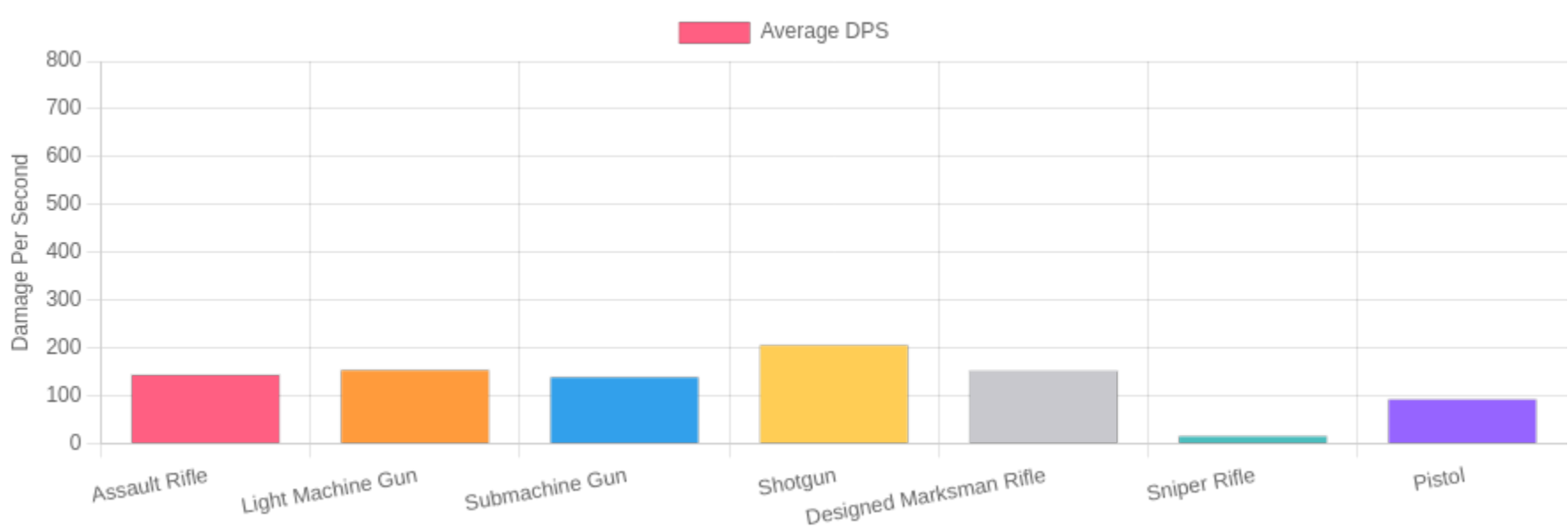
Average Damage by Weapon Type



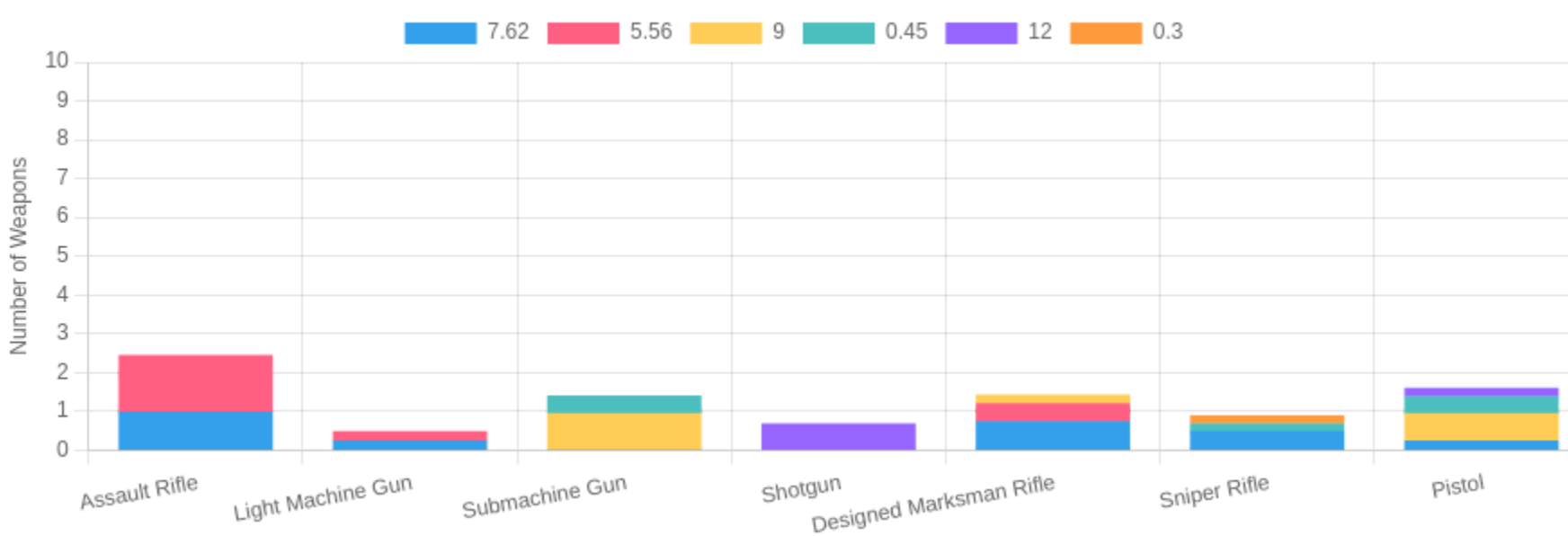
Average Damage by Bullet Type



Damage Per Second by Weapon Type



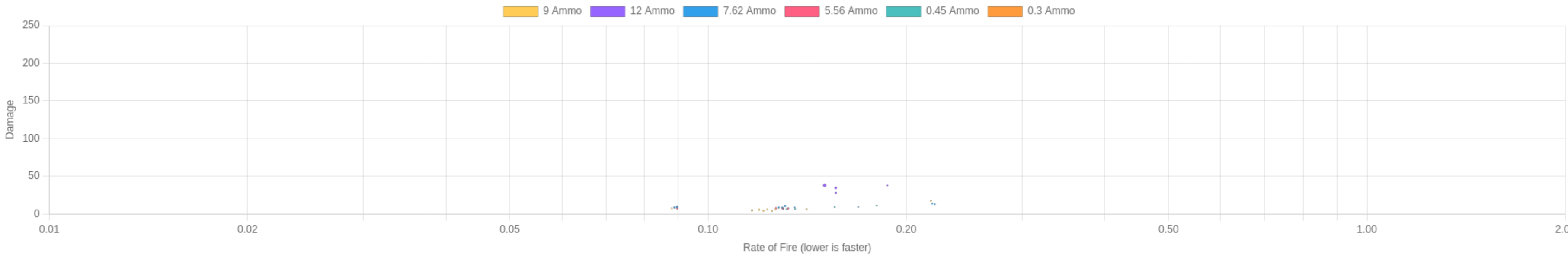
Bullet Types by Weapon Category



Detailed Weapon Statistics

Weapon	Type	Bullet	Damage	DPS	Fire Mode	Range
Groza	Assault Rifle	7.62	49	612	Single, Automatic, Burst	400
AKM	Assault Rifle	7.62	49	490	Single, Automatic	400
M762	Assault Rifle	7.62	47	547	Single, Automatic, Burst	400
MK47 Mutant	Assault Rifle	7.62	49	490	Single, Burst	500
AUG A3	Assault Rifle	5.56	43	502	Single, Automatic	600
SCAR-L	Assault Rifle	5.56	43	448	Single, Automatic	600
M416	Assault Rifle	5.56	43	502	Single, Automatic	600

Damage vs Rate of Fire by Bullet Type



Top Weapons by Key Metrics

Highest Damage

- S686 (Shotgun) - 216
- S1897 (Shotgun) - 216
- S12K (Shotgun) - 198
- AWM (Sniper) - 105
- M24 (Sniper) - 79

Highest DPS

- S686 (Shotgun) - 1080
- S12K (Shotgun) - 792
- MK14 (DMR) - 678
- Groza (AR) - 612
- M249 (LMG) - 600

Best Range

- AWM (Sniper) - 900
- MK14 (DMR) - 800
- SLR (DMR) - 800
- SKS (DMR) - 800
- M24 (Sniper) - 800

Bullet Type Analysis

Summary Statistics by Bullet Type

Bullet Type	Avg Damage	Avg DPS	Avg Range
5.56mm	44.5	502	600
7.62mm	62.4	480	580
9mm	31.6	448	250
0.45 ACP	48.2	277	220
12 Gauge	198	700	25
0.300 Magnum	105	65	900

Characteristics by Bullet Type

7.62mm

High damage, medium bullet speed. Used in assault rifles, DMRs, and sniper rifles. Good for mid to long-range combat.

5.56mm

Medium damage, high bullet speed. Used in assault rifles, DMRs, and LMGs. Excellent for mid-range combat with low recoil.

9mm

Low damage, medium bullet speed. Used in SMGs and pistols. Best for close-range combat with high rate of fire.

12 Gauge

Very high damage, low range. Used in shotguns. Devastating at close range but ineffective beyond short distances.

Weapon Selection Guide

Close Range (0-50m)

Best Weapons: Shotguns, SMGs

Recommended: S686, Vector, Uzi

Bullet Types: 12 Gauge, 9mm

Focus on weapons with high DPS and rate of fire. Shotguns provide one-shot kill potential in very close range.

Mid Range (50-300m)

Best Weapons: Assault Rifles, DMRs

Recommended: M416, Groza, SLR

Bullet Types: 5.56mm, 7.62mm

Balance between damage, accuracy and fire rate. 5.56mm weapons have less recoil, while 7.62mm provide higher damage.

Long Range (300m+)

Best Weapons: Sniper Rifles, DMRs

Recommended: AWM, Kar98k, M24

Bullet Types: 7.62mm, 0.300 Magnum

Prioritize single-shot damage and bullet velocity. The AWM with 0.300 Magnum ammo offers the highest single-shot damage.