

Ghost Recon 2 Weapons Chart by Ick and just mike

Contact:
Ick@xbox@aol.com

www.Ick.Bz

XBOX game console version includes Downloaded Content (DLC): "Tactical Pack 1" from 2005-03-07 (started Dec 14, 2004) Printed March 25, 2005

Weapon	Restr. Kits R = Regular V = Veteran E = Elite	No Kit Menu	Fire Modes 1 = Single B = Burst F = Full	Rounds Mag/Tot	Silenced? Laser dot?	Reload				Stabilization (Secs = Seconds)						Stopping Power		Special Notes
						Time In Secs	Max Shots/ Sec.	ROF		From Recoil		From an		Average Bullets				
								1st Zoom	2nd Zoom	1st Zoom Secs	2nd Zoom Secs	Open Run Secs	Required to Kill <10 m >50 m					
														1st Rank	2nd Rank	1st Rank	2nd Rank	

Rifleman & Grenadier		Sorted by 100 meter single fire accuracy																	
M16/M203	G R	1	1,B	30/300	L	2.3	7.6	3.2	0.67	19	0.67	19			1.07	19	1.36	1.17	
G36K	R	V	2	1,B,F	30/300	L	2.3	11.4	3.2	0.53	15	0.50	9		0.77	14	1.36	1.17	
M8 Carbine	R	E	1	1,F	30/300	L	2.3	11.0	3.2	0.47	10	0.47	7		0.67	9	1.36	1.17	
M8/M320	G	E	3	1,F	30/300	L	2.3	11.0	3.2	0.43	9	0.57	15		0.70	10	1.36	1.17	
T-95 Carbine	R	E	7	1,F	30/300		2.3	11.0	3.2	0.33	2	0.40	3		0.53	2	1.36	1.17	
T-95/T91	G	E	7	1,F	30/300		2.3	11.0	3.5	0.57	18	0.53	12		0.77	14	1.36	1.17	
M4 Scoped	R	V	8	1,F	30/300		2.3	11.0	5.0	0.50	12	0.63	18		0.73	13	1.36	1.17	
M4 Carbine	R R		3	1,F	30/300	L	2.3	11.0	3.2	0.37	5	0.47	7		0.57	4	1.36	1.17	
M4/M320	G	V	2	1,F	30/300	L	2.3	11.0	3.2	0.50	12	0.53	12		0.77	14	1.36	1.17	
T-87A Rifle	R	V	6	1,F	30/300		2.3	10.6	3.2	0.47	10	0.50	9		0.70	10	1.36	1.17	
T-87A/T91	G	V	6	1,F	30/300		2.3	11.0	3.5	0.50	12	0.57	15		0.77	14	1.36	1.17	
SA-80	R R		4	1,F	30/300	L	2.3	10.2	4.0	0.33	2	0.43	5		0.60	6	1.36	1.17	
M8 Compact	R		9	1,F	30/300		2.3	12.9	3.2	0.37	5	0.37	2		0.53	2	1.36	1.17	DLC "Tactical Pack 1"
FAMAS/M203S	G		8	1,F	30/300		2.3	17.0	3.2	0.53	15	0.53	12		0.70	10	1.36	1.17	DLC "Tactical Pack 1"
AK-47	R R		5	1,F	30/300		2.3	10.6	3.2	0.40	7	0.50	9		0.63	7	1.36	1.17	
AK-47/T91	G R		5	1,F	30/300		2.3	10.6	3.5	0.53	15	0.60	17		0.83	18	1.36	1.17	
FAMAS	R		11	1,F	30/300		2.3	17.0	3.2	0.40	7	0.43	5		0.57	4	1.36	1.17	DLC "Tactical Pack 1"
SA-80/AG36	G R		4	1,F	30/300	L	2.3	10.2	4.0	0.33	2	0.40	3		0.63	7	1.36	1.17	
MP5 SD	R		10	1,B,F	30/360	S L	2.3	12.9	3.2	0.23	1	0.23	1		0.47	1	2.25		DLC "Tactical Pack 1"

Lone Wolf		Sorted by selection order																	
M29			1	1,B,F	30/150	L	2.3	11.4	5.0	0.53	1	0.50	1		0.77	1	1.36	1.17	Has Camera View
T-95P System			2	1,B,F	30/150	L	2.3	11.4	5.0	0.53	1	0.50	1		0.87	2	1.36	1.17	Has Camera View

Gunner		Sorted by accuracy at 11 meters (Full Auto)																	
T-95 LMG		E	7	F	75/600		2.3	12.4	3.2	0.40	3	0.40	1		0.70	4	1.36	1.17	
QJY-88 LMG		V	6	F	75/600		3.5	11.3	3.2	0.33	1	0.40	1		0.70	4	1.36	1.17	
AS56 SAW			8	F	100/500		3.5	10.9	3.2	0.37	2	0.40	1		0.63	1	1.36	1.17	DLC "Tactical Pack 1"
M8 AR		E	3	F	100/600	L	3.5	12.0	3.2	0.40	3	0.50	4		0.63	1	1.36	1.17	
MG36		V	4	1,B,F	100/600	L	3.5	12.5	3.2	0.47	5	0.50	4		0.77	5	1.36	1.17	Starts Single Fire Mode
Mk 46 SAW	R		2	F	200/600	L	3.5	11.8	3.2	0.40	3	0.40	1		0.67	3	1.36	1.17	
RPD LMG	R		5	F	75/600		3.5	10.9	3.2	0.50	6	0.53	6		0.90	8	1.36	1.17	
M240B LMG		V	1	F	100/600		3.5	11.5	3.2	0.50	6	0.53	6		0.80	7	1.36	1.17	
Mk 48 LMG			9	F	100/500		3.5	12.6	3.2	0.50	6	0.53	6		0.77	5	1.36	1.17	DLC "Tactical Pack 1"

Marksman		Sorted by 1st zoom stabilization, SKS 84M Last																			
M8 Sharpshooter		E	4	1	20/300		2.3		7.7	14.6	0.83	1	1.13	2	1.20	2	1.67	7	1.36	1.17	
SPR-468	R		3	1	20/300		2.3		7.7	14.6	0.90	3	1.17	3	1.20	2	1.40	3	1.36	1.17	
S9 SD Sniper			8	1	10/150	S	2.3	7.5	7.7	14.6	0.93	4	1.17	3	1.23	4	1.57	4	1.36	1.17	DLC "Tactical Pack 1"
FAMAS G2S		V	1	1	30/300		2.3		7.7	14.6	1.10	6	1.27	5	1.37	6	1.57	4	1.36	1.17	
KBU-88 Sniper		E	7	1	20/200		2.3		7.7	14.6	0.87	2	1.30	6	1.30	5	1.37	2	1.36	1.17	
M14 DMR		V	2	1	20/300		2.3		7.7	14.6	1.10	6	1.43	7	1.60	8	1.57	4	1.36	1.17	
SVD Sniper		V	6	1	20/300		2.3		7.7	14.6	1.37	9	1.50	8	1.47	7	1.67	7	1.36	1.17	
MSG-90			9	1	20/200		2.3	7.0	7.7	16.0	1.20	8	1.70	9	1.63	9	1.70	9	1.36	1.17	DLC "Tactical Pack 1"
SKS 84-M	R		5	1	20/300		2.3		5.8	11.7	0.93	4	0.97	1	1.00	1	1.30	1	1.36	1.17	

Restr. Kits No Kit Fire Modes Reload ROF
 R = Regular restr. 1 = Single Rounds
 V = Veteran Menu B = Burst Mag/Tot
 E = Elite Order F = Full
 Silenced? Laser dot? Time Max Magnification
 In Shots/ 1st 2nd
 Secs Sec. Zoom Zoom

										Stabilization (Secs = Seconds)						Stopping Power				
										From Recoil			From an			Average Bullets				
										No Zoom	1st Zoom	2nd Zoom	Open Run		Required to Kill					
										Secs	Rank	Secs	Rank	Secs	Rank	Secs	Rank	<10 m	>50 m	Special Notes

Grenadier Grenade Launchers

Sorted by selection order

M203 with M16	R	1	1	1/5	L	4.0		3.2		0.47	5					0.87	6	1.36	1.17	
M320 with M4	V	2	1	1/5	L	4.0		3.2		0.40	2					0.80	2	1.36	1.17	
M320 with M8	E	3	1	1/5	L	4.0		3.2		0.53	7					0.87	6	1.36	1.17	
AG36 with SA-80	R	4	1	1/5	L	4.0		4.0		0.40	2					0.70	1	1.36	1.17	
T91 with AK-47	R	5	1	1/5		4.0		3.5		0.43	4					0.80	2	1.36	1.17	
T91 with T-87A	V	6	1	1/5		4.0		3.5		0.47	5					0.83	5	1.36	1.17	
T91 with T-95	E	7	1	1/5		4.0		3.5		0.53	7					0.87	6	1.36	1.17	
M203S with FAMAS			1	1/5		4.0		3.2		0.20	1					0.80	2	1.36	1.17	DLC "Tactical Pack 1"

Pistols

Sorted by selection order

M9		1	1	15/75		2.9												3.83		
M9 SD		2	1	15/90	S	2.9												4.80		
M1911		3	1	7/42		2.9												3.83		
M1911 SD		4	1	7/42	S	2.9												4.80		
QSZ-92		5	1	15/90		2.9												3.83		
QSZ-92 SD		6	1	15/90	S	2.9												4.80		
T-54		7	1	8/48		2.9												3.83		
T-54 SD		8	1	8/48	S	2.9												4.80		

Rockets and Explosives Sorted by pairs of similar items

M3A2 MAAWS		1	1	1/3		6.0		4.0												
PF-89 LAW		2	1	1/3		6.0		5.0												
M18A1 Claymore		3		1/3																Blast Radius: 11m
T-01A Claymore		5		1/4																Blast Radius: 9m
M67 Grenade		1		1/6																Max throw: 30m
T-86 Grenade		2		1/6																Max throw: 30m
M183 Satchel Charge		4		1/3																Max throw: 15m
T-89 Satchel Charge		6		1/4																Max throw: 15m

Chart Notes

---No Kit Menu Order - The order the weapons appear when selecting your options (when no kit restrictions are in force).
 ---Reload Time in Seconds - The amount of time it takes to reload a weapon. Measured the # or times ten reloads take and divide by 10.
 NOTE: It takes 2.0 Seconds to reload the primary weapon.
 This does not account for the time between the last bullet fired and the beginning of reload, nor end of reload and first bullet fired.
 ---Max ROF Shots per Minute - how many rounds can be fired in 1 minute. Measured by shooting for at least one minute, (subtracting reload time)
 ---Zoom Measurement - Standing with back to southwest base window, look at barrier wall 66m away in F5. (Un-zoomed Target is 2.6cm wide.)
 ---Laser Dot - Certain weapons have a laser dot in the center of the reticule.
 ---Stabilization Times - All weapons recorded on video (directly, not pointing at screen). Counted number of frames before stable. Accurate to 1/30 second.
 ---Recoil Stabilization Time - Seconds required to stabilize the weapon (become the most accurate) after a shot.
 ---Open Run Stabilization Time - Seconds required to stabilize weapon (become most accurate) after moving at a full run, straight ahead (NOT zoomed).
 ---Stopping Power - Average number of shots in the stomach it takes to kill a soldier. See green box to right.
 ---All weapons pierce multiple targets.
 ---The map grid does NOT represent a consistent distance. Each map has a different distance for the grid. See the yellow chart to the right.
 ---The official strategy guide lists the zoom on the SA-80 as the same as the other 5x zoom weapons. It is not the same zoom, it is less.
 ---It takes 2.0 Seconds to switch from the primary weapon to the pistol.

Distance of one map quadrant, in meters.

40m - Ambush	33m - Mountain Falls
50m - Ancient Ruins	16m - Mountain Pass
- Battle	60m - Pagoda
31m - Bonfires	24m - Peninsula
31m - Bonfires Daytime	22m - Pilot Down
120m - Bridge	55m - Quarry
24m - Bunkers	54m - Railway
115m - Convoy	37m - Railway Valley
64m - Crossroads	25m - Sand Mine
100m - Dam	50m - Train Yard
100m - Fuel Depot	32m - Train Yard Forest
20m - Ghost Village	28m - Train Yard Interior
40m - Hospital Camp	43m - Training
40m - Lost Convoy	31m - War Zone
34m - Missile Site	

Stopping Power Table, torso hits:

Probability that:
 first round will kill 80%
 first or second round will kill 94% to 98%
 third round or greater will kill 6% to 2%
 Striking a target in the head or limb changes these results significantly. Head hits have something like a 98% first round kill. Limb hits reduce kill factor by approximately 25%, but there is still a decent probability that one shot will still take out a target.
 Pistols have roughly the same probability to kill in 2 shots as they do in 7 shots.

"Tactical Pack 1" Notes (DLC - Downloaded Content) from 2005-03-07

---Kit Restrictions - none of the new weapons are included in Regular, Veteran or Elite kits

"Tactical Pack 2" Notes (DLC - Downloaded Content) from 2005-03-24

---No new weapons were included in Tactical Pack 2

DISCLAIMER: Ick, Ick.bz, and just mike are in no way affiliated with Ubisoft, Red Storm Entertainment, Tom Clancy, Rubicon, Inc., Microsoft, or XBOX including any affiliates, subsidiaries, partners, ventures, or associates. This file is unofficial Ghost Recon fan material published by Ick. Special attention has been paid to acknowledge the contributions of individuals to this file.

Ghost Recon 2 Weapons Chart by Ick and just mike

Contact:
Ick0xbox@aol.com

www.ick.bz

XBOX game console version

includes Downloaded Content (DLC): "Tactical Pack 1" from 2005-03-07

Printed March 25, 2005

Accuracy (Hit Probability)											
Weapon	Single Shot, Standing, and Fully Stable Weapon Hit Probability for the 1st round				Burst Fire Hit Prob for round 2 and 3			Full Auto Fire Hit Prob <i>after</i> 1st Round		Lowest accuracy in red OR anything 20% or lower in red	
	75m	100m	130m	200m	11m	22m	50m	11m	22m	Special Notes	
Rifleman & Grenadier Sorted by 100 meter single fire accuracy											
M16/M203	G	99%	91%	79%	56%	97%	55%	22%			No full auto fire mode
G36K	R	100%	89%	73%	45%	100%	69%	29%	75%	38%	
M8 Carbine	R	100%	83%	61%	32%				82%	35%	
M8/M320	G	93%	83%	72%	50%				78%	34%	
T-95 Carbine	R	90%	74%	58%	34%				91%	40%	
T-95/T91	G	97%	74%	52%	27%				83%	36%	
M4 Scoped	R	86%	72%	58%	36%				64%	30%	
M4 Carbine	R	86%	65%	46%	25%				78%	32%	
M4/M320	G	85%	65%	46%	26%				71%	28%	
T-87A Rifle	R	73%	58%	44%	27%				78%	36%	
T-87A/T91	G	85%	58%	37%	19%				78%	34%	
SA-80	R	78%	56%	38%	21%				70%	37%	
M8 Compact	R	65%	48%	35%	21%				75%	34%	
FAMAS/M203S	G	70%	48%	32%	18%				46%	22%	
AK-47	R	48%	41%	35%	25%				53%	24%	
AK-47/T91	G	66%	41%	27%	14%				64%	24%	
FAMAS	R	70%	38%	23%	10%				52%	23%	
SA-80/AG36	G	52%	36%	26%	15%				72%	32%	Tested several times to verify, though results look anomalous.
MP5 SD	R	59%	31%	18%	7%	100%	87%		100%	76%	
Lone Wolf Sorted by selection order											
M29		84%	78%	71%	56%	100%	78%	35%	89%	43%	
T-95P System		99%	81%	61%	33%	100%	82%	32%	96%	49%	
Gunner Sorted by accuracy at 11 meters (Full Auto)											
T-95 LMG		18%	Very Poor						87%	39%	Lack of single fire mode for all of these weapons makes 1st round accuracy difficult to measure. However, it is clear that accuracy is very poor at any reasonably long distance in almost all cases.
QJY-88 LMG		20%	Very Poor						85%	37%	
AS56 SAW		17%	Very Poor						84%	35%	
M8 AR		19%	Very Poor						81%	38%	
MG36		34%	Very Poor			100%	66%	25%	76%	33%	Has single fire mode.
Mk 46 SAW		16%	Very Poor						75%	32%	Lack of single fire mode for all of these weapons makes 1st round accuracy difficult to measure. However, it is clear that accuracy is very poor at any reasonably long distance in almost all cases.
RPD LMG		14%	Very Poor						65%	27%	
M240B LMG		16%	Very Poor						57%	23%	
Mk 48 LMG		32%	Very Poor						49%	17%	
Marksman Sorted by 1st zoom stabilization, SKS 84M Last											
M8 Sharpshooter		100%	100%	100%	100%						
SPR-468		100%	100%	100%	75%						
S9 SD Sniper		100%	100%	100%	78%						
FAMAS G2S		100%	100%	100%	77%						
KBU-88 Sniper		100%	100%	100%	100%						
M14 DMR		100%	100%	100%	89%						
SVD Sniper		100%	100%	98%	63%						
MSG-90		100%	100%	100%	100%						
SKS 84-M		100%	92%	67%	32%						

Weapon	Accuracy (Hit Probability)								Special Notes	
	Single Shot, Standing, and Fully Stable Weapon				Burst Fire			Full Auto Fire		
	Hit Probability for the 1st round				Hit Prob for round 2 and 3			Hit Prob <i>after</i> 1st Round		
	75m	100m	130m	200m	11m	22m	50m	11m	22m	

Lowest accuracy in red OR anything 20% or lower in red

Grenadier Grenade Launchers

Sorted by selection order

M203 with M16									
M320 with M4									
M320 with M8									
AG36 with SA-80									
T91 with AK-47									
T91 with T-87A									
T91 with T-95									
M203S with FAMAS									

Pistols

Sorted by selection order

M9									
M9 SD									
M1911									
M1911 SD									
QSZ-92									
QSZ-92 SD									
T-54									
T-54 SD									

Rockets and Explosives

Sorted by pairs of items

M3A2 MAAWS									
PF-89 LAW									
M18A1 Claymore									
T-01A Claymore									
M67 Grenade									
T-86 Grenade									
M183 Satchel Charge									
T-89 Satchel Charge									

All tests are done without weapon zoomed in, motionless, standing, and with a large pause between shots (Except full auto test). 100 rounds are used.

- 75m target - Dam control station, angle in concrete wall behind building at south east entrance, use large blue machine as target.
- 100m target - Train Yard, get on cement crosswalk that goes across tracks in north D7. Line up shooter at intersection of western rail and souther edge of cement. Look @ tank exactly 100 meters away to your SSE.
- 130m target - Train Yard, go to D8 at train stop on the eastern tracks. Line up crosshairs with end of rail to western side of these tracks, look just to right of due south. Use other player to line up sniper with door target.
- 200m target - This accuracy is calculated using the slope generated from the three other single fire tests. Tests show this method to reflect weapon accuracy at 200 meters.
- 11m target - Dam control station same area as 75m test, use same large blue machine as target. Line up sodier by looking down at path line.
- 22m target - Dam control station same area as 11m test, use same large blue machine as target. Put soldiers back against point of wall that points towards seige base.
- Zooming doesn't seem to affect the accuracy of a weapon at a certain yardage, simply enhances THE PLAYER ability to see and match the reticule on target.
- Tests were conducted by measuring bullet pattern with a ruler with the M29 at 1 full meter from the pattern. The distance counter should read 1m and be just before the counter changes to 2m.
- When taking the measurement with the M29 be sure to have the rifle out, not the grenade launcher. They show different measurements at close range.
- Make sure soldier is straight with the target.
- Percentages are generated by calculating the area of a round hit pattern compered to the area of a solder STANDING, roughly a square.
- For example, at 100 meters a soldier "fills" 81% of the hit pattern for the G36K on single fire. Obviously if your actual game target was prone you have a smaller target, and the hit probabilities would change.
- Gunner weapons are very hard to measure on single shot since it is hard to only fire one round. However, it is apparent that these weapons should not be selected for their accuracy, at least in LIVE play.
- It is virtually impossible to see an enemy at 200 meters on almost all of the maps.
- When firing on burst or full auto fire your first round is as accurate as a "single fire" shot. Therefore the Burst and Full Auo tests are not truely "hit probability" as your first round will track with single fire results.

Special Thanks to:

"FutileDr Death" and "Deltox" for assistance with stopping power calculations.

Ghost Recon 2 Weapons Chart by Ick and just mike

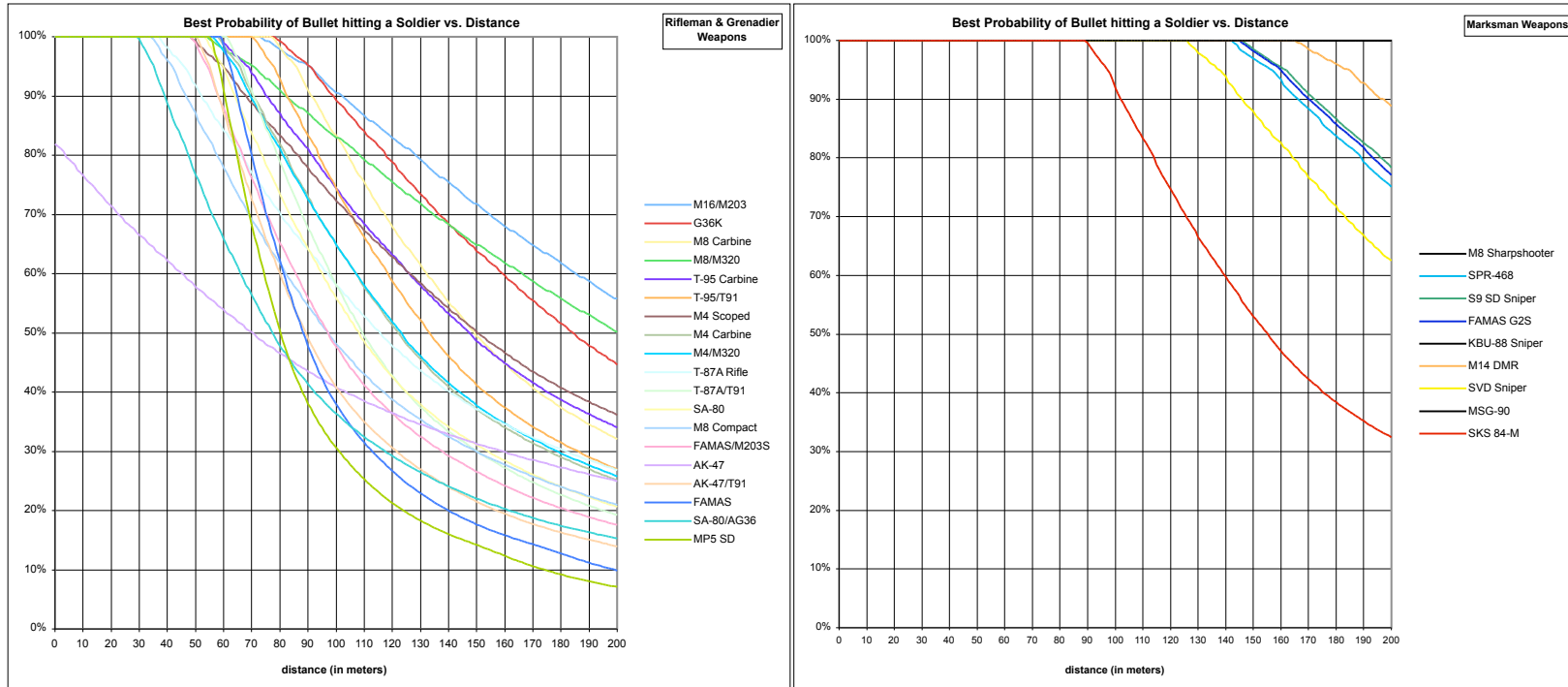
Contact:
Ick0xbox@aol.com

www.Ick.Bz

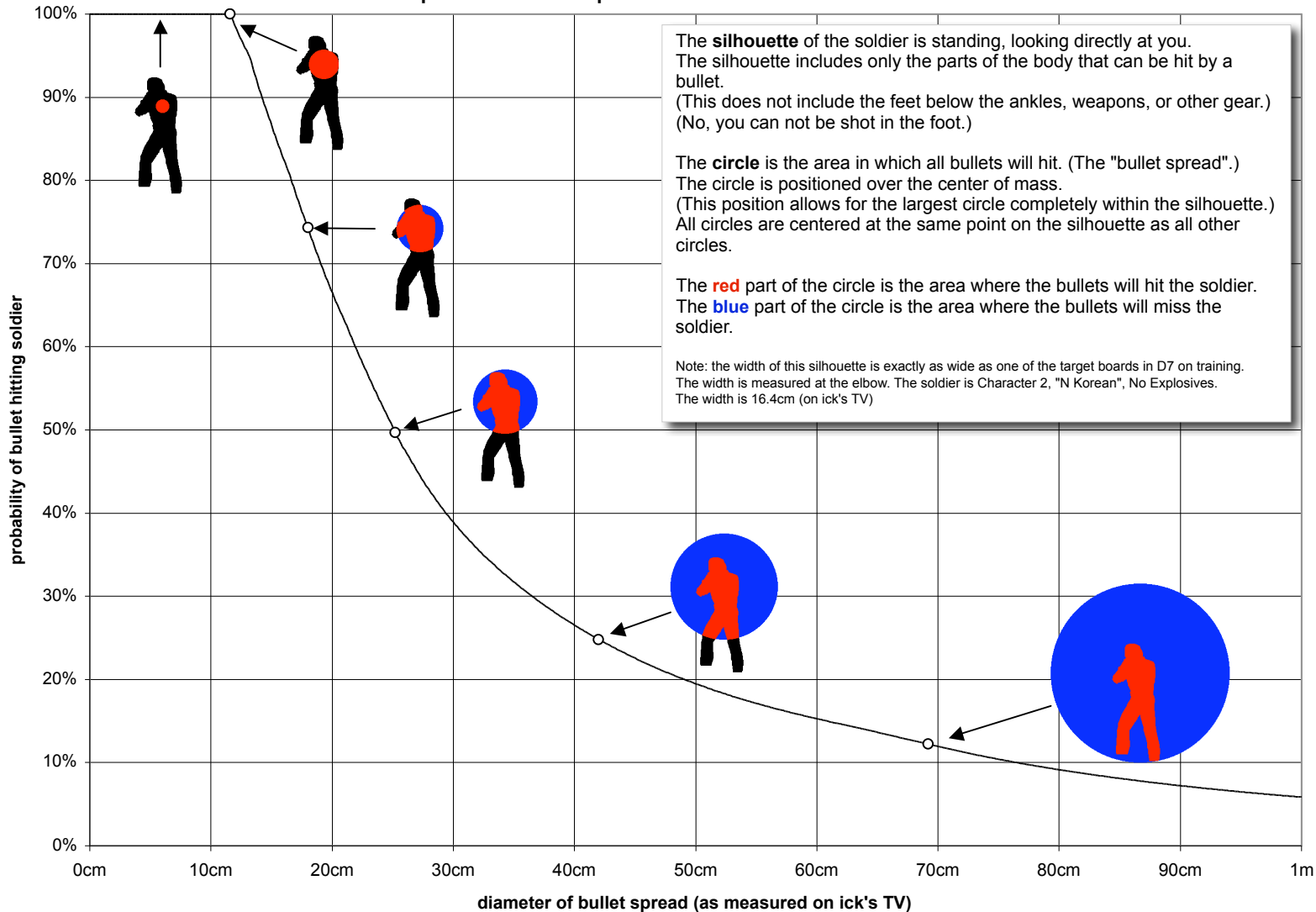
XBOX game console version

includes Downloaded Content (DLC): "Tactical Pack 1" from 2005-03-07

Printed March 25, 2005



Comparison of Bullet Spread Relative to Soldier Silhouette



The **silhouette** of the soldier is standing, looking directly at you. The silhouette includes only the parts of the body that can be hit by a bullet. (This does not include the feet below the ankles, weapons, or other gear.) (No, you can not be shot in the foot.)

The **circle** is the area in which all bullets will hit. (The "bullet spread".) The circle is positioned over the center of mass. (This position allows for the largest circle completely within the silhouette.) All circles are centered at the same point on the silhouette as all other circles.

The **red** part of the circle is the area where the bullets will hit the soldier. The **blue** part of the circle is the area where the bullets will miss the soldier.

Note: the width of this silhouette is exactly as wide as one of the target boards in D7 on training. The width is measured at the elbow. The soldier is Character 2, "N Korean", No Explosives. The width is 16.4cm (on ick's TV)