

## Simplified Explanation of the GR2 Weapons -

For people that are a little "slow" like Beanen, Blacksheep, Bronk, Butcher, Cubcake, Deltax, Dodger, Ferno, Fighting Mango, Flaven, Frilopo, Futile, Goofyfooter, Handlebars, Hoosierdaddynow, King Thorin, Psycokiller, RedPlasma, and UJ.

This chart's conclusions and summaries are based on the weapon statistics found in Ick and Just Mike's weapon list.

From [www.Ick.BZ](http://www.Ick.BZ)

Dear fellow gamer,

If you are having trouble discerning what I am trying to say in the chart please go to the end of this document. There is a letter that explains items in this chart further.

Ick

March 18, 2005

Big, big thanks to Kleaneasy for producing the weapon pictures.

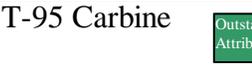
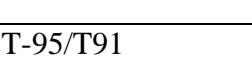
Weapon	General Comments	Great Features	Watch out for these characteristics
<b>Rifleman &amp; Grenadier</b> (Sorted by 100 meter accuracy)			
<b>M16/M203</b> 	Other than snipers the most accurate weapon in the game.	<b>Most accurate weapon other than sniper</b>	<b>Lack of full auto fire Recoil and stabilization is horrid.</b>
<b>G36K</b> 	Better pip closure than M16 without giving up much accuracy. One of the top weapons to be sure.	<b>Burst Fire can be handy.</b>	<b>A pip closure rank of 9 gives this weapon a slight quick engage disadvantage.</b>
<b>M8Carbine</b>  <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Slightly better pip closure than G36. T-95 is superior in every way except accuracy.	<b>The default weapon to select, so great for quick engage.</b>	

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Weapon	General Comments	Great Features	Watch out for these characteristics
<b>M8/M320</b>  <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Virtually same as M8 above. T-95 is superior in every way except accuracy. There is no real reason to select this weapon based on statistics other than a slight accuracy advantage.		
<b>T-95 Carbine</b>  <span style="background-color: green; color: white; border: 1px solid black; padding: 2px;">Outstanding Attribute</span>	Slightly lower in accuracy than peers above, but it may be worth the sacrifice for better pip closure. Arguably the best weapon unless you require a stand out feature like a silencer, longer scope, or high accuracy.	<b>Pip closure rank of 3 makes this weapon stand out.</b>	<b>Give up some accuracy, but still good.</b>
<b>T-95/T91</b>  <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Not the same as the T-95 above. A little more zoom than T95 and poor pip closure. Poor pip closure kills this weapon.	<b>Slightly larger zoom is a minimal advantage.</b>	<b>Give up some accuracy, but still good. Recoil and stabilization is horrid.</b>
<b>M4 Scoped</b>  <span style="background-color: green; color: white; border: 1px solid black; padding: 2px;">Outstanding Attribute</span>	The extra zoom on this weapon can be very handy for discovery and recon.	<b>More than 50% more zoom than most peers.</b>	<b>Ranked 12<sup>th</sup> and 18<sup>th</sup> in pip closure can be a problem.</b>
<b>M4 Carbine</b>  <span style="background-color: red; color: white; border: 1px solid black; padding: 2px;">Do Not Select</span>	No outstanding qualities. T-95 beats it in every category. There is no reason to select this weapon based on statistics.		
<b>M4/M320</b>  <span style="background-color: red; color: white; border: 1px solid black; padding: 2px;">Do Not Select</span>	No redeeming qualities. T-95 beats it in every category. There is no reason to select this weapon based on statistics.		<b>Pip closure is worse than M4 carbine.</b>

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Weapon	General Comments	Great Features	Watch out for these characteristics
 <p><b>Do Not Select</b></p>	<p>No redeeming qualities. T-95 beats it in every category. There is no reason to select this weapon based on statistics.</p>		
 <p><b>Do Not Select</b></p>	<p>No redeeming qualities. T-95 beats it in every category. There is no reason to select this weapon based on statistics.</p>		<p><b>One of the poorest long range weapons.</b></p>
 <p><b>Not that great</b></p>	<p>Pip closure is pretty good, but we are starting to get pretty low on the accuracy chart here. Better off choosing T-95 even though it has slightly less scope zoom.</p>	<p><b>Pip closure on par with T-95.</b></p>	<p><b>Accuracy is pretty low.</b></p>
 <p><b>Do Not Select</b></p>	<p>This is a sexy cool looking weapon without a compelling reason to select it. Great Pip Closure, but T95 still beats it in that category, and the T95 is more accurate. So why choose the M8 compact? Full auto isn't even more accurate.</p>	<p><b>Great pip closure, but not enough to overcome other problems.</b></p>	<p><b>One of the least accurate single fire weapons</b></p>
 <p><b>Not that great</b></p>	<p>There are plenty of other weapons to choose from, chose another, trust me. Accuracy is a problem here.</p>	<p><b>Highest rate of fire in the game, even beats gunner weapons.</b></p>	<p><b>Among the lowest for full auto accuracy One of the least accurate weapons in the game.</b></p>
 <p><b>Do Not Select</b></p>	<p>Pretty poor all around.</p>		<p><b>Accuracy is a problem here. Recoil and stabilization is poor as well.</b></p>

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Weapon	General Comments	Great Features	Watch out for these characteristics
<p>AK-47/T91</p>  <p>Do Not Select</p>	<p>Even worse than the AK-47 if you ask me.</p>		<p>Accuracy is a problem here. Like the AK4 only worse recoil and stabilicaiton.</p>
<p>FAMAS</p> <p>Not that great</p>	<p>There are plenty of other weapons to choose from, chose another, trust me. Accuracy is a problem here.</p>	<p>Highest rate of fire in the game, even beats gunner weapons.</p>	<p>Among the lowest for full auto accuracy One of the least accurate single shot weapons in the game.</p>
<p>SA-80/AG36</p>  <p>Not that great</p>	<p>This is a good weapon to give your blind grandmother.</p>	<p>Good pip closure.</p>	<p>Accuracy is horrid.</p>
<p>MP5SD</p> <p>Several Outstanding Attributes</p> <p>Caution: Be aware of weaknesses!</p>	<p>This weapon stabilizes so quickly, (zoomed or not), you can fire 4 fully stabilized shots per second. This means you may be better off (accuracy wise) to just use single fire mode and squeeze the trigger as fast as you can. Better plan on hitting your enemy a few times to be sure of a kill. Full Auto has a VERY TIGHT pattern, it beats the other weapons hands down, no question about it. Burst fire is a nice added feature if you often find yourself with an empty magazine.</p>	<p>Silencer, say no more. Burst fire can be handy. The best stabilization in the entire game, bar none.</p>	<p>Among the poorest for single fire accuracy, won't hit much over 80 meters. Average hits to kill in stomach is 2.25 rounds (other weapons are 1.36). It is easy to burn through ammo.</p>

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Weapon	General Comments	Great Features	Watch out for these characteristics
<b>Lone Wolf</b>			
M29 	Camera view and grenade launcher are tough to beat, but most servers don't let you use this weapon.	<b>Camera View</b> <b>Great zoom, same as the M4 Scoped.</b>	<b>Most hosts do not allow its use.</b>
T-95P System 	Camera view and grenade launcher are tough to beat, but most servers don't let you use this weapon.	<b>Camera View</b> <b>Great zoom, same as the M4 Scoped.</b>	<b>Most hosts do not allow its use.</b>

Weapon	General Comments	Great Features	Watch out for these characteristics
<b>Gunner</b> (sorted by accuracy at 11 meters)		<b>Large magazine or belt keeps the action moving without a reload required.</b>	<b>For support weapons, accuracy suffers for quantity in the magazine.</b>
T-95LMG	Most accurate of gunner weapons for full auto and a leader in pip closure.	<b>Leader in gunner accuracy.</b> <b>Best of gunner pip closure.</b> <b>Faster reload time.</b>	<b>75 round magazine can be a problem?</b>
QJY88 LMG 	Slightly better pip closure than the T-95 LMG with a small loss in accuracy. Arguably the best of gunner weapons.	<b>Also a leader in gunner accuracy.</b>	<b>75 round magazine can be a problem?</b>

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Weapon	General Comments	Great Features	Watch out for these characteristics
<b>AS56 SAW</b>  <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Decent gun, but T95LMG and QJY88 LMG are better in every way except for 25 rounds in magazine/belt. I suppose you can say "I killed you with my Ass Saw", but the fun may stop there.	<b>It has pip closure as good as peers, but choose the peers.</b> <b>Magazine is slightly larger than top weapons.</b> <b>Open run stabilization is ever so slightly better.</b>	
<b>M8 AR</b>  <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Not much different than peer AS56 SAW.	<b>It has pip closure as good as peers, but choose the peers.</b> <b>Magazine is slightly larger than top weapons.</b> <b>Open run stabilization is ever so slightly better.</b>	
<b>MG36</b> 	Single shot fire can be both an advantage and curse.	<b>Single shot mode can give you an edge on longer shots.</b> <b>Burst fire mode can be handy.</b>	<b>Single fire mode can leave you at a disadvantage if you forget to, or don't have the time, to switch modes.</b>
<b>MK46 SAW</b> 	Extra large belt is nice, but we are starting to get low on the accuracy scale..	<b>Extra-large belt can be nice.</b>	<b>This weapon is starting to get low on the list of full auto accuracy.</b>
<b>RPD LMG</b> <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Stabilization is poor.		<b>75 round magazine can be a problem?</b> <b>Stabilization is horrid.</b>
<b>M240B LMG</b> <span style="background-color: yellow; border: 1px solid black; padding: 2px;">Not that great</span>	Stabilization is poor.	<b>This is the default gunner weapon to select if you need quick access.</b>	<b>Stabilization is horrid.</b>

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<b>MK 48 LMG</b>	<span style="background-color: yellow;">Not that great</span>	Full auto fire is the least accurate in the game. It does shoot one more round more than its peer T-95LMG every 5 seconds, big deal. Let your opposition ride this horse to defeat. Choose another.	<b>First Shot is pretty accurate compared to peers, but there are better weapons.</b>	<b>Horrid full auto fire accuracy. Stabilization is horrid.</b>



What weapon is this?

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Weapon	General Comments	Great Features	Watch out for these characteristics
<b>Marksman</b> (sorted by 1 <sup>st</sup> zoom stabilization, SKS84M last)		Long range accuracy and long range discovery/recon are the major benefits of snipers.	Pip closure suffers when you choose a sniper.
<b>M8 Sharpshooter</b> 	A good weapon.	1 <sup>st</sup> zoom recoil stabilization is the best of the sniper weapons. One of the 3 most accurate snipers.	
<b>SPR-468</b> 	Open run stabilization can be key and may make this weapon superior to the M8. It is a little less accurate though, but only at extreme ranges.	Open run stabilization is better than the M8.	
<b>S9 SD</b>  <span style="background-color: green; color: white; padding: 2px;">Outstanding Attribute</span>	Silenced without giving up accuracy or stopping power. Virtually identical stabilization compared to just mike's favorite SPR-468, and even more accurate. I don't think you'll see mike with anything else!	Silencer	10 round magazine could be a problem at times.
<b>FAMAS G2-S</b>  <span style="background-color: yellow; padding: 2px;">Not that great</span>	Larger magazine but the stabilization numbers are worse.	30 round magazine can be handy on fast paced hold the line "Recovery" games.	Slightly poorer stabilization.
<b>KBU-88 Sniper</b>	A leader in pip closure from an open run and no zoom shot recoil, all with great accuracy at long ranges	Run and no zoom stabilization is great. One of the 3 most accurate snipers.	M8 still beats it for most of the pip closure numbers.

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Weapon	General Comments	Great Features	Watch out for these characteristics
<p>M14 DMR</p>  <p>Not that great</p>	<p>There is nothing special about this weapon, pip closure is average. No redeeming qualities. Choose another weapon.</p>		<p>Poorer pip closure.</p>
<p>SVD Sniper</p>  <p>Do Not Select</p>	<p>Lack of long range accuracy, and poorest 1<sup>st</sup> zoom stabilization make this weapon poor.</p>		<p>Long range accuracy can be a problem. 1<sup>st</sup> zoom stabilization is crappy.</p>
<p>MSG-90</p>	<p>Just as accurate as its peers, but pip closure could be a problem. A little more zoom can be handy too.</p>	<p>Compared to peers this shows 10% larger targets when using the second zoom. One of the 3 most accurate snipers.</p>	<p>Pip closure is horrid, in fact the worst of the sniper rifles.</p>
<p>SKS 84 M</p>  <p>Outstanding Attribute Caution: Be aware of weaknesses!</p>	<p>The much lower zoom values can be both an advantage and a curse. Accuracy at long range suffers, so you may not be able to capitalize on long range opportunities that other snipers can. Pip closure may allow you to fire shots nearly twice as fast as other snipers.</p>	<p>Zoom is much better than other weapon types yet not as much tunnel vision as the other sniper weapons. Best pip closure of the sniper weapons.</p>	<p>Lower zoom can retard your ability to discover and recon. Long range accuracy is poor.</p>

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Dear Fellow Gamer,

Each weapon has characteristics about it that set it apart from the other weapons. Most players have a very hard time quantifying the differences between the weapons. For example, you may find that you really like the M4 carbine and have been using that for quite some time. If you look at the weapon statistics there is a weapon that is superior in every way to it...have you tried that weapon? I am certain your initial experience may be that the weapon you are more familiar with is superior, but over the long term the weapon with the better statistics will yield better results.

The actual statistical data that this table is drawn from is on my regular site, [www.ick.bz](http://www.ick.bz). Go there if you want to drill down on the information.

In case you are a little unfamiliar with the terminology, let me help you out.

### Zoom

Many of the weapons have identical scopes, or scopes that fall within a certain class that have a fixed value. The larger the zoom, essentially, the larger distant objects will be when you zoom in on them. Generally this means you will have a further effective field of vision. Most of the rifleman weapons have very small differences here, except where I have noted below. Of course the sniper weapons have much larger magnification factors. Details are listed there as well.

### Accuracy

Most of the weapon list, and this list here, have been sorted by accuracy. This is not to say that a less accurate weapon is inferior, this is only one characteristic. Almost every weapon hits 100% of the time within a close range, and most of the weapons have an adequate accuracy. However this can be an important factor as your target gets further away. I have noted these important areas below.

### Stabilization, also known as, pip closure

A portion of your reticule are four "pips" that represent how much control you have over your weapon. After a shot is fired the pips open up, making your second shot very inaccurate. This is represented by the "pips" spreading out wide. Certain weapons have very good stabilization, others are very bad. This can be expressed by three types of stabilization:

Shot Recoil Stabilization – how long for pips to close after a shot.

Zoomed Shot Recoil Stabilization– same as above, only zoomed in on a target.

Movement Stabilization – how long for pips to close after you stop moving.

As always the full version of the weapon statistics has even more details. I suggest you go there to drill down and find the discerning factors between the weapons.

Ick

March 18, 2005

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P.S. How I choose my weapon.

REMEMBER: Stopping power is equal for all of the weapons except where noted, namely the MP5 SD.

### Rifleman/Grenadier

The T-95 is the better of these two types in my opinion. This weapon is a little less accurate, but has great pip closure.

I only bring the M8 only if I need to start the mission quick to get to a spot.

The silenced MP5 for its obvious two advantages, silenced and tight full auto fire.

The M4 scoped if I want a little more zoom. I hardly ever choose this any more.

I used to play the G36K but I found the burst option wasn't worth giving up the quicker pip closure the T-95 has.

### Gunner Weapons

The only time I bring a support weapon is on a very fast and close quarter game like Recovery on Quarry for example. When I do bring one. Either the T-95 LMG or the OJY-88 LMG are the superior gunner weapons in my opinion, especially considering the T-95 faster reload time and the QJY superior stabilization.

### Sniper

I usually go with the silenced S9 for its obvious anonymity without sacrificing stopping power.

The other sniper rifles are OK, but nothing beats the S9 in my opinion.

Sometimes I do choose the SKS 84M for two reasons:

1. It has great pip closure for a sniper.
2. It has more zoom than the other weapons, yet not as "tunnel vision" as the other snipers.

However on long range shots the accuracy can really be a problem.