

Ghost Recon 2: Summit Strike Weapons by Ick

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www.ick.bz

For XBOX game console Version

Includes Download Content issued January 11, 2006

= missing or updated information

January 15, 2006

Weapon	Restr. Kits C=classic set S=Standard + no rockets	Menu Order	Fire Modes 1 = Single B = Burst F = Full	Rounds	Mag/Tot	Silenced	Laser dot?	Reload ROF				Stabilization (Secs = Seconds)		Stopping
								Time In Secs	Max Shots/ Sec.	Magnification		From Recoil No Zoom Secs	From an Open Run Secs	Power Caliber of round
										1st Zoom	2nd Zoom			

Rifleman (Sorted by 100 meter accuracy)

G36K	Rifleman	C	S	9	1,B,F	30/300		L	2.3	11.4	3.2		0.53		0.77	5.56x45mm
M16 NEW to this class	Rifleman		S	17	1,B	30/300		L	2.3	7.6	3.2		0.67		1.07	5.56x45mm
AUG NEW	Rifleman		S	18	1,F	30/300			2.3	7.6	4.0		0.24		0.94	5.56x45mm
SCAR-H Rifle	Rifleman		S	3	1,F	20/200			2.3	11.0	5.0		0.58		0.97	7.62x51mm
M8 Carbine	Rifleman	C	S	4	1,F	30/300		L	2.3	11.0	3.2		0.47		0.67	5.56x45mm
SCAR-L Carbine	Rifleman		S	1	1,F	30/300		L	2.3	10.0	3.2		0.21		0.47	5.56x45mm
T-95 Carbine	Rifleman	C	S	15	1,F	30/300			2.3	11.0	3.2		0.33		0.53	5.8x42mm
A2 (M4) Scoped	Rifleman	C	S	6	1,F	30/300		L	2.3	11.0	5.0		0.50		0.73	5.56x45mm
A2 (M4) SD NEW	Rifleman			16	1,F	30/300	Yes	L	2.3	11.0	3.2		0.19		0.59	5.56x45mm SS
SCAR-L CQC SD	Rifleman			2	1,F	30/300	Yes	L	2.3	11.0	3.2		0.21		0.47	5.56x45mm SS
A2 (M4) Carbine	Rifleman	C	S	7	1,F	30/300		L	2.3	11.0	3.2		0.37		0.57	5.56x45mm
AK-74M (T-87A)	Rifleman		S	13	1,F	30/300			2.3	10.8	3.2		0.47		0.70	5.45x39mm
SA-80	Rifleman	C	S	10	1,F	30/300		L	2.3	10.2	4.0		0.33		0.60	5.56x45mm
M8 Compact	Rifleman		S	5	1,F	30/300			2.3	12.9	3.2		0.37		0.53	5.56x45mm
A-91 Carbine	Rifleman		S	12	1,F	20/300		L	2.3	14.0	3.2		0.25		0.48	9x39mm
AK-47	Rifleman		S	13	1,F	30/300			2.3	10.6	3.5		0.40		0.63	7.62x39mm
FAMAS	Rifleman		S	11	1,F	30/300			2.3	17.0	3.2		0.40		0.57	5.56x45mm
MP5 SD	Rifleman			8	1,B,F	30/300	Yes	L	2.3	12.9	3.2		0.23		0.47	9x19mm ss

Grenadier (Sorted by 100 meter accuracy)

M16/M203	Grenadier	C	S	5	1,B	30/300		L	2.3	7.6	3.2		0.67		1.07	5.56x45mm
AUG/M203P NEW	Grenadier		S	12	1,F	30/300			2.3	7.6	4.0		0.24		0.94	5.56x45mm
SCAR-H/M320	Grenadier		S	2	1,F	20/200			2.3	11.0	3.2		0.58		0.97	7.62x51mm
M8/M320	Grenadier	C	S	3	1,F	30/300		L	2.3	11.0	3.2		0.43		0.70	5.56x45mm
T95/T91	Grenadier	C	S	10	1,F	30/300			2.3	11.0	3.5		0.57		0.77	5.8x42mm
SCAR-L/M320	Grenadier		S	1	1,F	30/300		L	2.3	10.0	3.2		0.21		0.47	5.56x45mm
SCAR-L/EGLM NEW	Grenadier		S	11	1,F	30/300			2.3	10.0	5.0		0.50		0.73	5.56x45mm
A2 (M4) /M320	Grenadier	C	S	4	1,F	30/300			2.3	11.0	3.2		0.50		0.77	5.56x45mm
AK-74M/GP30 (T-87A)	Grenadier		S	9	1,F	30/300			2.3	11.0	3.5		0.50		0.77	5.45x39mm
FAMAS/M203S	Grenadier		S	7	1,F	30/300			2.3	17.0	3.2		0.53		0.70	5.56x45mm
AK-47/T91	Grenadier	C	S	8	1,F	30/300			2.3	10.6	3.5		0.53		0.83	7.62x39mm
SA-80/AG36	Grenadier	C	S	6	1,F	30/300		L	2.3	10.2	4.0		0.33		0.63	5.56x45mm

Lone Wolf

T-95P	Lone Wolf	C		3	1,B,F	30/240			2.3	11.4	5.0		0.53		0.87	5.8x42mm
M29	Lone Wolf	C		1	1,B,F	30/240			2.3	11.4	5.0		0.53		0.77	5.56x45mm
FELIN FV2	Lone Wolf			2	1,B,F	30/240		L	2.3	11.4	5.0		0.53		0.77	5.56x45mm

Lone Wolf-Grenade Launcher

M25 AAW	Lone Wolf			4	1	6/24		L	2.3							N/A
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Gunner (Sorted by 11 m full auto accuracy)

SCAR-L AR NEW	Gunner		S	12	1,B,F	100/600		L	3.3	10.6	3.2		0.33		0.92	5.56x45mm
AS 56 SAW	Gunner		S	5	F	100/600			3.3	10.9	3.2		0.37		0.63	5.56x45mm
QJY88 LMG	Gunner	C	S	10	F	75/450			3.3	11.3	3.2		0.33		0.70	5.8x42mm
T-95 LMG	Gunner	C	S	11	F	75/450			2.3	12.4	3.2		0.40		0.70	5.8x42mm
M8 AR	Gunner	C	S	1	F	100/600			3.3	12.0	3.2		0.40		0.63	5.56x45mm
MK46 SAW	Gunner	C	S	4	F	200/600			3.3	11.8	3.2		0.40		0.67	5.56x45mm
MG36	Gunner	C	S	7	1,B,F	100/600			3.3	12.5	3.2		0.47		0.77	5.56x45mm
MG4	Gunner		S	6	F	200/600			3.3	13.0	3.2		0.42		0.92	5.56x45mm
RPD LMG	Gunner	C	S	8	F	75/450			3.3	10.9	3.2		0.50		0.90	7.62x39mm
M240B LMG	Gunner	C	S	2	F	100/600			3.3	11.5	3.2		0.50		0.80	7.62x51mm
MK48 LMG	Gunner		S	3	F	100/600			3.3	12.6	3.2		0.50		0.77	7.62x51mm
PKM LMG	Gunner		S	9	F	100/500			3.3	11.2	3.2		0.91		1.00	7.62x54mm

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Weapon	Restr. Kits C=classic set S=Standard + no rockets	Fire Modes 1 = Single B = Burst F = Full	Menu	Rounds	Mag/Tot	Silenced	Laser dot?	Reload ROF				Stabilization (Secs = Seconds)				Stopping Power Caliber of round
								Time In Secs	Max Shots/ Sec.	Magnification		From Recoil No Zoom		From an Open Run		
										1st	2nd	Secs	Rank	Secs	Rank	

Marksman (sorted by shot recoil stabilization)

M8 Sharpshooter	Marksman	C	S	3	1	20/180			2.3		7.7	14.6	0.83		1.67		6.8x43mm
KBU-88 Sniper	Marksman	C	S	12	1	20/180			2.3		7.7	14.6	0.87		1.37		5.8x42mm
SPR-468	Marksman	C	S	5	1	20/180			2.3		7.7	14.6	0.90		1.40		6.8x43mm
SL9 SD	Marksman			6	1	10/120	Yes		2.3	7.5	7.7	14.6	0.93		1.57		.300WSS
SKS 84 M	Marksman	C	S	9	1	20/180			2.3		5.8	11.7	0.93		1.30		7.62x39mm
M1A SR NEW	Marksman		S	13	1	20/180			2.3		7.7	14.6	1.00		1.53		7.62x51mm
SVU Sniper	Marksman		S	11	1	20/180			2.3		7.7	14.6	1.00		1.49		7.62x54mm
SCAR-H SV	Marksman		S	1	1	20/180			2.3		7.7	14.6	1.01		1.14		7.62x51mm
LRS 338	Marksman		S	2	1	10/100			2.3		7.7	16.0	1.05		2.01		.338 magnum
M14 DMR	Marksman	C	S	4	1	20/180			2.3		7.7	14.6	1.10		1.57		7.62x51mm
FAMAS G2-S	Marksman	C	S	8	1	30/270			2.3		7.7	14.6	1.10		1.57		5.56x45mm
MSG-90	Marksman		S	7	1	20/180			2.3	7.0	7.7	16.0	1.20		1.70		7.62x51mm
SVD Sniper	Marksman	C	S	10	1	20/180			2.3		7.7	14.6	1.37		1.67		7.62x54mm

Grenadier Grenade Launchers

EGLM w/ SCAR-L NEW	G-launcher			1		1/5			4		5.0						
M203 with M16	G-launcher			1		1/5	L		4		3.2						
M320 with M4	G-launcher			1		1/5	L		4		3.2						
M320 with M8	G-launcher			1		1/5	L		4		3.2						
AG36 with SA-80	G-launcher			1		1/5	L		4		4.0						
T91 with AK-47	G-launcher			1		1/5			4		3.5						
GP30 with AK-74M	G-launcher			1		1/5			4		3.5						
T91 with T-95	G-launcher			1		1/5			4		3.5						
M203S with FAMAS	G-launcher			1		1/5			4		3.2						

Pistols

M9	Pistol			1	1	15/75			1.2								
M9SD	Pistol			2	1	15/75	Yes		1.2								
M1911	Pistol			3	1	7/35			1.2								
M1911SD	Pistol			4	1	7/35	Yes		1.2								
T-54	Pistol			5	1	8/40			1.2								
T-54SD	Pistol			6	1	8/40	Yes		1.2								
QSZ-92	Pistol			7	1	15/75			1.2								
QSZ-92SD	Pistol			8	1	15/75	Yes		1.2								

Rockets and Explosives

M183 Satchel Charge	Satchel					3											
M18A1 Claymore	Claymore					3											
M3A2 MAAWS	Rocket					1/3					4.0						
M67 Grenade	Grenade					6											
PF-89 LAW	Rocket					1/2					3.2						
T-01A Claymore	Claymore					4											
T-86 Grenade	Grenade					4											
T-89 Satchel Charge	Satchel					2											

THIS CHART IS LIKELY OUTDATED.
Always check www.ick.bz for the most recent version of the list.

January 15, 2006		Accuracy (Hit Probability)								Lowest accuracy in red or anything 20% or lower in red
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 after 1st Round		Special Notes
	75m	100m	125m	150m	11m	22m	33m	11m	22m	
Rifleman (Sorted by 100 meter accuracy)										
G36K	100%	95%	81%	68%	100%	74%	44%	81%	40%	
M16 NEW to this class	100%	95%	81%	74%	100%	57%	33%	No full auto fire mode		
AUG NEW	100%	88%	68%	57%				81%	35%	In single shot seems to have high ROF
SCAR-H Rifle	100%	88%	74%	57%				63%	28%	
M8 Carbine	100%	88%	68%	50%				88%	38%	
SCAR-L Carbine	100%	88%	68%	50%				100%	52%	
T-95 Carbine	95%	74%	63%	50%				95%	40%	
A2 (M4) Scoped	88%	74%	63%	52%				68%	31%	
A2 (M4) SD NEW	88%	68%	57%	44%				95%	48%	
SCAR-L CQC SD	88%	68%	57%	44%				100%	63%	Sustained fire muzzle flash after round 5 on dark maps
A2 (M4) Carbine	88%	68%	50%	38%				81%	33%	
AK-74M (T-87A)	74%	63%	48%	38%				81%	38%	
SA-80	81%	57%	40%	33%				74%	38%	
M8 Compact	68%	50%	38%	31%				81%	35%	
A-91 Carbine	74%	44%	31%	22%				88%	35%	
AK-47	50%	44%	38%	33%				57%	25%	
FAMAS	74%	40%	25%	18%				52%	24%	
MP5 SD	63%	31%	20%	14%	100%	88%	63%	100%	81%	
Grenadier (Sorted by 100 meter accuracy)										
M16/M203	100%	95%	81%	74%	100%	57%	33%	No full auto fire mode		
AUG/M203P NEW	100%	88%	68%	52%				81%	35%	
SCAR-H/M320	95%	88%	81%	68%				74%	28%	
M8/M320	95%	88%	74%	68%				81%	35%	
T95/T91	100%	74%	57%	44%				88%	38%	
SCAR-L/M320	88%	74%	63%	52%				88%	52%	
SCAR-L/EGLM NEW	88%	68%	52%	44%				100%	52%	
A2 (M4) /M320	88%	68%	50%	40%				74%	29%	
AK-74M/GP30 (T-87A)	88%	63%	40%	31%				81%	35%	
FAMAS/M203S	74%	48%	35%	28%				48%	22%	
AK-47/T91	68%	44%	29%	22%				68%	25%	
SA-80/AG36	52%	38%	29%	22%				74%	33%	No muzzle flash on dark maps
Lone Wolf										
T-95P	100%	81%	68%	50%	100%	88%	50%	100%	50%	
M29	88%	81%	74%	68%	100%	81%	52%	95%	44%	
FELIN FV2	88%	68%	50%	40%	100%	74%	44%	88%	40%	
Lone Wolf-Grenade Launcher										
M25 AAW										
Gunner (Sorted by 11 m full auto accuracy)										
SCAR-L AR NEW	38%	Very poor						95%	48%	First spawn starts in single fire mode.
AS 56 SAW	18%	Very poor						88%	35%	
QJY88 LMG	20%	Very poor						88%	38%	
T-95 LMG	18%	Very poor						88%	40%	
M8 AR	19%	Very poor						81%	40%	
MK46 SAW	16%	Very poor						81%	33%	
MG36	35%	Very poor			100%	68%	40%	81%	35%	First spawn starts in single fire mode.
MG4	24%	Very poor						74%	29%	
RPD LMG	14%	Very poor						68%	28%	
M240B LMG	16%	Very poor						63%	24%	
MK48 LMG	33%	Very poor						50%	17%	
PKM LMG	33%	Very poor						48%	18%	

January 15, 2006		Accuracy (Hit Probability)								Lowest accuracy in red or anything 20% or lower in red
Weapon	Single Shot, Standing, and Fully Stable Weapon				Burst Fire			Full Auto Fire		Special Notes
	Hit Probability for the 1st round				Hit Prob for round 2 and 3			Hit Prob after 1st Round		
Rifleman	75m	100m	125m	150m	11m	22m	33m	11m	22m	
Marksman (sorted by shot recoil stabilization)										
M8 Sharpshooter	100%	100%	100%	100%						
KBU-88 Sniper	100%	100%	100%	100%						
SPR-468	100%	100%	100%	100%						
SL9 SD	100%	100%	100%	100%						No muzzle flash on dark maps
SKS 84 M	100%	95%	81%	74%						
M1A SR NEW	100%	100%	100%	100%						
SVU Sniper	100%	100%	100%	95%						
SCAR-H SV	100%	100%	100%	100%						
LRS 338	100%	100%	100%	100%						
M14 DMR	100%	100%	100%	100%						
FAMAS G2-S	100%	100%	100%	100%						
MSG-90	100%	100%	100%	100%						
SVD Sniper	100%	100%	100%	88%						

<p>Chart Notes</p> <p>---No Kit Menu Order - The order the weapons appear when selecting your options (when no kit restrictions are in force).</p> <p>---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.</p> <p>NOTE: It takes 2.0 Seconds to reload the primary weapon.</p> <p>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.</p> <p>---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)</p> <p>---Zoom Measurement - Standing with back to southwest base window, look at barrier wall 66m away in F5. Un-zoomed Target is 2.6cm wide. Measure zoomed in.</p> <p>---Laser Dot - Certain weapons have a laser dot in the center of the reticule.</p> <p>---Stabilization Times - All weapons were recorded on video (directly, not pointing at screen). Counted number of frames before stable. Accurate to 1/30 second.</p> <p>---Recoil Stabilization Time - Seconds required to Stabilize the weapon (become the most accurate) after a shot.</p> <p>---Open Run Stabilization Time - Seconds required to Stabilize weapon (become most accurate) after moving at a full run, straight ahead Weapon is NOT zoomed.</p> <p>---Stopping Power - Average number of shots in the stomach it takes to kill a soldier. See green box to right.</p> <p>---All weapons pierce multiple targets.</p> <p>---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.</p> <p>---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.</p> <p>---It takes 2.0 Seconds to switch from the primary weapon to the pistol.</p>	<p>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.</p> <p>---75m target - Need to find a location for this test</p> <p>---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.</p> <p>---125m target - Train Yard, go to D8 at train stop on the eastern tracks. Walk south to the abutment on right. 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.</p> <p>---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.</p> <p>---11m target - Need to find a location for this test</p> <p>---22m target - Need to find a location for this test</p> <p>---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.</p> <p>---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.</p> <p>---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.</p> <p>---Make sure soldier is straight with the target.</p> <p>---Percentages are generated by calculating the area of a round hit pattern compared to the area of a soldier STANDING, roughly a square.</p> <p>---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.</p> <p>---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.</p> <p>---It is virtually impossible to see an enemy at 200 meters on almost all of the maps.</p> <p>---When firing on burst or full auto fire your first round is as accurate as a "single fire" shot. Therefore the Burst and Full Auto tests are not truly "hit probability" as your first round will track with single fire results.</p>
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<p>NOT SURE IF THIS STILL APPLIES</p> <p>Stopping Power Table, torso hits:</p> <p>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%</p> <p>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.</p> <p>Pistols have roughly the same probability to kill in 2 shots as they do in 7 shots.</p>	<p>THIS CHART IS LIKELY OUTDATED.</p> <p>Always check www.ick.bz for the most recent version of the list.</p>
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