

Includes no Download Content

For an explanation of these charts see the [www.ick.bz/pdfs/GR\\_hit\\_probabilities.pdf](http://www.ick.bz/pdfs/GR_hit_probabilities.pdf)

Weapon	order	Soldier Class	Fire Modes 1 = Single # = Burst F = Full	Rounds Mag/Tot	Suppressed	Sight dot?	Reload Time In Secs	ROF Max Shots/ Min.	Magnification			Stopping Power				Special Notes
									Trigger Zoom	1st Zoom	2nd Zoom	# shots destroy car 1 meter	# shots required to destroy Drone 10 meters	Average # shots to kill enemy?	Caliber of round	

Rifleman (order of selection)																
Cx4 Storm NEW	1	Rifleman	1,3,F	25/325			1.4	700.0	1¼x	3x		∞	11	1.6 ?	4.6x30mm	1
Cx4 Storm SD NEW	2	Rifleman	1,3,F	25/325	Yes		1.4	700.0	1¼x	3x		∞	13	1.6 ?	4.6x30mm SS	
MR-C	3	Rifleman	1,F	50/400		No	1.4	900.0	1¼x	2x	4x	233	10	1.5 ?	5.56x25mm	
MP5 SD	4	Rifleman	1,3,F	30/390	Yes	No	1.4	750.0	1¼x	no zoom		∞	11	1.6 ?	9x19mm SS	
SR-3 NEW	5	Rifleman	1,F	20/260		No	1.4	900.0	1¼x	no zoom		∞	9	1.6 ?	9x39mm	
Rx4 Storm NEW	6	Rifleman	1,F	28/364		No	1.4	700.0	1¼x	2x	4x	32	6	1.3 ?	6.8x43mm	
Rx4 Storm SD NEW	7	Rifleman	1,F	28/364	Yes	No	1.4	700.0	1¼x	2x	4x	79	8	1.4 ?	6.8x43mm SS	
A4 Rifle	8	Rifleman	1,3	30/390			1.4	n/a	1¼x	3x		78	8	1.4 ?	5.56x45mm	
M-556 NEW	9	Rifleman	1,F	30/390			1.4	750.0	1¼x	3x		70	8	1.4 ?	5.56x45mm	
36K	10	Rifleman	1,F	30/390			1.4	750.0	1¼x	3x		71	8	1.4 ?	5.56x45mm	
SCAR-L Carbine	11	Rifleman	1,F	30/390			1.4	750.0	1¼x	3x		70	8	1.4 ?	5.56x45mm	
SCAR-L CQC SD	12	Rifleman	1,F	30/390	Yes		1.4	750.0	1¼x	3x		233	9	1.5 ?	5.56x45mm SS	
AG A3 NEW	13	Rifleman	1,F	30/390		No	1.4	650.0	1¼x	2x	4x	79	8	1.4 ?	5.56x45mm	
SA-80	14	Rifleman	1,F	30/390		No	1.4	680.0	1¼x	2x	4x	79	8	1.4 ?	5.56x45mm	
FAMAS NEW	15	Rifleman	1,3,F	30/390			1.4	900.0	1¼x	3x		79	8	1.4 ?	5.56x45mm	
AK-74 SU NEW	16	Rifleman	1,F	30/390		No	1.4	700.0	1¼x	no zoom		117	8	1.4 ?	5.45x39mm	
T-95	17	Rifleman	1,F	30/390		No	1.4	700.0	1¼x	no zoom		79	8	1.4 ?	5.8x42mm	
M468	18	Rifleman	1,F	28/364			1.4	750.0	1¼x	3x		36	7	1.3 ?	6.8x43mm	
M468-SD	19	Rifleman	1,F	28/364	Yes		1.4	750.0	1¼x	3x		79	8	1.4 ?	6.8x43mm SS	
AK-47	20	Rifleman	1,F	30/390		No	1.4	700.0	1¼x	no zoom		45	8	1.4 ?	7.62x39mm	
SCAR-H SV	21	Rifleman	1,F	20/260		No	1.4	600.0	1¼x	2x	4x	35	6	1.3 ?	7.62x51mm	
MK14 EBR NEW	22	Rifleman	1,F	20/260		No	1.4	750.0	1¼x	2x	4x	35	6	1.3 ?	7.62x51mm	Bastard360 says it takes 23 rounds to destroy a car

Please be sure to "refresh" your browser to make sure you have the most recent version.

Grenadier (order of selection)																
Cx4 Storm/XL6 NEW	1	Grenadier	1,3,F	25/325		No	2.2	700.0	1¼x	3x		∞	11	1.6 ?	4.6x30mm	
MR-C/AGL	2	Grenadier	1,F	50/400		No	2.2	900.0	1¼x	2x	4x	233	10	1.5 ?	5.56x25mm	
Rx4 Storm/XL7 NEW	3	Grenadier	1,F	28/364		No	2.2	700.0	1¼x	2x	4x	32	6	1.3 ?	6.8x43mm	
A4/M320	4	Grenadier	1,3	30/390			2.2	n/a	1¼x	3x		78	8	1.4 ?	5.56x45mm	
M-556/M320 NEW	5	Grenadier	1,F	30/390			2.2	750.0	1¼x	3x		70	8	1.4 ?	5.56x45mm	
SCAR-L/EGLM	6	Grenadier	1,F	30/390			2.2	750.0	1¼x	3x		70	8	1.4 ?	5.56x45mm	
SCAR-L CQC/EGLM	7	Grenadier	1,F	30/390	Yes		2.2	750.0	1¼x	3x		233	9	1.5 ?	5.56x45mm SS	
AG A3/AGL NEW	8	Grenadier	1,F	30/390		No	2.2	650.0	1¼x	2x	4x	79	8	1.4 ?	5.56x45mm	
SA-80/M320	9	Grenadier	1,F	30/390		No	2.2	680.0	1¼x	2x	4x	79	8	1.4 ?	5.56x45mm	
FAMAS/M204 NEW	10	Grenadier	1,3,F	30/390			2.2	900.0	1¼x	3x		79	8	1.4 ?	5.56x45mm	
T95/M320	11	Grenadier	1,F	30/390		No	2.2	700.0	1¼x	no zoom		79	9	1.4 ?	5.8x42mm	
M468/M320	12	Grenadier	1,F	28/364			2.2	750.0	1¼x	3x		36	6	1.3 ?	6.8x43mm	
M468-SD/M320	13	Grenadier	1,F	28/364	Yes		2.2	750.0	1¼x	3x		79	8	1.4 ?	6.8x43mm SS	

Lone Wolf																
no lone wolf weapon		Rifleman	This weapon is NOT in GRAW2													

Gunner (order of selection)																
AS56 SAW NEW	1	Gunner	F	100/800		No	2.2	850.0	1¼x	no zoom		80	8	1.4 ?	5.56x45mm	
M36 SAW NEW	2	Gunner	1,3,F	100/800		No	2.2	750.0	1¼x	no zoom		80	8	1.4 ?	5.56x45mm	
T-95 LMG	3	Gunner	F	75/600		No	2.2	750.0	1¼x	no zoom		80	7	1.3 ?	5.8x42mm	
AK47 LMG	4	Gunner	1,F	75/600		No	2.2	700.0	1¼x	no zoom		44	7	1.2 ?	7.62x39mm	
MG21 LMG	5	Gunner	F	100/800		No	3.0	850.0	1¼x	no zoom		26	7	1.2 ?	7.62x51mm	
M60	6	Gunner	F	100/800		No	2.2	750.0	1¼x	no zoom		26	7	1.2 ?	7.62x51mm	
MK48 LMG	7	Gunner	F	100/800		No	3.0	850.0	1¼x	no zoom		25	7	1.2 ?	7.62x51mm	The Mk-48 is the only GRAW1 gun that has changed

Marksman (order of selection)																
VSK-50 NEW	1	Marksman	1	5/105	Yes	No	2.6	n/a	1¼x	8x	16x	7	3	1.1 ?	12.7x97mm	
SR AS50	2	Marksman	1	5/105		No	2.6	n/a	1¼x	8x	16x	7	4	1.1 ?	12.7x99mm	
M107 Sniper	3	Marksman	1	10/110		No	2.6	n/a	1¼x	8x	16x	7	4	1.0 ?	12.7x99mm	
SR-25 Sniper	4	Marksman	1	20/260		No	2.6	n/a	1¼x	8x	16x	18	5	1.2 ?	7.62x51mm	
SR-25 SD Sniper	5	Marksman	1	20/260	Yes	No	2.6	n/a	1¼x	8x	16x	30	6	1.2 ?	7.62x51mm SS	
SVD NEW	6	Marksman	1	10/130		No	2.6	n/a	1¼x	8x	16x	15	5	1.2 ?	7.62x54mm	
KJY-88 Sniper	7	Marksman	1	10/130		No	2.6	n/a	1¼x	8x	16x	42	7	1.3 ?	5.8x42mm	

Includes no Download Content

For an explanation of these charts see the [www.ick.bz/pdfs/GR\\_hit\\_probabilities.pdf](http://www.ick.bz/pdfs/GR_hit_probabilities.pdf)

Weapon	order	Soldier Class	Fire Modes 1 = Single # = Burst F = Full	Rounds Mag/Tot	Suppressed	Sight dot?	Reload Time In Secs	ROF Max Shots/ Min.	Magnification			Stopping Power				Special Notes
									Trigger Zoom	1st Zoom	2nd Zoom	# shots destroy car 1 meter	# shots required to destroy Drone 10 meters	Average # shots to kill enemy? 50 meters	Caliber of round	
M556 SL <b>NEW</b>	8	Marksman	1	30/300		No	2.6	n/a	1 1/4x	8x	16x	77	8	1.4 ?	5.56x45mm	

**Grenadier Grenade Launchers (order of selection)**

AGL w/AG A3	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
AGL w/AG MR-C	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
EGLM w/SCAR-L	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
ELGM w/SCAR-L CQC	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
ELGM w/SCAR-L CQC	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M32 MGL <b>NEW</b>	Grenadier	1	6/24				3.0	1 1/4x	3x						40mm	
M32 MGL Smoke <b>NEW</b>	Grenadier	1	6/24				3.0	1 1/4x	3x						40mm Smoke	
M320 w/A4	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M320 w/M320	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M320 w/M468-SD	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M320 w/M556	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M320 w/SA-80	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
M320 w/T95	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
XL6 w/Cx4 Storm <b>NEW</b>	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	
XL7 w/Rx4 Storm <b>NEW</b>	G-launcher	1	1/7				3.0	1 1/4x	primary						40mm	

Rifles still take approximately 1.4 hits to kill. Since even a controlled test requires such a huge sample size...all I can do for now is approximate an average # hits to kill for each weapon.

Objects like cars, drones, and helos seem to "heal" if you spread your shots out over a long period of time. For example, firing in succession at a drone with the M468 takes 8 shots to down a drone. If you pause between each shot...it can take as many as 11. (Thanks to Out Fox Em for bringing this up)

**Pistols**

ICQB <b>NEW</b>	Pistol	1	7/63					n/a	1 1/4x	no zoom		∞	∞	∞		.45 ACP
ICQB SD <b>NEW</b>	Pistol	1	7/63	Yes				n/a	1 1/4x	no zoom		∞	∞	∞		.45 SS ACP
M9	Pistol	1	15/75					n/a	1 1/4x	no zoom		∞	∞	∞		9x19mm
M9SD	Pistol	1	15/75	Yes				n/a	1 1/4x	no zoom		∞	∞	∞		9x19mm SS
Px4 Storm <b>NEW</b>	Pistol	1	20/80					n/a	1 1/4x	no zoom		∞	∞	∞		4.6x30mm
Px4 Storm SD <b>NEW</b>	Pistol	1	20/80	Yes				n/a	1 1/4x	no zoom		∞	∞	∞		4.6x30mm SS

**Rockets and Explosives**

ZEUS MPAR	Rocket		1/8					1 1/4x	4x							
M67 Grenade	Grenade		6													
M18 Claymore <b>NEW</b>	Claymore		6													
Smoke Grenade	Grenade		6													

Copyright © 2007 by ick. All rights reserved. Information contained herein may not be reproduced without the express permission of ick.

Green Features = best in class  
Red Features = worst in class

**THIS CHART IS LIKELY OUTDATED.**  
Always check [www.ick.bz](http://www.ick.bz) for the most recent version of the list.

[www.ick.bz/pdfs/GR\\_hit\\_probabilities.pdf](http://www.ick.bz/pdfs/GR_hit_probabilities.pdf) contains information on accuracy calculations and other chart notes

March 26, 2007		SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	Recoil Comments
Accuracy (Hit Probability)											
Weapon	Single Shot						Burst Fire Hit Prob for round 2 and 3 @ 11m	STANDING Full Auto Fire Hit Prob after 1st round @ 11m	PRONE Full Auto Fire Hit Prob after 1st round @ 11m		
	left trigger zoom 150m	with 50% target visible @ 150m	1st Zoom 150m	with 50% target visible @ 150m	2nd Zoom 150m	with 50% target visible @ 150m					

Rifleman (order of selection) For an explanation of these accuracy charts: [www.ick.bz/pdfs/GR\\_hit\\_probabilities.pdf](http://www.ick.bz/pdfs/GR_hit_probabilities.pdf)

Cx4 Storm NEW	63%	22%	81%	31%	N/A	N/A				
Cx4 Storm SD NEW	68%	26%	81%	33%	N/A	N/A				
MR-C	81%	35%	68%	28%	81%	35%		26%		
MP5 SD	15%	6%	N/A	N/A	N/A	N/A	81%	48%		
SR-3 NEW	15%	6%	N/A	N/A	N/A	N/A				
Rx4 Storm NEW	68%	28%	50%	19%	74%	29%				
Rx4 Storm SD NEW	74%	29%	63%	25%	74%	31%				
A4 Rifle	81%	35%	74%	29%	N/A	N/A	68%	N/A		
M-556 NEW										
36K	68%	25%	63%	25%	N/A	N/A		29%		
SCAR-L Carbine	57%	21%	63%	25%	N/A	N/A		40%		
SCAR-L CQC SD	57%	21%	63%	25%	N/A	N/A		38%		
AG A3 NEW	74%	31%	68%	28%	100%	52%				
SA-80	88%	38%	81%	33%	81%	33%		29%		
FAMAS NEW										
AK-74 SU NEW										
T-95	57%	22%	N/A	N/A	N/A	N/A		26%		
M468	68%	25%	81%	35%	N/A	N/A		35%		
M468-SD	68%	26%	81%	35%	N/A	N/A		40%		
AK-47	57%	21%	N/A	N/A	N/A	N/A		19%		
SCAR-H SV	28%	10%	88%	35%	N/A	N/A		31%		
MK14 EBR NEW	88%	38%								

Grenadier (order of selection)

Cx4 Storm/XL6 NEW										
MR-C/AGL	88%	40%	88%	40%	88%	35%		20%		
Rx4 Storm/XL7 NEW										
A4/M320	74%	31%	63%	24%	N/A	N/A	57%	N/A		
M-556/M320 NEW										
SCAR-L/EGLM	74%	31%	N/A	N/A	N/A	N/A		17%		
SCAR-L CQC/EGLM	88%	40%	N/A	N/A	N/A	N/A		25%		
AG A3/AGL NEW										
SA-80/M320	63%	25%	63%	25%	95%	48%		25%		
FAMAS/M204 NEW					N/A	N/A				
T95/M320	44%	17%	N/A	N/A	N/A	N/A		29%		
M468/M320	52%	20%	48%	18%	N/A	N/A		19%		
M468-SD/M320	63%	24%	48%	19%	N/A	N/A		25%		

Lone Wolf

no lone wolf weapon								100%		
---------------------	--	--	--	--	--	--	--	------	--	--

Gunner (order of selection)

AS56 SAW NEW			Very poor							
M36 SAW NEW			Very poor							
T-95 LMG			Very poor					25%	100%	
AK47 LMG			Very poor					21%	74%	
MG21 LMG			Very poor					19%	81%	
M60			Very poor					19%	100%	
MK48 LMG			Very poor							

Marksmen (order of selection)

VSK-50 NEW	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Median recoil	
SR AS50	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Median recoil	
M107 Sniper	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Extremely poor recoil.	
SR-25 Sniper	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Poor recoil	
SR-25 SD Sniper	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Better than median	
SVD NEW	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Very good recoil.	
KJY-88 Sniper	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.	Very good recoil.	

March 26, 2007	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	SHOW	Recoil Comments
Accuracy (Hit Probability)										
Weapon	Single Shot						Burst Fire	STANDING Full Auto Fire	PRONE Full Auto Fire	
	left trigger zoom 150m	with 50% target visible @ 150m	1st Zoom 150m	with 50% target visible @ 150m	2nd Zoom 150m	with 50% target visible @ 150m	Hit Prob for round 2 and 3 @ 11m	Hit Prob after 1st round @ 11m	Hit Prob after 1st round @ 11m	
M556 SL <b>NEW</b>	100%	100%	100%	100%	100%	100%	Very tight hit pattern even at extreme range.			Very good recoil.

**Grenadier Grenade Launchers (order of selection)**

AGL w/AG A3										
AGL w/AG MR-C										
EGLM w/SCAR-L										
ELGM w/SCAR-L CQC										
ELGM w/SCAR-L CQC										
M32 MGL <b>NEW</b>										
M32 MGL Smoke <b>NEW</b>										
M320 w/A4										
M320 w/M320										
M320 w/M468-SD										
M320 w/M556										
M320 w/SA-80										
M320 w/T95										
XL6 w/Cx4 Storm <b>NEW</b>										
XL7 w/Rx4 Storm <b>NEW</b>										

Pink areas represent portions where testing is not yet completed.

**Pistols**

ICQB <b>NEW</b>										
ICQB SD <b>NEW</b>										
M9										
M9SD										
Px4 Storm <b>NEW</b>										
Px4 Storm SD <b>NEW</b>										

**Rockets and Explosives**

ZEUS MPAR										
M67 Grenade										
M18 Claymore <b>NEW</b>										
Smoke Grenade										

Copyright © 2006 by ick. All rights reserved. Information contained herein may not be reproduced without the express permission of ick.

**THIS CHART IS LIKELY OUTDATED.**  
Always check [www.ick.bz](http://www.ick.bz) for the most recent version of the list.

Lowest accuracy in red or anything less than 20% in red

[www.ick.bz/pdfs/GR\\_hit\\_probabilities.pdf](http://www.ick.bz/pdfs/GR_hit_probabilities.pdf) contains information on accuracy calculations and other chart notes