

Table Summary



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Ghost Recon Advanced Warfighter-XBOX 360

19-May-06

Use the table below to help you analyze the weapon list for GRAW.

You should find it useful to know your limitations as well as your strengths.

Weapon	Strengths	Weaknesses	Comments & Opinions	Warnings	Use?
Rifleman (Sorted by left trigger zoom accuracy fired as rifleman)					
SA-80	In top Three in single shot accuracy. Double Zoom can be In handy.	Poor full auto spread.	Slightly better accuracy and power than MR-C with a smaller magazine.	Not a close quarters weapon. Recoil can be a problem.	Yes
A4 Rifle	In top Three in single shot accuracy. Burst fire can be a plus to prevent "buring" through ammo.	Lack of full auto can be a bust	Probably should choose the SA-80 unless the 3 round burst does wonders for your game.		
MR-C	In top Three in single shot accuracy. Double Zoom can be handy. 50 round Mag is also handy.	Poor full auto spread. Can be a little weak on stopping power	Probably should choose the SA-80 unless you absolutely depend on a 50 round magazine.	Not a close quarters weapon, but 50 round mag helps with that. Possible stopping power weakness.	Yes
M468-SD	Much better full auto fire than peers. Supressior is a key advantage.	A little weak on stopping power. Single shot accuracy is slighty less for left trigger zoom, but 1st zoom is on par.	Weaker stopping power is a worthy trade off to get the supressor. Superior to SCAR-L CQC SD in virtually every way that is crucial.	Just remember you have a slight stopping power weakness.	Yes
36K	No stand-out features.	No scope second zoom. Accuracy is starting to get a little low on the chart.	Nothing makes this weapon special. Choose another weapon.		
SCAR-L Carbine	Much better full auto fire than peers.	No scope second zoom. Accuracy is starting to get a little low on the chart.	Nothing really stand out. Choose another weapon.		
SCAR-L CQC SD	Much better full auto fire than peers. Supressior is a key advantage.	No scope second zoom. Accuracy is starting to get a little low on the chart.	Weaker stopping power is a worthy trade off to get the supressor, however, inferior to M468 SD in virtually every way that is crucial.	Great for close quarters, but why not choose the M468 SD and get a supressor?	Yes
T-95	With no scope you can't accidentally click on zoom during a firefight Is this really an advangage?	No scope zoom at all can be a problem.	No real redeaming qualities, especially with no scope zoom at all.		
AK-47	With no scope you can't accidentally click on zoom during a firefight Is this really an advangage?	No scope zoom at all can be a problem.	No real redeaming qualities, especially with no scope zoom at all.		
M8 Carbine	No stand-out features.	No scope second zoom. Accuracy is starting to get a little low on the chart.	No real redeaming qualities.		
SCAR-H Rifle	Stopping power is best of rifleman weapons.	No scope second zoom. Accuracy is starting to get VERY low on the chart. 20 round magazine can be a problem.	Additional stopping power is not enough to compensate for lack of zoom and crappy recoil.		

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MP5 SD	Much like other GR games, this is the tightest full auto/burst grouping in the game. Can be VERY deadly close range.	No scope zoom at all can be a problem. Very poor stopping power. Accuracy single shot is horrid.	Tight full/burst auto grouping for close range is great, but with such limited range, this weapon is a non-factor.		

Grenadier (Sorted by left trigger zoom accuracy fired as grenadier)

Often Grenadier wepaons are limited by the host, so not sure how much opportunity you will have to use these weapons.

MR-C/AGL	In top Three in accuracy, even when compared to rifleman, perhaps most accurate in game. Double Zoom can be handy. 50 round Mag is also handy.	Poor full auto spread compared to rifleman. Can be a little weak on stopping power	Probably should choose the SA-80 unless you absolutely depend on a 50 round magazine.	Not a close quarters weapon, but 50 round mag helps with that. Possibly inferior to SA-80/M320. You decide.	Yes
SCAR-L CQC/EGLM (Silencer)	Supressior is a key advantage.	No scope zoom at all can be a problem.	Weaker stopping power is a worthy trade off to get the supressor, however, inferior to M468 SD in virtually every way that is crucial (except single shot accuracy), especially with no zoom..		
A4/M320	In top Three in accuracy. Burst fire can be a plus to prevent "buring" through ammo.	Lack of full auto can be a bust	Probably should choose the SA-80 unless the 3 round burst does wonders for your game.		
M8/M320	No stand-out features.	No scope second zoom.	Nothing really stand out. Choose another weapon.		
SCAR-L/EGLM	No stand-out features.	No scope zoom at all cam be a problem. Accuracy is starting to get a little low on the chart. Full auto fire is horrid.	Nothing really stand out. Choose another weapon.		
M468-SD/M320	Supressior is a key advantage.	Can be a little weak on stopping power. Single shot accuracy is slightly less..	Weaker stopping power is a worthy trade off to get the supressor. Superior to SCAR-L CQC SD in virtually every way that is crucial except for single shot accuracy. This is overcome by having two zooms, the SCAR SD has no zoom..	Just remember you have a slight stopping power weakness and slightly less accuracy.	Yes
SA-80/M320	Long range shots with second zoom has GREAT accuracy.	Getting a little low on accuracy scale with other zoom factors though.	Excellent second zoom accuracy, but you give up a bit to get that.	Perhaps superior to the MR-C/AGL except smaller magazine. You decide.	Yes

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SCAR-H/EGLM	No redeeming qualities.	No scope second zoom. Accuracy is starting to get VERY low on the chart. 20 round magazine can be a problem.	Yetch, choose something else.		
T95/M320	No redeeming qualities.	No scope zoom at all can be a problem. Accuracy single shot is horrid.	Yetch, choose something else.		

Lone Wolf

Most of the time lone wolf weapons are off limits, so not sure how much opportunity you will have to use this weapon.

MR-C LW

Lone Wolf-Grenade Launcher

No lonw wolf GL yet

Gunner (Sorted by accuracy at 11m fired as assault rifleman)

Quantity, not quality here. Stopping power is good. Better be prone if you want any kind of accuracy.

MK48 LMG	Good hit pattern standing, even better prone. Most accurate of the gunner weapons.	No scope zoom can be a problem.	This is your weapon for heavy engagement when you can't afford a reload.	Long range accuracy can be a problem as with all support weapons.	Yes
T-95 LMG	No redeeming qualities.	No scope zoom can be a problem. 75 round magazine can be small. Stopping power can be a problem.	Accuracy is good, but MK48 is superior in every way. Small magazine defeats the purpose of the support weapon.		
MG21 LMG	No redeeming qualities.	No scope zoom can be a problem.	Yetch, choose something else.		
M60	No redeeming qualities.	No scope zoom can be a problem.	Yetch, choose something else.		

Marksman (Sorted in order of recoil recovery)

The key to these sniper rifles is the ability to pick off an enemy that is almost entirely behind cover. Remember that the sniper rifle hit pattern is MUCH smaller than the Pips when you are zoomed in. Center the crosshairs on the part of the target that is exposed. Your shot will likely hit, especially if the target is not moving.

KJY-88 Sniper	Quick shot recovery means you may be able to get multiple shots at your target before he gets to react.	1.4 hits to kill means it may take more than one shot, this can be a problem.	When recoil is your number one priority, this is your rifle.	Watch out for the 1.4 average hits to kill.	Yes
PSG-1	Recoil not as good as KJY-88, but pretty good.		If you can give up a little recoil advantage to get more stopping power, this is your rifle.		Yes

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SR AS50	One shot one kill = deadly. Great for drone killing. Great for destroying cars from long distances.	Recoil is only a slight problem. Five round magazine can be quite a problem, especially for close quarters. Only 40 rounds total can also be problematic.	If you can give up a little more recoil and tolerate the smaller magazine, this is the one hit wonder.	Watch out for the small magazine & some recoil. Don't burn through ammo either, you only get 40 rounds.	Yes
SR-25 Sniper	Larger magazine can come in handy when you have to put a quantity down range OR you get caught in close quarters.		You have to sacrifice too many characteristics to get the 20 round magazine.		
M107 Sniper	One shot one kill = deadly. Great for drone killing. Great for destroying cars from long distances.	Horrid recoil kills this weapon.	Would be a great drone killer if not for the horrid recoil.		