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Weapon	Reload Time (in seconds)	Stats with no Equipmen or Perks						Equipment (Select ONE)					Unlock at Rank #	Notes	
		Magazine Size	Fire Selection	Accuracy	Damage	Range	Fire Rate	Mobility	Grenade Launch User perk 1	Suppressor Reduces Range	Red Dot Sight	ACOG Scope Reduces Accuracy Increases Range			Grip Increases Accuracy Uses perk 1
Assault Rifle									Range		Accuracy	Range	Accuracy		
M16		30 Burst		8.3	5.8	7.3	7.9	5.6	Yes	5.4	Yes	7.2	9.4		
Ak-47		30 Full		4.8	7.2	7.3	5.0	5.6	Yes	5.4	Yes	3.7	9.4		
M4		30 Full		7.2	3.7	7.3	7.3	5.6	Yes	5.4	Yes	6.2	9.4	10	
G3		20 Semi		8.8	5.8	7.3	3.3	5.6	Yes	5.4	Yes	7.7	9.4	25	
G36c		30 Full		6.8	5.8	7.3	5.8	5.6	Yes	5.4	Yes	5.7	9.4	37	
M14		20 Semi		7.3	7.9	7.3	3.3	5.6	Yes	5.4	Yes	6.2	9.4	46	
MP44		30 Full		4.2	7.4	7.3	2.5	5.6	-----No equipment for this rifle-----					52	
Sub Machine Gun															
MP5		30 Full		8.3	7.2	4.2	6.5	10.0		2.3	Yes	7.2	6.3		
Skorpion		20 Full		8.8	7.2	2.8	7.3	10.0		0.9	Yes	7.7	4.9		
Mini Uzi		32 Full		7.8	7.2	3.3	8.3	10.0		1.4	Yes	6.7	5.4	13	
AK-74U		30 Full		6.4	8.3	3.3	5.9	10.0		1.4	Yes	5.3	5.4	28	
P90		50 Full		8.1	3.3	3.3	8.9	10.0		1.4	Yes	7.0	5.4	40	
Light Machine Gun															
M249		100 Full		6.8	3.7	7.4	7.9	1.8			Yes	5.7	9.5	9	
RPD		100 Full		5.8	7.4	7.4	4.8	1.8			Yes	4.7	9.5	8	
M60E4		100 Full		6.3	8.3	7.4	2.2	1.8			Yes	5.2	9.5	9	19
Shotgun															
W1200		7 Pump		2.2	8.8	1.9	1.9	10.0			Yes			5	
M1014		4 Semi		2.8	7.8	1.9	3.3	10.0			Yes			5	31
Sniper Rifle															
M40A3		5 Bolt		7.8	7.8	10.0	2.0	6.0				no change	7.9		7
M21		10 Semi		5.8	6.3	10.0	4.8	6.0				no change	7.9		
Dragunov		10 Semi		5.8	7.8	10.0	4.8	6.0				no change	7.9		
R700		4 Bolt		6.8	8.8	10.0	2.0	6.0				no change	7.9		34

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Barrett .50 cal		10	Semi	5.8	8.8	10.0	3.3	6.0				no change	7.9		49	
Pistols																
M9		15	Semi									Yes				
USP .45		12	Semi									Yes				
M1911 .45		8	Semi									Yes				16
Desert Eagle		7	Semi									-----No equipment for this pistol-----			43	
Gold Desert Eagle		7	Semi	Not sure if stats for this weapon are different than the standard Desert Eagle											55	

Notes:

Equipment Statistics are expressed in values of 0 to 10. A value of 10 denotes the highest possible value in that category. With the exception of Rate of Fire and reload time, these charts generated from the in-game graphical chart for each weapon. I did not test the actual in-game results for the weapons. I did not verify that the charts accurately reflect weapon characteristics. In other games I have observed that sometimes the values shown on in-game charts do not match game code. There is aim assist and other programming that affects weapon performance, so these numbers are not necessarily representative of actual performance. Don't forget players may be running with perks like Stopping Power, Double Tap, Sleight of Hand, Steady Aim, etc. This naturally affects performance. Why would you put an ACOG on a sniper rifle if all it does is reduce range? Perhaps a smaller magnification improves mid-range performance? Will analyze.

How to read this chart's values

The highest possible value in each category is a 10. Therefore a Mobility of 10 denotes that this weapon has the best mobility. Another weapon system with a mobility value of 5.6 does not mean that you are 56% as fast as a weapon with a value of 10, it simply means that the lower rated weapon system has a significant disadvantage compared to the system with a 10 when comparing mobility. Similarly, systems with damage values of 3.3 do not result in 33% damage compared to a system with a damage value of 10, it simply means that the lower rated weapon system has a significant disadvantage comparatively.

What the chart should help you with:

Here is how I use the chart. First off, I played the game and found which weapons I liked in terms of "characteristics". I then take a hard look at what I "like" about the weapon and where I find the shortfalls of the weapon are. I then use the chart to see what other systems have similar characteristics to "tweak" my selection based on game mode, play list and opponents. For example, I might be happy with the P90 suppressed but find it doesn't have the range I need on certain maps. I might have "overlooked" trying the M16 suppressed if I hadn't noticed how it surpassed the P90 in range.

I should have the reload time calculated soon.

Suppressor Effectiveness Analysis

Weapon		Reload Time (in seconds)	Magazine Size	Fire Selection	Accuracy	Damage	Suppressor Reduces Range	Fire Rate	Mobility	Mag size	Accuracy	Damage	Range	ROF	Mobility	Notes
AR	M14		20	Semi	7.3	7.9	5.4	3.3	5.6	-		+	+			Semi-auto can be a disadvantage
AR	Ak-47		30	Full	4.8	7.2	5.4	5.0	5.6		-		+			Semi-auto can be a disadvantage
AR	G3		20	Semi	8.8	5.8	5.4	3.3	5.6	-	+	-	+	-		Semi-auto can be a disadvantage
AR	M16		30	Burst	8.3	5.8	5.4	7.9	5.6		+	-	+	+		
AR	G36c		30	Full	6.8	5.8	5.4	5.8	5.6			-	+			
AR	M4		30	Full	7.2	3.7	5.4	7.3	5.6			-	+			
SMG	MP5		30	Full	8.3	7.2	2.3	6.5	10.0		+		-		+	
SMG	AK-74U		30	Full	6.4	8.3	1.4	5.9	10.0		-	+	-		+	
SMG	Mini Uzi		32	Full	7.8	7.2	1.4	8.3	10.0				-	+	+	
SMG	P90		50	Full	8.1	3.3	1.4	8.9	10.0	+	+	-	-	+	+	ROF + Mag size offset for damage shorfall?
SMG	Skorpion		20	Full	8.8	7.2	0.9	7.3	10.0	-	+		-		+	

Table sorted by Suppressor range, then damage, then accuracy

- + = Weapon is excellent in this category
- = Weapon is inferior in this category
- = Weapon is average in this category

Call of Duty 4 for XBOX 360 Multiplayer Weapon List and Information

Suppressor Effectiveness Analysis

Weapon

Reload Time (in seconds)	Magazine Size	Fire Selection	Accuracy	Damage	Suppressor Reduces Range	Fire Rate	Mobility	Mag size	Accuracy	Damage	Range	ROF	Mobility
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