

Stopping Power Worksheet

Important notes on page 2 are a "must read".

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Shooting soldier single fire, in stomach, from a range of 3 to 5 meters. Pause between shots to avoid injury routine invulnerability, if any.

Weapon	# of Hits to this player				Resulted in this # of Deaths				Therefore this is the Avg # hits to kill			
	Player 1	Player 2	Player 3	TOTAL	Player 1	Player 2	Player 3	TOTAL	Player 1	Player 2	Player 3	TOTAL

Non-Silenced weapons

M8 Carbine	41	50	48	139	33	34	33	100	1.24	1.47	1.45	1.39	M8 Carbine
G36K	52	52	31	135	39	38	23	100	1.33	1.37	1.35	1.35	G36K
T-95 Carbine	45	42	39	126	34	33	33	100	1.32	1.27	1.18	1.26	T-95 Carbine
M16/M203	53	44	43	140	33	34	33	100	1.61	1.29	1.30	1.40	M16/M203
M29 Lone Wolf	49	42	42	133	33	34	33	100	1.48	1.24	1.27	1.33	M29 Lone Wolf
SKS 84 M Sniper	48	47	46	141	33	34	33	100	1.45	1.38	1.39	1.41	SKS 84 M Sniper
	288	277	249	814	205	207	188	600					

Average for this player 1.41 1.34 1.33

Overall Average # Shots to kill 1.36

Second test revealed a 1.41 hit to kill....so this was an anomaly.

M9 Pistol	20	23	26	69	6	6	6	18	3.33	3.83	4.33	3.83
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Silenced Weapons

Mp5 SD	94	80	51	225	37	37	26	100	2.54	2.16	1.96	2.25	Mp5 SD
SCAR CQC SD	52	50	45	147	36	32	32	100	1.44	1.56	1.41	1.47	SCAR CQC SD
S9 SD -Silenced Snipe	62	65	0	127	48	52	0	100	1.29	1.25	N/A	1.27	S9 SD -Silenced Sniper

We did a lot more testing than this, but here is a good example of several weapons. You can see how individual results per soldier even varied, but when you look overall the number is VERY close to 1.36 virtually every time for these and other weapons.

For example, when we got these readings it looked like the T95 was superior by a small fraction. However, when we re-tested that weapon with another lot of 100 kills, it came up to a 1.41 hits to kill ratio.....more evidence of the variable. So your first impressions of a weapon's stopping power are really up to chance....if a 100 kill test does not weed out the damage variable, how can you do it only playing a few rounds with a weapon? No wonder people think there is a difference in weapon stopping power.

Using a careful testing method and a sample size of 100 it appears as though the MP5SD is about half of the stopping power as the other weapons. The S9-SD is on par with the other weapons and is likely an average of 1.36 hits to kill.

Executive Summary

Average number of shots to kill
 3.83 Pistols
 2.25 Silenced MP5
 1.36 Every other weapon including silenced sniper and SCAR CQC SD

Long Range Stopping Power

My analysis shows that at close range there is little difference between the weapons. However I cannot definitively say that at longer ranges there is no difference.

The key to testing stopping power is to eliminate as many variables as possible. Unfortunately two things prevent any of us from really knowing a difference:

A. The first thing to normalize is to consistently hit your target in the same spot, always in the chest, never in the head or arm, for example. Unfortunately this means you can only test at CLOSE RANGES as at longer distances you do not really know where you are hitting the guy, screwing with your results.

B. The second is to try to weed out the "damage variable" that is in the game to get to the true "stopping power". I had a very accurate test at 10 meters to tell stopping power using 100 kills. Even at 100 kills there were wide variances attributable to this "randomness" of damage. 200 kills would have been a more commensurate sample size.

Given these two factors together I think we can arrive at TWO conclusions...you tell me if you agree.

1. NO STOPPING POWER TEST CAN BE RUN

There is no "good" way to test long range stopping power because you cannot limit the hit area to one body part. Your sample size would need to be obscenely LARGE to eliminate the random factor ON TOP OF trying to eliminate the "where you hit the enemy" factor.

2. PEOPLE CAN HAVE OPINIONS, BUT ARE THEY REALLY "TRUE"? No.

When you play the game the enemy targets are
...at varying distances...
...have a damage variable...
...moving...
...have different parts that can be hit (head, arm, chest, leg)...
...you experience lag...
...they are sometimes behind cover...
...your aim can be off due to the pressure situation...
...the weapons have other characteristics like zoom and stabilization that could affect game results....

On top of that you are in the middle of a game...which has the objective of winning, not the objective of carefully analyzing a weapon.

A person would have to use EVERY WEAPON for a very long period of time for a large number of kills and then have the ability to assess the differences after all of that experience to truly "know" which weapon has superior stopping power.

"Oh yes, the 338 is better than the M8 Sharpshooter. I remember I tested the one over the course of a week in July of 2005 and the other in January of 2006. Here are my accurate assessments, from memory mind you."

THE ONLY WAY TO KNOW

I guess the only way to really "know" was if you had a developer tell you the underlying factors that the computer uses for each weapon. I suspect you will NEVER get this information as it is in their best interest to keep this information out of the public's hands.

Even if they did tell you that the SL9-SD had a stopping power of 4 when the 338 had a stopping power of 5, that still doesn't tell you much, except that one is different than the other. Is it 10% better stopping power? 30%? 1%? Do you see what I mean? It still wouldn't tell you the "game result" even knowing this kind of thing.

It would be like telling you the M8 had an accuracy of 3 and the SCAR-H had an accuracy of 9. When you actually test them they may only have a hit probability difference of 6% at 125 meters (see chart).

Something to think about.

How can you assess long range distance Stopping Power?