Rainbow 6: Vegas-XBOX 360

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Weapon	Damage	Range	Accuracy	Rounds per Mag / Tot Mag	Total Rounds	Fire Modes 1 = Single 2,3 = Burst F = Full	Silenced	Reload Time In Secs	Empty Reload Time Sec.	Auto Aim?	Caliber	Recoil and other Comments	How to Acquire
Sub Machine Guns			Sorted first by damage, then accuracy, then range.										
UMP45	5	3	9	25/10	250	1,2,F	Yes			Yes	.45 ACP	Two round burst fire, not 3	
MP9	5	2	9	30/8	240	1,F	Yes			Yes	9mm		
MP5N	5	2	8	30/8	240	1,3,F	Yes			Yes	9mm		
MP7A1	4	3	8	40/6	240	1,3,F	Yes			Yes	4.6x30mm		Requires Specialist Rank
P90	4	2	7	50/5	250	1,3,F	Yes			Yes	5.7x28mm	# rounds in magazine visible across top of rifle.	
MAC-11	4	2	6	32/8	256	F	Yes			Yes	9mm		
Light Machine Guns			Sorted first by damage, then accuracy, then range.										
M249 SPW	8	4	4	100/4	400	F				Yes	5.56x45mm		
MK46	7	4	4	100/4	400	F				Yes	7.62x51mm		
MG36	7	4	4	100/4	400	F				Yes	5.56x45mm	Awful scope system instead of iron sights	Requires Captain Rank
21E	6	3	6	100/4	400	F				Yes	7.62x51mm		
Assault Rifles			Sorted first by damage, then accuracy, then range.										
552 Commando	8	7	4	30/8	240	1,3,F	Yes			Yes	5.56x45mm		Requires Specialist Rank
MTAR21	8	6	4	30/8	240	1,F	Yes			Yes	5.56x45mm	Built-in reflex sight.	
G3K A4	7	8	5	30/8	240	1,F	Yes			Yes	7.62x51mm		
SCAR-H CQC	7	8	5	30/8	240	1,F	Yes			Yes	7.62x51mm	This is the ugliest looking weapon I ever saw.	
G36C	7	6	5	30/8	240	1,F	Yes			Yes	5.56x45mm		
AUG A3	7	2	5	30/8	240	1,F	Yes			Yes	5.56x45mm		
FAMAS	7	6	4	25/10	250	1,F	Yes			Yes	5.56x45mm		
M8	7	6	4	30/8	240	1,F	Yes			Yes	5.56x45mm		
AK-47	7	5	3	30/8	240	1,F	Yes			Yes	7.62x39mm		Requires Master Sergeant Rank
Sniper			Sorted first by damage, then accuracy, then range.										
M40A1	10	9	10	5/9	45	1				No	7.62x51mm	Bolt Action	
SV-98	10	9	10	5/9	45	1				No	7.62x54mm (Rimmed)	Bolt Action	Requires Master Sergeant Rank
Scout Tactical	10	9	10	5/9	45	1				No	7.62x51mm	Bolt Action	
PSG-1	8	9	10	5/9	45	1				No	7.62x51mm	Automatic	
Shotgun			Sorted first by damage, then accuracy, then range.										
SPAS 12	9	2	3	8/14	112	1				No	12 gage	Pump Action	Requires Captain Rank
870 MCS	9	2	3	8/14	112	1				No	12 gage	Pump Action	
M3	8	2	3	8/14	112	1				No	12 gage	Pump Action	
XM-26LSS	7	1	4	5/23	115	1,F				No	12 gage	Automatic Shotgun, small mag/ammo a problem?	
Pistols			Sorted first by damage, then accuracy, then range.										
Raging Bull	9	5	5	8/∞	∞	1				Yes	.41/.44 mag, .454 casull, .500 S&W?		Requires Master Sergeant Rank
MK23	5	3	6	12/∞	∞	1	Yes			Yes	.45 ACP		
92FS	4	6	6	15/∞	∞	1	Yes			Yes	9mm		
USP40	4	3	5	13/∞	∞	1	Yes			Yes	.40 S&W		Requires Specialist Rank
GLOCK 18	3	5	4	10/∞	∞	1,F				Yes	9mm	Yes, this pistol has full auto fire	
Desert Eagle				7/∞	∞	1				Yes	50AE		Requires Captain Rank

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Special thanks to OleShep and TROUBLENSB for the caliber for the weapons.

Assistance provided by: FutileDr Death, Bronk, ooATILAoo

Thoughts on Armor and Silencers, by Dredly.
A special thanks to Dreadly for doing the research.
After getting my butt kicked constantly I got curious as to how much damage getting shot in different areas caused, how much armor helped or hindered, and how much accuracy mattered.

Test setup:
Weapons: 552 Commando, MP5N, MK23 (after some quick testing the shotgun kills at 10 yards regardless of armor or location of shot)
Heavy Armor: Goliath Armor full = 100% protection 0% maneuverability
Default armor (Medium): Default armor worn during Story Mode, 50% protection, 50% maneuverability
Game Type: Split Screen CO-OP story mode w/ respawns (Splitscreen)
Location: I used the entry room on the train yard for testing. Distance for shots I would estimate at 10 yards
Method: All shots were fired single fire. the crosshair was allowed to resettle (normally very very little time in between shots) and then another shot was fired until the person died.

LEG / THIGH SHOTS (552 Commando / MP5N / MK23) (aiming point: lower strap on thigh holster)

Goliath Armor full (all pieces = 100% protection 0% maneuverability)
Without silencer: 6 / 9 / 7
With silencer: 10 / 13 / 9

Default armor (Medium)
Without silencer: 4 / 5 / 4
With Silencer: 6 / 7 / 5

**note: had multiple misses with Pistol even when letting it re-settle on target. I allowed the shooting dummy time to fully heal and then restated testing when a miss occurred

FRONT CHEST shots (552 Commando / MP5N / MK23) (aiming point, right below where the weapon is held, difficult to get a heart shot but got as close as possible.)

Goliath Armor full (all pieces)
Without silencer: 4 / 8 / 7
With silencer: 5 / 13 / 9

Default armor (Medium)
Without silencer: 3 / 5 / 4
With Silencer: 6 / 6 / 5

Summary:
From the testing I performed it is very apparent to me that:
(continued)

- Silencers significantly reduce the damage done to the target. This is clear across all weapons and armor types. Average reduction in power appears to be 20% - 30% or more

- Shot placement makes a HUGE impact on the speed of death.

- Armor covers the whole body, including head, back, legs... Different damage zones still reflect damage differently however it still takes more shots to kill someone in Goliath armor then Default, even if shooting in the head where no armor is present.(I did not try testing without a chest plate or without legs... if someone wants to test this have fun!)

- One shot to the head does not kill with the tested weapons. Shotgun kills 1 shot no matter where it hits

Final Conclusion:
To do well in the game do not use silencers if its avoidable. The best kill zones are the back and the head. Try to shoot them in these areas and the kill rate will be much quicker.

Ick's Comments: The general consensus is that these same conclusions apply to adversarial multiplayer EXCEPT that:
1. Armor has NO protection effect on a players head, this includes any helmet worn. No protection is given.
2. head shots take one hit to kill.

So why does it seem that sometimes it takes multiple hits in the head to kill an enemy? Call it lag or a host/client graphical difference. For example, when my buddy hosts a co-op things like wine bottles and other destroyable graphical elements are actually shown slightly higher on my screen than his. They seem to "hover" slightly higher on client machines than they do for the host.

Armor Discussion by C4 BIGwooly and Dredly
A special thanks to these guys for doing the research.

Ever wonder if armor was worth wearing? Not sure if a single round headshot will kill a player wearing full heavy armor? Been curious about whether wearing armor on just one leg gives that leg extra protection? Finally, here are the answers . . .

First of all, I want to thank Dredly for hooking up with me in RS:V multiplayer to run the testing. He deserves just as much credit for the results.

Now, my goal here is to provide the conclusions from of our tests, not all the numbers. Trust me, the conclusions are much more valuable. As such, I'm not going to type out a big list of how many bullets it takes to score a kill against a target with various guns and against various armor types. I'm going to provide conclusions.

First and foremost, we discovered that RS:V operates on THREE ARMOR CATEGORIES. These three categories correspond directly to the bars of "armor rating" that you see in the setup screen. There is light protection (0-3 bars of armor rating), medium protection (4-6 bars of armor rating), and heavy protection (7-10 bars of armor rating).

So, if you choose to wear leg armor on your left leg and not your right leg, your right leg will not actually have less protection. Rather, your entire body (except the head) will be protected to the same extent according to the ARMOR CATEGORY that you fall into.

However, your character's body also has distinct TARGET ZONES: the head, the chest, the arms and the legs. A shot to the head, regardless of your ARMOR CATEGORY, will kill you. If it takes 4 rounds to the chest to kill your target, then it will take 5 rounds to his arms or legs. If you are using a silencer, then it will require an additional round in each of those areas. Here is an example from our tests:

MP7A1 Weapon System (distance: 25-30 yards)
LIGHT PROTECTION - 4 chest shots - 5 arm shots - 5 leg shots
MEDIUM PROTECTION - 5 chest shots - 6 arm shots - 6 leg shots
HEAVY PROTECTION - 6 chest shots - 7 arm shots - 7 leg shots

So, it doesn't really matter WHERE you wear armor, it matters HOW MUCH you are wearing. Ideally, you would want to have 0 bars, 4 bars or 7 bars of armor rating, because those are the ratings at the bottom end of each ARMOR CATEGORY. You get the the full benefits of that category without sacrificing any mobility.

We also discovered that distance makes a HUGE difference to the amount of damage done. At point blank or close to point blank range the armor didn't matter at all and the same number of shots were required to die regardless of what armor class you had.

I would also just like to re-emphize the numbers...

IN R6:V there is light protection (0 to 3 bars of armor rating), medium protection (4 to 6 bars of armor rating), and heavy protection (7 to 10 bars of armor rating).

If you wear:

- 10 armor and have 0 mobility you will have the same protection as somone that wears 7 armor and has 3 mobility. Any value from 7 to 10 has the same level of protection. Therefore you may as well wear less armor to 7 and pick up some extra mobility.

- 6 armor and have 4 mobility you will have the same protection as somone that wears 4 armor and has 6 mobility. Any value from 4 to 6 has the same level of protection. Therefore you may as well wear less armor to 4 and pick up some extra mobility.

- 3 armor and have 7 mobility you will have the same protection as somone that wears 0 armor and has 10 mobility. Any value from 0 to 3 has the same level of protection. Therefore you may as well run with no armor at all and pick up some extra mobility.

**Note there may be a very slight advantage to wearing 10, 7, 3 as armor classes however the difference will be less then 1 silenced bullet out of a MP7A1. I guess if somone wants to test with an Mac 11 they are welcome to try it but there isn't any differnece with any weapon that people actually use. We tested with the MTAR and the MP7A1 which are without a doubt the most heavily used weapons from both catagories

We hope this helped, it was pretty intresting to test it out and see what armor really does. The conclusion we came to was SHOOT THE HEAD! any round hitting the head from any distance is an instant death, so shoot for the head and win! :)

Afterthought: ON RADAR
We also debunked the myth of showing up on Radar when shooting. Its 100% false. In fact the radar is very behind when seeing somone. We actually had to fully see somone for several seconds before they showed on Radar whether looking at just a leg sticking out from coverage or a whole body sticking out.

Ick's Comments: I believe that movement has more to do with showing on radar than a visual on your target. If you go crouched during movement you don't show up on their radar. If you enemy has GPS however, you show up on their radar on a GPS scan. I should test this fully.