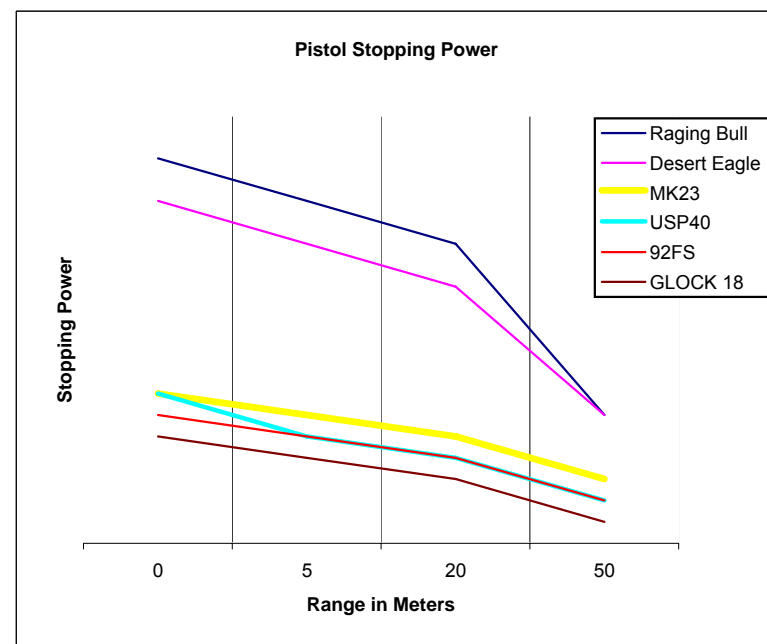
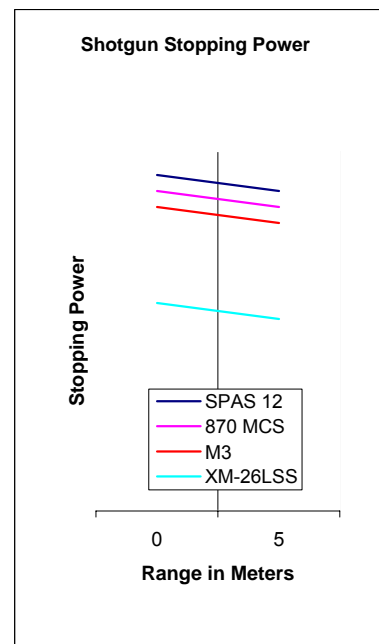
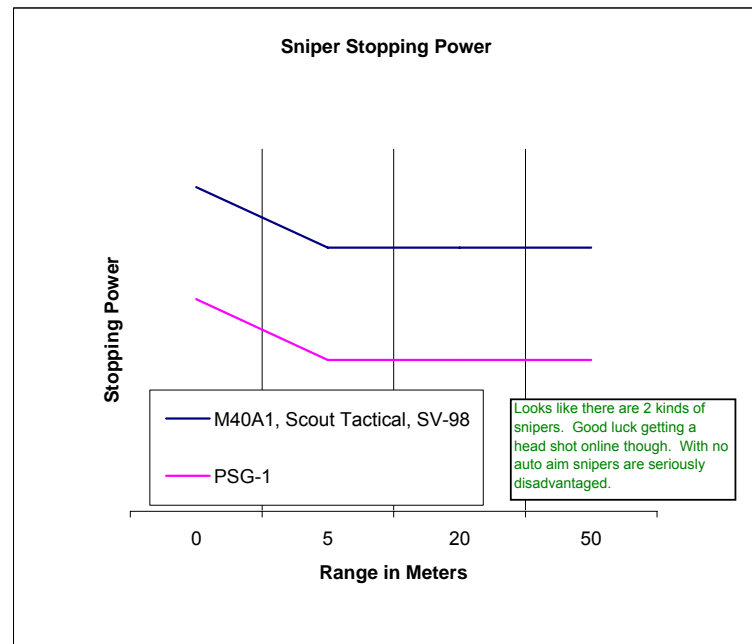
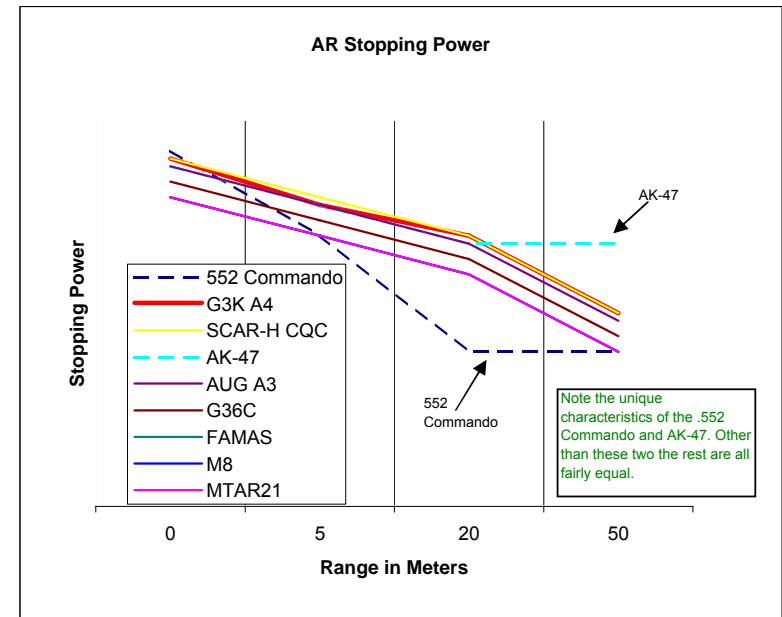
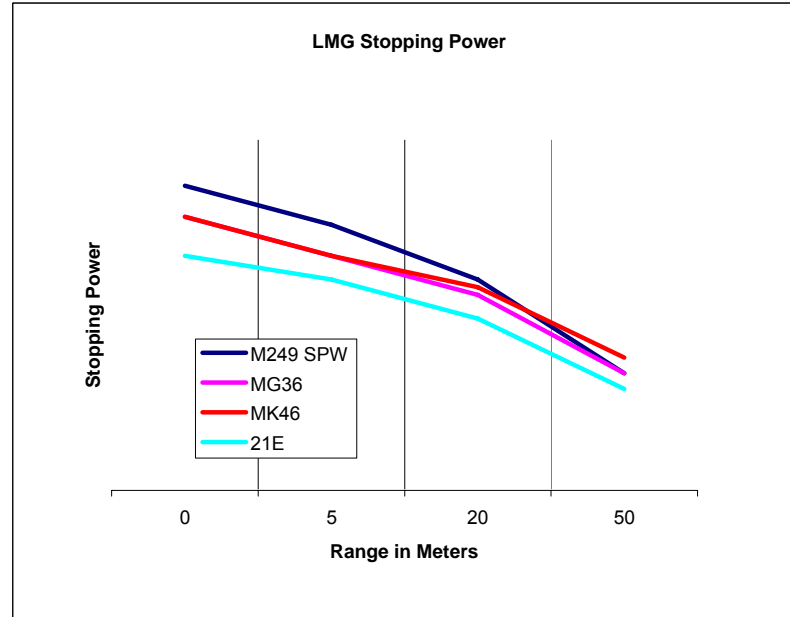
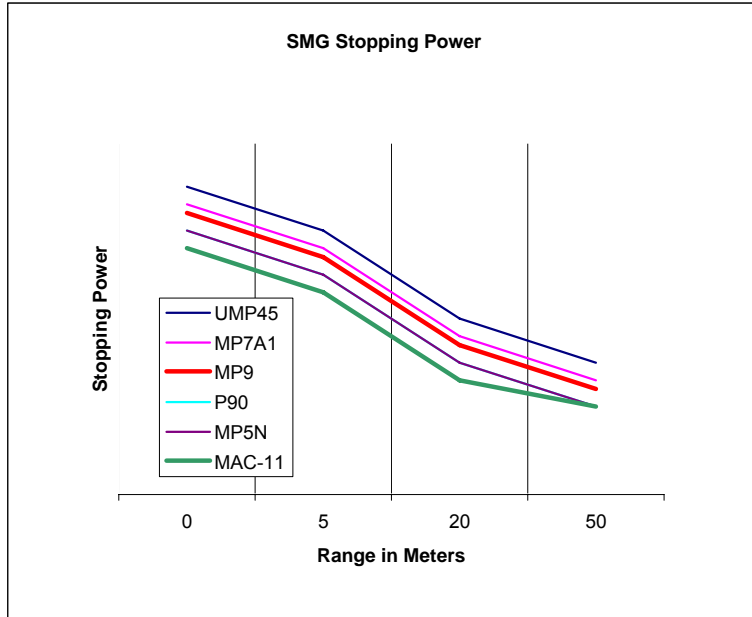


Weapon	December 6, 2006			Rounds mag / Total mags	Total Rounds	Fire Modes 1 = Single 2,3 = Burst F = Full	Accessories										Reload in Secs.	# shots per second	# secs of fire per mag	Auto Aim?	Cartridge	Stopping Power Notes (Head shot supposedly = kill)	Recoil and other Comments	How to Acquire					
	Damage	Range	Accuracy				Surpressed	Laser Sight	Recoil Ctrl Stock	High Cap Mag	Scopes					8x, 12x, Dual													
											Reflex 1x	Rifle 3x*	ACOG 3x*	6x Only	8x, 12x, Dual														
Sub Machine Guns Sorted alphabetical																													
MAC-11	4	2	6	32/8	256	F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	15.7	2.0	Yes	9mm	Worst of SMG stopping power	Great ROF, but mag size a problem.	
MP5N	5	2	8	30/8	240	1,3,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	12.7	2.4	Yes	9mm			
MP7A1	4	3	8	40/6	240	1,3,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	13.1	3.1	Yes	4.6x30mm			Requires Specialist Rank
MP9	5	2	9	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	13.3	2.3	Yes	9mm			
P90	4	2	7	50/5	250	1,3,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	14.7	3.4	Yes	5.7x28mm	Next to last in SMG stopping power.	# rounds visible, long reload but good ROF	
UMP45	5	3	9	25/10	250	1,2,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	9.8	2.6	Yes	.45 ACP	Best of SMG stopping power	Two round burst fire, not 3. Slightly slow ROF.	
Light Machine Guns Sorted alphabetical																													
21E	6	3	6	100/4	400	F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	3.2	8.2	12.2	Yes	7.62x51mm	Weakest of LMG		
M249 SPW	8	4	4	100/4	400	F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	3.2	8.2	12.2	Yes	5.56x45mm	Strongest of LMG		
MG36	7	4	4	100/4	400	F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.4	8.2	12.2	Yes	5.56x45mm		Default scope system terrible, great reload time.	Requires Captain Rank
MK46	7	4	4	100/4	400	F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	3.2	8.2	12.2	Yes	5.56x45mm			
Assault Rifles Sorted alphabetical																													
552 Commando	8	7	4	30/8	240	1,3,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	12.7	2.4	Yes	5.56x45mm	DECEPTIVE! Stopping power falls quick	This weapon is weak after 5 meters.	Requires Specialist Rank
AK-47	7	5	3	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	9.8	3.1	Yes	7.62x39mm	Very unique AR for long ranges.	Longer range stopping power makes this rifle stand out.	Requires Master Sergeant Rank
AUG A3	7	2	5	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.1	10.8	2.8	Yes	5.56x45mm			
FAMAS	7	6	4	25/10	250	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.1	14.7	1.7	Yes	5.56x45mm			
G36C	7	6	5	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.3	11.8	2.6	Yes	5.56x45mm			
G3K A4	7	8	5	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	10.1	3.0	Yes	7.62x51mm			
M8	7	6	4	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.3	12.3	2.4	Yes	5.56x45mm			
MTAR21	8	6	4	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	13.7	2.2	Yes	5.56x45mm	Damage of 8 is not supported by data.	Built-in reflex sight, I think stopping power labled wrong.	
SCAR-H CQC	7	8	5	30/8	240	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2	12.3	2.4	Yes	7.62x51mm		This is the ugliest looking weapon I ever saw.	
Sniper Sorted alphabetical																													
M40A1	10	9	10	5/9	45	1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2			No	7.62x51mm		Bolt Action	
PSG-1	8	9	10	5/9	45	1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	2.7			No	7.62x51mm	Weakest sniper, but you get full auto.	Automatic, you may need second hit to kill.	
Scout Tactical	10	9	10	5/9	45	1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2			No	7.62x51mm		Bolt Action	
SV-98	10	9	10	5/9	45	1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	2.2			No	7.62x54mm (Rimmed)		Bolt Action	Requires Master Sergeant Rank
Shotgun Sorted alphabetical																													
870 MCS	9	2	3	8/14	112	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	0.0			No	12 guage		Pump Action	
M3	8	2	3	8/14	112	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	0.0			No	12 guage		Pump Action	
SPAS 12	9	2	3	8/14	112	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	0.0			No	12 guage	Strongest shotgun, but not by much.	Pump Action	Requires Captain Rank
XM-26LSS	7	1	4	5/23	115	1,F	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	0.0	4.6	1.1	No	12 guage	Weakest Shotgun, but full auto.	Automatic Shotgun, small mag/ammo a problem?	
Pistols Sorted alphabetical																													
92FS	4	6	6	15/∞	∞	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.6			Yes	9mm			
Desert Eagle	8	6	6	7/∞	∞	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.6			Yes	50AE	Great stopping power.		Requires Captain Rank
GLOCK 18	3	5	4	10/∞	∞	1,F	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	2.6	9.8	1.0	Yes	9mm	Weakest pistol stopping power.	Yes, this pistol has full auto fire	
MK23	5	3	6	12/∞	∞	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.6			Yes	.45 ACP			
Raging Bull	9	5	5	8/∞	∞	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.9			Yes	.41/.44 mag, .454 casull, .500 S&W?	Great stopping power at a price.	Slow rate of fire.	Requires Master Sergeant Rank
USP40	4	3	5	13/∞	∞	1	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	2.6			Yes	.40 S&W			Requires Specialist Rank

Please refresh your browser to view the most recent version of this file.

Rainbow_6_Vegas_1.xls



The charts are shown without stopping power values as they:

1. are not easily comparable between weapon class anyhow AND
2. are not easily applicable to specific "# hits to kill" scenarios due to damage randomness, hit location, cover, armor, auto aim, lag, latency, and other factors.

Shotguns seem to be pretty much a one hit kill weapon even at medium to long range. The differential is shown here for these weapons but I am not sure it matters.

Special thanks to MeanMF for making the stopping power analysis possible. He did some research and found the differences in the weapons. There wouldn't be a stopping power section without his help. MeanMF also helped with the rates of fire and reload time. Thanks and great job!

Note for readers that are color blind: The legend for each chart matches the order of the lines at 0 meters. If you are having trouble reading them please send me a note via the email address shown. I might be able to help.



Thoughts on Armor and Silencers, by Dredly.

A special thanks to Dredly 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, next column)

- 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 someone 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.

(Continued on page 4)

December 6, 2006
Weapon list for chart purposes
Sub Machine Guns
UMP45
MP7A1
MP9
P90
MP5N
MAC-11
Light Machine Guns
M249 SPW
MG36
MK46
21E
Assault Rifles
552 Commando
G3K A4
SCAR-H CQC
AK-47
AUG A3
G36C
FAMAS
M8
MTAR21
Sniper
M40A1, Scout Tactical,
PSG-1
Shotgun
SPAS 12
870 MCS
M3
XM-26LSS
Pistols
Raging Bull
Desert Eagle
MK23
USP40
92FS
GLOCK 18

(Continued from page 3)

- 6 armor and have 4 mobility you will have the same protection as someone 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 someone 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 than 1 silenced bullet out of a MP7A1. I guess if someone wants to test with an Mac 11 they are welcome to try it but there isn't any difference 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 categories

We hope this helped, it was pretty interesting 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 someone. We actually had to fully see someone 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.