

# Weapons

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## Overview

Weapons are primarily used in the game for [Attacking](#) other players, and can also be used to defend yourself if you are the one being attacked. Each weapon is generated with a random Accuracy and Damage value that falls within a particular range, specific to each weapon. Accuracy values generate with the base values, and can be upto 10% greater than the base rate, this explains the ranges shown below. Damage values generate with the base values as well, and can be upto 5% greater than the base rate. Quality is a mathematical figure which is calculated depending on the ranges of the Damage and Accuracy of a weapon. The closer both values to the upper spectrum of Damage and Accuracy values, the higher the quality.

## Primary Weapons

Weapon	Damage	Accuracy	Stealth	Origin
TMP	20 - 21	40 - 44	N / A	Auction House
MAC-10	20 - 21	35 - 38	N / A	Argentina
Benelli M4 Super	23 - 24	40 - 50	N / A	Auction House
Thompson	23 - 24	40 - 44	N / A	Auction House
Kriss Vector	23 - 24	45 - 50	N / A	South Africa

Sawed-Off Shotgun	25 - 26	40 - 44	N / A	Auction House
M249 PARA	27 - 28	40 - 44	N / A	Mexico
PP-BIZON	27 - 28	50 - 55	N / A	Auction House
UZI	27 - 28	47 - 52	N / A	Auction House
Double Barrel Shotgun	27 - 28	50 - 55	N / A	Auction House
Benelli M1 Tactical	28 - 29	45 - 50	N / A	Auction House
M249 SAW	30 - 32	35 - 38	N / A	Auction House
P90	30 - 32	43 - 47	N / A	France
MP5	33 - 35	40 - 44	N / A	Auction House
Minigun	37 - 39	25 - 28	N / A	Mexico
Striker	40 - 42	40 - 44	N / A	Auction House
Jackhammer	42 - 44	37 - 41	N / A	Switzerland
AK74u	43 - 45	43 - 47	N / A	Auction House
M4A4	50 - 52	47 - 52	N / A	Auction House
SPAS-12	50 - 52	44 - 48	N / A	China
M4A1 Carbine	50 - 52	50 - 55	N / A	Auction House
M16A1 Rifle	50 - 52	50 - 55	N / A	Auction House
AK-47	50 - 52	50 - 55	N / A	Auction House
Gold Plated AK-47	53 - 56	55 - 61	N / A	United Arab Emirates
Steyr AUG	60 - 63	40 - 44	N / A	Auction House
TAR-21	62 - 65	50 - 55	N / A	Auction House
SKS Carbine	64 - 67	50 - 55	N / A	Auction House
Lee Enfield	67 - 70	45 - 50	N / A	Auction House
FN FAL	70 - 74	50 - 55	N / A	Canada
Barret 50. Cal	73 - 77	65 - 72	N / A	United Arab Emirates
DSR 50	77 - 81	60 - 66	N / A	United Arab Emirates
AA-12	80 - 84	65 - 72	N / A	Russia
Gauss Rifle	84 - 88	65 - 72	N / A	Argentina
Milkor MGL	90 - 94	45 - 50	N / A	Russia

# Secondary Weapons

Weapon	Damage	Accuracy	Stealth	Origin
NERF Gun	5 - 6	60 - 66	N / A	Auction House
Glock 17	9 - 10	45 - 50	N / A	France
Slingshot	10 - 10	30 - 33	N / A	Auction House
Beretta M9	11 - 12	75 - 82	N / A	Auction House
Flame Thrower	12 - 13	12 - 13	N / A	Auction House
Dual Berettas	12 - 13	37 - 41	N / A	Auction House
Luger	14 - 15	20 - 22	N / A	Auction House
Fiveseven	20 - 21	40 - 44	N / A	Auction House
Flare Gun	22 - 23	25 - 28	N / A	Auction House
USP	23 - 24	50 - 55	N / A	France
Crossbow	24 - 25	40 - 44	N / A	Auction House
Blunderbuss	25 - 26	15 - 16	N / A	Auction House
Harpoon	37 - 39	34 - 37	N / A	Auction House
Blow Gun	40 - 42	42 - 46	N / A	South Africa
S&W Revolver	45 - 47	40 - 44	N / A	Argentina
Magnum	50 - 52	40 - 44	N / A	Auction House
Desert Eagle	50 - 52	40 - 44	N / A	Canada
Golden Desert Eagle	55 - 58	50 - 55	N / A	United Arab Emirates
RPG-7	70 - 74	12 - 13	N / A	Switzerland

# Melee Weapons

Weapon	Damage	Accuracy	Stealth	Origin
Pillow	1 - 2	45 - 50	N / A	United Arab Emirates
Butter Knife	3 - 4	80 - 88	N / A	Auction House
Fists	5 - 6	60 - 66	N / A	Not Marketable

Yo-Yo	6 - 7	40 - 44	N / A	France
Garden Scissors	7 - 8	37 - 41	N / A	Auction House
Plastic Sword	8 - 9	47 - 52	N / A	Auction House
Knuckle Dusters	8 - 9	60 - 66	N / A	Auction House
Fine Chisel	8 - 9	40 - 44	N / A	Auction House
Fishing Rod	9 - 10	40 - 44	N / A	Auction House
Hammer	10 - 11	50 - 55	N / A	Auction House
Cricket Bat	10 - 11	43 - 47	N / A	Auction House
Firemans Axe	12 - 13	40 - 44	N / A	Auction House
Rusty Sword	12 - 13	53 - 58	N / A	Auction House
Scalpel	13 - 14	33 - 36	N / A	Auction House
Crowbar	13 - 14	60 - 66	N / A	Auction House
Sickle	13 - 14	53 - 58	N / A	Auction House
Baseball Bat	14 - 15	63 - 69	N / A	Auction House
Machete	16 - 17	50 - 55	N / A	Auction House
Dual Blades	17 - 18	75 - 82	N / A	China
Steel Baton	18 - 19	56 - 62	N / A	Auction House
Greatsword	18 - 19	46 - 51	N / A	Auction House
Lead Pipe	24 - 25	45 - 50	N / A	Auction House
Nunchucks	26 - 27	67 - 74	N / A	Japan
Steel Mace	30 - 32	60 - 66	N / A	South Africa
Dagger	30 - 32	80 - 88	N / A	Mexico
Chainsaw	40 - 42	34 - 37	N / A	Auction House
Butterfly Knife	56 - 59	65 - 72	N / A	Auction House
Katana	60 - 63	50 - 55	N / A	Japan
Bloody Scythe	65 - 68	65 - 72	N / A	N / A

# Temporary Weapons

Weapon	Damage	Accuracy	Origin	Effect
Snowball	8 - 8	50 - 55	N / A	N / A

Ninja Stars	8 - 9	40 - 44	Japan	N / A
Fireworks	9 - 10	40 - 44	China	N / A
Brick	28 - 29	43 - 47	Auction House	N / A
Claymore Mine	83 - 87	27 - 30	Mexico	N / A
Grenade	86 - 90	106 - 117	Auction House	N / A
HEG	90 - 94	116 - 128	South Africa	N / A
Smoke Grenade	N / A	200 - 220	South Korea	Decreases opponents Speed to 1/3rd for 120 seconds
Concussion Grenade	N / A	200 - 220	Russia	Decreases opponents Dexterity to 1/5th for 20 seconds
Flash Grenade	N / A	200 - 220	Switzerland	Decreases opponents Speed to 1/5th for 20 seconds
Tear Gas	N / A	200 - 220	Argentina	Decreases opponents Dexterity to 1/3rd for 120 seconds
Pepper Spray	N / A	200 - 220	Auction House	Decreases opponents Dexterity by 1/4th for 20 seconds

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