

<u>Assault Rifle</u>	1.level	2.level	3.level
Health	24	28	32
Damage	7	7	10
Magazines	2	4	5
Ammo in magazine	25	30	30
Reload time	5	4	3
Fire mode	auto	auto	auto
Fire rate	500	550	600
Time of Shock	1	0.7	0.6
Overheating	30	-	-

<u>DMR</u>	1.level	2.level	3.level
Health	24	28	32
Damage	10	15	15
Magazines	3	6	8
Ammo in magazine	10	10	12
Reload time	5	4	3
Fire mode	semi auto	semi auto	semi auto
Fire rate	120	120	120
Time of Shock	1.5	1	0.7
Overheating	-	-	-

<u>LMG</u>	1.level	2.level	3.level
Health	24	28	32
Damage	10	10	15
Magazines	2	5	6
Ammo in magazine	50	50	50
Reload time	12	10	8
Fire mode	auto	auto	auto
Fire rate	600	700	750
Time of Shock	1	0.7	0.6
Overheating	60	80	100

<u>Bolt sniper</u>	1.level	2.level	3.level
Health	24	28	32
Damage	25	30	30
Magazines	10	27	48
Ammo in magazine	1	1	1
Reload time	3	2	1
Fire mode	single	single	single
Fire rate	120	120	120
Time of Shock	1.5	1	0.7
Overheating	-	-	-

Other settings

Invulnerability	0.3
Friendly fire	ON
Fire sound	80
Event sound	60
Reload Type	Reset
Auto reload	OFF
Weapon Damage Sensor	Gun failure
Tagger malfunction time	10
Glow after elimination	10
Restore Clips on Respawn	ON
Bleeding	OFF
Auto revival	OFF
Health Regeneration	OFF
New Game After Power	ON