

## WEAPON DAMAGE CODE

Here are the basic weapon damage from the source code (file g\_weapon.c, these values will be modified later by distance, flak jacket, headshots etc.):

```
int G_GetWeaponDamage( int weapon ) {
switch (weapon) {
default:
return 1;
case WP_KNIFE:
return 10;
case WP_STEN:
return 14;
case WP_CARBINE:
case WP_GARAND:
case WP_KAR98:
case WP_K43:
return 34;
case WP_FG42:
return 15;
case WP_LUGER:
case WP_SILENCER:
case WP_AKIMBO_LUGER:
case WP_AKIMBO_SILENCEDLUGER:
case WP_COLT:
case WP_SILENCED_COLT:
case WP_AKIMBO_COLT:
case WP_AKIMBO_SILENCEDCOLT:
case WP_THOMPSON:
```

```
case WP_MP40:
case WP_MOBILE_MG42:
case WP_MOBILE_MG42_SET:
return 18;
case WP_FG42SCOPE:
return 30;
case WP_GARAND_SCOPE:
case WP_K43_SCOPE:
return 50;
case WP_SMOKE_MARKER:
return 140; // just enough to kill somebody standing on it
case WP_MAPMORTAR:
case WP_GRENADE_LAUNCHER:
case WP_GRENADE_PINEAPPLE:
case WP_GPG40:
case WP_M7:
case WP_LANDMINE:
case WP_SATCHEL:
return 250;
case WP_TRIPMINE:
return 300;
case WP_PANZERFAUST:
case WP_MORTAR_SET:
case WP_DYNAMITE:
return 400;
}
}
```

submitted by Ragnar-X-

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