Weapon Accuracy And Damage Stats

Weapon Stats Summary

All players should be able to identify and operate all the weapons available in Return To Castle Wolfenstein / Enemy Territory. Players must be able to recognise the suitability of each weapon to complete their mission objectives.

for example RtCW Stats

Weapon	Type	Rate (rpm)	Damage		Accuracy		Class
			Head	Body	CF	CSB	
Knife	Hand Combat	n/a	11	11*	n/a	n/a	All
Luger	Handgun	160	50	18	9	9	All
Colt	Handgun	160	50	18	8	8	All
MP-40	Submachine	480	50	14	4	9	All
Thompson	Submachine	450	50	18	2	8	All
Sten	Submachine	600	50	14	8	10	S L
Mauser	Sniper	n/a	160	80	10	10	S
Panzerfaust	Rocket Lnr	1.5	variable		10	10	S
Venom	Submachine	800	20	20	2	7	S
Flamethrower	Flamethrower	1000	variable		n/a		S
Grenades	Explosive	n/a	variable		n/a		All
Air Strike	Explosive	3	variable		n/a		L
Artillery	Explosive	1.5	variable		n/a		L
MG-42	GP Machine Gun	600	20	20	8	8	A"

Enemy Territory: Class and Weapon Combinations

Team	Class	Main Weapon	Weapon Code	Starting Ammo			Max Ammo			Rounds Per Clip	Damage**
				Gun	Grenade	Pistol	Gun	Grenade	Pistol		
Allied [b]	Engineer [2]	Garand*	24	24	4	32	32	8	32	8	34/48/68
		Thompson	8	60	4	32	120	8	32	30	18/30/50
	Medic [1]	Thompson	8	30	1	32	120	1	32	30	18/30/50
	Field Ops [3]	Thompson	8	60	2	32	120	2	32	30	18/30/50
	Soldier [0]	Mortar*	35	12	4	32	16	4	32	1	variable
		MG42*	31	150	4	32	600	4	32	150	18/18/18
		Panzerfaust	5	4	4	32	4	4	32	1	variable
		Flamethrower	6	200	4	32	200	4	32	200	variable
		Thompson	8	90	4	32	120	4	32	30	18/30/50
	Covert Operations [4]	Garand*	25	24	1	32	32	2	32	8	34/48/68 50/kill/kill
		FG42*	33	60	1	32	80	2	32	20	15/30/50 30/40/60
		Sten	10	96	1	32	128	2	32	32	14/30/50
Axis [r]	Engineer [2]	K43*	23	30	4	32	40	8	32	10	34/48/68
		MP40	3	60	4	32	120	8	32	30	18/30/50
	Medic [1]	MP40	3	30	1	32	120	1	32	30	18/30/50
	Field Ops [3]	MP40	3	60	2	32	120	2	32	30	18/30/50
	Soldier [0]	Mortar*	35	12	4	32	16	4	32	1	variable
		MG42*	31	150	4	32	600	4	32	150	18/18/18
		Panzerfaust	5	4	4	32	4	4	32	1	variable
		Flamethrower	6	200	4	32	200	4	32	200	variable
		MP40	3	90	4	32	120	4	32	30	18/30/50
	Covert Operations [4]	K43*	32	30	1	32	40	2	32	8	34/48/68 50/kill/kill
		FG42*	33	60	1	32	80	2	32	20	15/30/50 30/40/60
		Sten	10	96	1	32	128	2	32	32	14/30/50

* Alt fire modes available

** Damage per body shot / damage for head shot with helmet (-20 points) / damage for head without helmet

** Second set of figures are damage when used in scoped mode

Note: Appears that SMG, FG42, and pistols inflict half damage at long ranges (ex. from bridge site to top of MG42 tower construct site)

Notes

Medics have no choice of primary weapon. They carry a handgun and some grenades, plus either the MP-40 or the Thompson, depending upon which side they are playing. The rate of fire is the observed 'in game' rate of continuous fire, up to point of overheating. These are not the actual real life rates of fire achievable by these weapons.

Weapon Damage The damage values indicate the amount of health points damage caused by each bullet fired from the weapon. Distance does not affect the amount of damage caused. The first value measures damage to the head, and the second value is damage to the body.
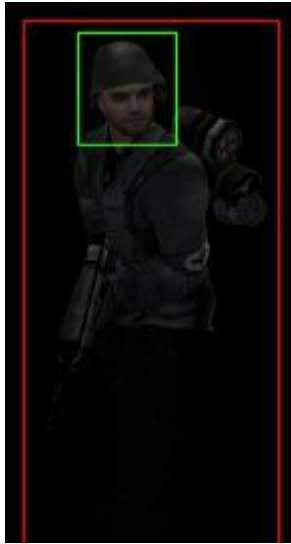
Weapon Accuracy
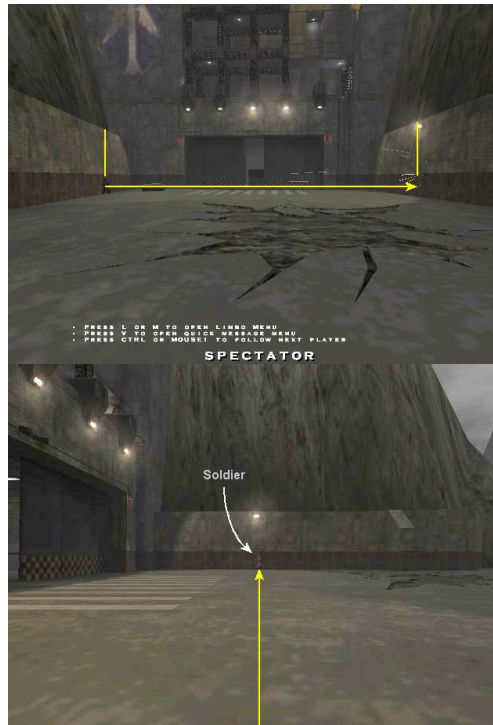
Accuracy was observed by unloading an entire clip at a fixed target and measuring the spread of bullets. Weapons were fired from a distance of around 25 metres. See pictures to help put the distance in perspective. After firing, a screenshot of the wall was taken and the target marker superimposed. The images were then subjected to an edge enhance filter so that the bullet marks were easier to see. Accuracy was measured from a standing position with continuous fire, and from a crouched position when fired in short bursts.
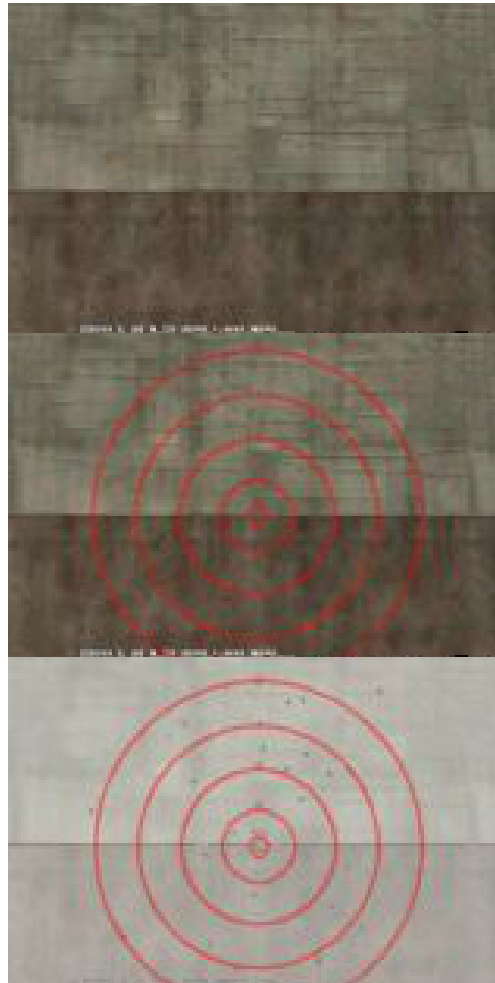
Tips for Improving Accuracy

Always aim for the head

A kill can take up to eight body shots or up to three head shots. Head shots therefore take them down two or three times quicker. Always aim for the head.

Always fire in short bursts

Accuracy on all machine guns improves when the weapons are fired in short bursts rather than continuous fire. Always tap the trigger, letting off a few accurate bursts. Never hold down the trigger. Remember it only takes three head shots to kill, so accuracy is most important.

Crouch in defensive positions

Accuracy of all weapons can be improved when crouching. Always crouch when you take up a defensive position. Your accuracy will be better, and you'll also be harder for the enemy to spot. If you do get spotted, jump up and keep moving.

Think about your range

There are 3 ranges: close range, medium range, and far range. Here's how MP40 damage varies with range:

Range	Bodyshot	Headshot (w/ helmet)	Headshot (w/o helmet)
Close	18	40	50
Medium	9-18	10-40	10-50
Far	9	10	10

Also one weird thing is that when you're in medium range, damage actually goes up as you get further away! (See diagram below)

Minimize your spread.

Even if your crosshairs are aimed perfectly, each bullet will go a slightly different way. This is called the "spread" of a gun.

To reduce the spread:

* Crouch (going prone has the same effect)
* Fire in bursts (5-10 rounds at a time)

Crouching is a good idea because it also makes you a smaller target. Crouch-strafing is even better, because you're not completely stationary then, and also, when you crouch-strafe, the hitbox for your head actually changes so it's more near your chest and neck. (Whereas if you just crouch and don't move, the hitbox is where it should be). When you crouch, don't stay crouched for very long, especially if your enemy starts to return fire. If this happens, you can quickly move to one side, then crouch and resume firing, and keep doing this to make yourself a tougher target.

Firing in bursts is also good for more than just accuracy: it conserves ammo! The idea is that you should lock your crosshair on your target and then fire like crazy. But if they suddenly leap or something and your aim goes bad, then stop firing for a split second while you adjust.

Here's some pictures comparing the spread of SMGs:

Thompson
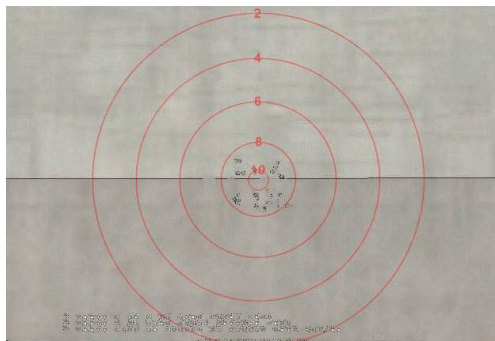
Thompson Accuracy Stats

Accuracy

Continuous Fire

4/10

Crouch & Short Bursts

Thompson Health Damage Stats

Health Damage

Body: 18 HP

Headshot with helmet: 40 HP

Headshot without helmet: 50 HP

Thompson Weapon Handling

Ammunition

Type - .45 cal

Reload time: 2.5 seconds

Clip - 30

Maximum - 90 / 120

6 rounds per second

Rate of Fire - 400 rpm

Spread: 400

Spread Scale: 15 + 10% Random

Weight - Light

This is a great general-purpose weapon. Pretty good rate of fire, good clip size (30 rounds), and MP40's and Thompsons are very common so you can often acquire extra ammo by stealing people's guns after they're gibbed. Don't be afraid to fire at targets who are a bit far away. Be persistent, often enemies are closer to death than you think. Especially if they turn their back on you during the fight- then you know they're in trouble!

Note, the MP40 and Thompson are EXACTLY THE SAME. In RtCW, they weren't, but in ET they are (assuming you aren't playing SephMod or something where the damage and firing rates are tweaked).

Level 3 light weapons is very useful because it will reduce your spread. Note that in the original version of ET (etmain) there was a bug that you wouldn't actually get your spread reduced until level 4, but that has been fixed in the newer mods like etpro and shrub.

Also, on certain shrub servers, level 3 covert ops ("breath control") will also reduce your spread according to Pete "InThrees". One example of such a server is Goat's Bar & Grill.
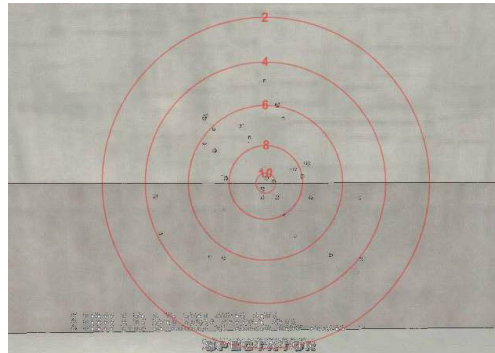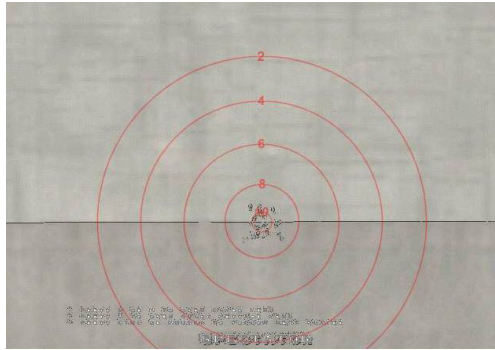
MP-40 Accuracy Stats

Accuracy

Continuous Fire

4/10

Crouch & Short Bursts

MP-40 Health Damage Stats

Health Damage

Body: 18 HP

Headshot with helmet: 40 HP

Headshot without helmet: 50 HP

MP-40 Weapon Handling

Ammunition

Type - 9mm

Reload time: 2.5 seconds

Clip - 30

Maximum - 90 / 120

6 rounds per second

Rate of Fire - 400 rpm

Spread: 400

Spread Scale: 15 + 10% Random

This is a great general-purpose weapon. Pretty good rate of fire, good clip size (30 rounds), and MP40's and Thompsons are very common so you can often acquire extra ammo by stealing people's guns after they're gibbed. Don't be afraid to fire at targets who are a bit far away. Be persistent, often enemies are closer to death than you think. Especially if they turn their back on you during the fight- then you know they're in trouble!

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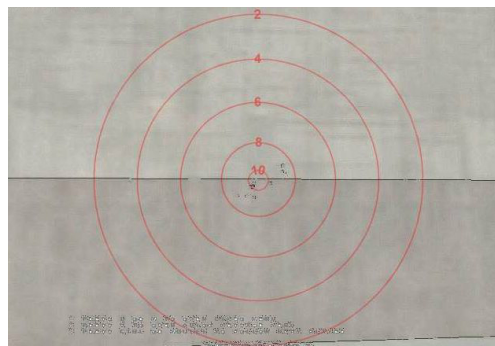
Sten MkII S

The Sten has incredible accuracy, even giving reasonable results when fired continuously and the Sten's rate of fire is much greater than both the Thompson and MP-40.
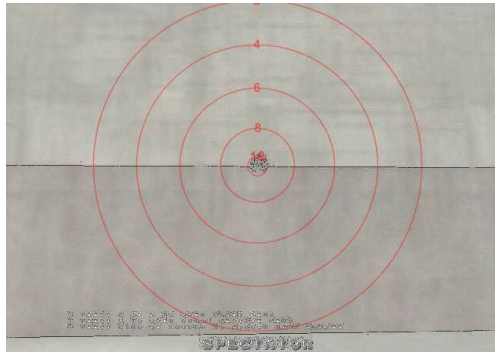

Sten Accuracy Stats

Accuracy

Continuous Fire

Crouch & Short Bursts

Sten Health Damage Stats

Health Damage

Body: 14 HP

Headshot with helmet: 40 HP

Headshot without helmet: 50 HP

Sten Weapon Handling

Ammunition

Type - 9mm

Reload time: 3 second

After 16 rounds, it overheats for 2 seconds

Clip - 32

Maximum - 128

Rate of Fire - 400 rpm

Heat: 1200

Spread: 200

Spread Scale: 15 + 10% Random

Weight - Light

The Sten has incredible accuracy, even when fired continuously. From a crouched position, you can almost use the sten with the accuracy of a sniper and is great for taking out enemies at long distance.

The sten is slightly weaker than the other SMGs, and it overheats after 16 rounds so try to fire in bursts if you can. Also, the sound effect is very quiet so it can be a bit disorienting when you use it- it feels like you aren't even hitting the enemy- but be persistent because you really are! If you are good with headshots, the Sten is a great choice because of it's great accuracy- you can shoot people who are at medium range (i.e. not very close to you) and still score headshots.

The fact that the Sten is silenced makes it a great choice because then you don't lose your uni when you kill people. Sometimes people you're shooting might not even realize they're getting shot for a moment or so, because they don't hear the gunfire.

The rate of fire of the Sten is pretty much the same as the Thompson or MP40, even though most people seem to think it's less (probably because of the quiet sound effect).

K43 / M1

The K43 / M1 is an excellent weapon for taking out enemies from a long distance, without putting yourself at risk. The K43 / M1 is powerful and accurate.

K43 self-loading sniper rifle, issued to Axis Covert Ops with Silencer and Axis Engineers Grenade launcher adapter. Fires a 7.92 round from a magazine holding 10.

M1 Issued Allied Covert Ops with Silencer and Allied Engineers with Grenade launcher adapter. Fires a 7.62 mm round from a magazine holding 8.

K43 / M1S Accuracy Stats

Accuracy

10/10

K43 / M1 Health Damage Stats

Health Damage

Bodyshot: 34 HP (50 HP in sniper mode)

Headshot with helmet: 48 HP (80 HP in sniper mode)

Headshot without helmet: 68 HP (100 HP in sniper mode)

8 rounds per clip (M1 Garand) or 10 rounds per clip (K43)

K43 / M1S Weapon Handling

Ammunition

Type - 7,92mm

Clip - 10

Maximum - 30 / Max Ammo Rifle Grenade: 4

Rate of Fire: 150

Spread: 250 / in Snipermode 700

Spread Scale: 50 / in Snipermode 200

Alternate Function: Load Rifle Grenade for Engineers or Sniper Scope for Covert Ops

Weight - Light

Used without the scope , the accuracy falls to a poor 1/10, rendering it almost useless. This may have been a deliberate effort to even out the multiplayer weapons, since the un-scoped accuracy in the single player game is reasonably good.

You must be able to hit your target, quickly and accurately. Line up your target in the centre of the crosshairs. A head shot usually means instant death, so always aim for the head.

Use the zoom facility to help get those head shots. You can set the mouse wheel to the zoom function, making it easier to zoom in and out quickly. The more you zoom in the greater the recoil, so you may need to un-scope, then re-scope to get your bearings back after each shot.

The crosshairs will wobble a little on their own. You can steady your aim by crouching, and waiting for the steady meter to disappear. When scoped, you will see a red meter to the left of the sight, which will slowly reduce in size and turn green. When it disappears, you will be as steady as possible.

You may need to lead moving targets slightly, shooting just in front of them instead of directly at them. Instead of waving the crosshairs trying to track moving targets, keep the crosshairs still some distance in front of the target, wait for them to run in front of your crosshairs, then pull the trigger!

Crouch out of sight if you spot enemy lieutenants and snipers trying to spot you. You need to be hidden from the enemy at all times. Get a fix on their positions, crouch - strafe around a corner and take them out quickly before they spot you.

If you are killed, find an alternative hiding position. Don't return to the same hiding spots once the enemy knows where they are. Be on the constant lookout for new hiding spots. Find high ledges you can climb onto to get out of the enemies normal line of sight. Sometimes you can hide behind or above doors, and shoot the enemy in the back from a distance after they have run past you. Explore every nook and cranny of the maps in a personal server session.

If possible choose targets carefully. Medics can revive fallen teammates, so it's often useful taking out a medic before anyone else. Also keep an eye out for enemy engineers that may be heading to attack or defend your team objectives.

Use the scope to spy on enemy movements and alert teammates to enemy movements they may not be able to see.

Above all else, don't hang back when there aren't any targets to shoot. You can often be more use to the team joining in for a big push with a submachine gun than you can sitting back at a distance with a K43/M1, waiting for the odd pot shot. Drop the weapon and pick up someone else's when they die.

If you're an engineer, rifle grenades are very useful in a pinch, and give you engineering XP. Much like panzers, almost everyone hates rifle nades because they're cheap as hell. At least it makes some sense though- engies die pretty quick so at least they should have a decent weapon to defend themselves with.

The rifle itself is pretty powerful as well, doing approximately double as much damage per shot as an SMG. If your enemy has 100 hp or less, 3 bodyshots will be enough to kill him. The rifle's accuracy is less than that of an SMG, so it's mainly a close range weapon.

Panzerfaust

Panzerfaust rockets are useful for clearing targets from a distance, but the panzerfaust has no zoom or scope facility, so you better be careful with the aim!

Panzerfaust Health Damage Stats

Health Damage

Variable

Damage: 400

Splash Damage: 400

Panzerfaust Weapon Handling

Ammunition

Type - Rockets

Clip - 1

Maximum - 4

Weight - Heavy

4 shots, very long recharge time
Instant death to anyone within a ten foot radius
Can be used to damage tank/truck

Firstly here's a picture for you to get some idea of the range of a panzerfaust:

Can you see the axis medic standing there? So, say you aim a panzer at the spot he's standing on. Then, the red area means your target has no chance, they're definitely dead. The pink area means they will probably die, unless they are a medic with high HP or an engineer with a flak jacket. The orange area means you won't kill your enemy, but you'll still score a hit, and deal some splash damage to them.

When used defensively, you can remain completely hidden, peeking around a corner, watching for the enemy to advance. There is a slight delay between pulling the trigger and the rocket firing. With practice you'll be able to judge this accurately so you can pull the trigger while facing a wall, then strafe out just in time for the rocket to clear the corner.

Remember that the launcher is on your right shoulder. You need to allow extra clearance when firing around a corner to the left.

The rockets can be easily dodged from a long distance, so panzerfausts are best used where the enemy is concentrated in a confined space and has little room to escape. Wait and time the launch when you are able to take out the most enemies with one shot. It takes 40 seconds to recharge another rocket, so make sure every shot does the maximum damage.

The panzerfaust can be used very effectively supporting the team at the front line against a well defended bottleneck. A quick 'Clear the path!' (V-C-C or V-3-4), take your shot, then shout 'Let's go!' (V-C-G or V-3-2), and your team moves forward.

Teammates may have planned a brave charge at the enemy just as you launch the rocket, so only pull the trigger when you are certain your teammates will be safe.

You do not need to aim directly at an enemy. Rockets have a large blast radius, so you can aim at the corner of a wall and take out enemies hidden behind it.

Bodies also absorb the blast, so you may be better aiming at the wall or ceiling above a group of enemies rather than the first one in the line, which would provide a degree of cover for the others.

Be very careful firing the panzerfaust in confined corridors, because the rockets explode upon impact, it's easy to get caught up in the explosion should the rocket hit a nearby wall or obstruction.

It takes 40 seconds to load and prime each rocket, so you may need to switch to your pistol between launches, and retreat to a safe distance.

This is a heavy weapon and will reduce your running pace, so switch to your handgun when you need to run.

You only carry four rockets, and a lieutenants ammo pack only contains one rocket, so you may need to drop the panzerfaust after the fourth rocket and join teammates, picking up someone else's weapon when they die.

Flamethrower

The Flamethrower has a limited range, and only hurts enemies while they are engulfed in flames. However, the flamethrower can be used to effectively clear confined spaces and small rooms of enemies.

Flamethrower Health Damage Stats

Health Damage

Variable

Range

The soldier behind the green Safe line appears to be engulfed in flame, but he is actually outside the flamethrowers range and is perfectly safe. The flamethrower graphics show occasional bursts of flame beyond the flamethrowers reach. If the soldier takes one step closer to the yellow line, just one point of flamer fuel will result in 90 health points of damage.

Flamethrower Weapon Handling

Ammunition

Type - Fuel

Clip - 200

Maximum - 200

Weight - Heavy

The Flamethrower has a limited range, and only hurts enemies while they are engulfed in flames. However, the flamethrower can be used to effectively clear confined spaces and small rooms of enemies. The short range means that the weapon is best utilised in short sections of corridor or around ladders, where the enemy has a narrow bottleneck, and where you can flame without being shot at.

Bounce the flames off of walls and ceilings to get different angles around corners, and listen for the crackling noise of soldiers and clothes catching fire!

You only need 1 point of fuel to set fire to someone and kill them. Don't waste ammo directing long jets of flames where they aren't necessary. A quick burst of fire will often flush an enemy out, or hold them off for a bit longer.

As with the air strikes and artillery, the flamethrower can be a useful deterrent as well as a killing machine, especially in confined rooms and corridors. Most enemies are unlikely to approach when they see a jet of flames licking the corner of a corridor. You may not kill them, but you'll certainly hold them back for a while. If they cant get a line of sight to shoot at you, they'll often try throwing a grenade at you to coax you out, so listen for grenades bouncing at your feet.

You need to adjust your movement patterns when using the flamethrower. Don't run forward when firing it or you'll set fire to yourself! Don't stand still where the enemy may be able to target a couple of head shots.

This is a heavy weapon and will reduce your running pace, so switch to your handgun when you need to run.

Flamethrowers should only be targeted at enemy locations where you can be absolutely certain your teammates will not wander into. It is very easy to kill your own teammates when targeting an open location. Before squirting jets of flame around, make certain your teammates will be safe. Teammates may have planned a brave charge at the enemy just as you pull the trigger, so only use the flamethrower when you are certain your teammates will be safe.

Air Strike Range and Angle

A smoke canister can be thrown to mark the target location of an air strike, (an aerial bombing from a plane). Blue smoke indicates Allied air strikes, and red smoke indicates Axis air strikes.

Air Strike Range and Angle

You can throw air strike canisters further by looking upwards when you throw.

Thrown at eye level

Thrown up at 45' angle

Blue smoke indicates Allied air strikes, and red smoke indicates Axis air strikes.

Although an aeroplane noise and pilot's communication can be heard, there are no visual graphics of the aeroplane or the bombs - you'll have to use your imagination!

Note that air strikes are only effective outdoors. Indoors and under covered areas, the air strike can be used purely as a smoke screen. The smoke causes a distraction, and can enable you to sprint to nearby locations undetected.


Air strikes should only be targeted at enemy locations where you can be absolutely certain your teammates will not wander into. It is very easy to kill your own teammates when targeting an open location. For this reason, air strikes are most effective when thrown over walls towards the enemy, where you can be certain your teammates will be safe.

To be effective, ensure you throw smoke canisters a little clear of doorways and overhead projections. Sometimes overhanging roofs will mean the 'pilots' abort the strike since they can't get a clear line directly above the canister.

Four seconds after the smoke canister is thrown, a radio message will either confirm the target location with 'Affirmative. On my way.' or reject the target location with 'Aborting. Can't see target.'

If the target location is confirmed, the pilot will bomb the target location one second later, in a line roughly 90' to the lieutenant at the time the radio confirmation was given. It doesn't matter which direction you face, only your location at the time the strike is confirmed.

Altering the orientation of an air strike
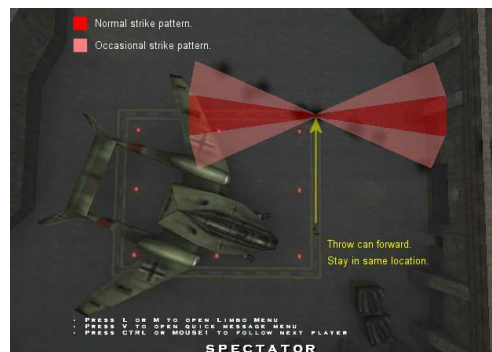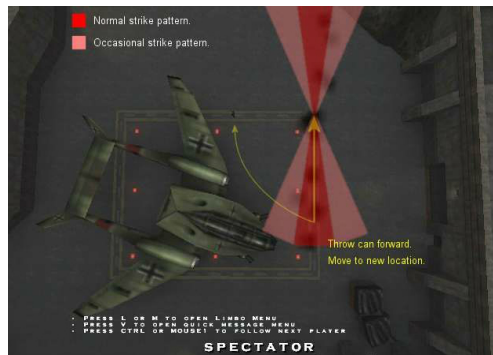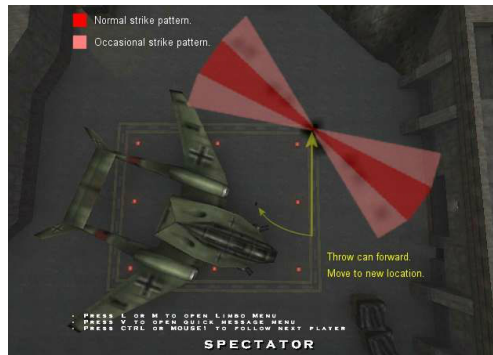
You can change the orientation of the air strike after you have thrown the smoke canister. Sometimes you can use this to your advantage, but beware of your teammates positions because you can wipe out half your own team if you carelessly target air strikes in locations your teammates are likely to wander into.

Teammates may see the smoke marker, but not see who threw it. Teammates may also have planned a brave charge at the enemy just as you launch the strike, so only call strikes when you are certain your teammates will be safe.

When you see any smoke markers, but you cannot see the position of the lieutenant that threw the canister, make sure you retreat to a safe distance.

Air strikes are also useful as a deterent at enemy choke points such as ladders and doors. Place a strike at the doorway, and enemy soldiers will have to wait for a few seconds as the shells rain down. Useful for delaying enemy reinforcements.

When the air strike explosions start, or when the air strike is aborted, the smoke canister explodes causing damage similar to a grenade.

Any air strikes can be aborted by any player, by standing or crouching directly over the smoke canister. As the aeroplane pilot can't get a clear line directly above the canister, they will abort the air strike. Unfortunately, the smoke canister will then explode, causing over 100 health points damage, usually killing the person standing on it, but if you are brave and want to be a hero, try aborting enemy air strikes when your teammates are endangered, for example around the gate area on the Assault map.

Beware that it is often difficult to get the position exactly right to abort the strike. Your feet need to be over the canister, and not your head because your body leans forward to look at the ground. If you are not in precisely the right position, the strike will not be aborted, and you will sacrifice yourself in the line of air strike explosions.

Artillery Damage and Range

Using binoculars, a lieutenant can designate a target area for an artillery strike. When confirmed, a puff of smoke marks the artillery target area. Blue smoke indicates allied artillery, and red smoke indicates axis artillery.

Artillery Damage and Range

Artillery Range

Using binoculars, a lieutenant can designate a target area for an artillery strike. When confirmed, a puff of smoke marks the artillery target area. Blue smoke indicates allied artillery, and red smoke indicates axis artillery.

A few seconds after the smoke appears, up to four exploding shells will hit the target area. Artillery can only be designated to outdoor targets.

Sometimes overhanging roofs will mean the artillery strike is aborted since there isn't a clear line directly above the target location. If you can't target the ground, try targeting the sloping roof overhang. Some shells will hit the roof, but some will hit the ground at the base of the wall.

Artillery shells can penetrate bunker roofs. On Beach Invasion you can target the roof line above the Radio Stairway, and the shells will kill enemy soldiers at the top of the stairs.

Use artillery to take out sniper positions. If you target an area slightly behind the sniper, they will not see the warning smoke flare.

Artillery can be useful for taking out enemy defenders from a distance, if you know where they are hiding.

Artillery is equally useful as a deterent at enemy choke points such as ladders and doors. Place a strike at the doorway, and enemy soldiers will have to wait for a few seconds as the shells rain down. Useful for delaying enemy reinforcements.
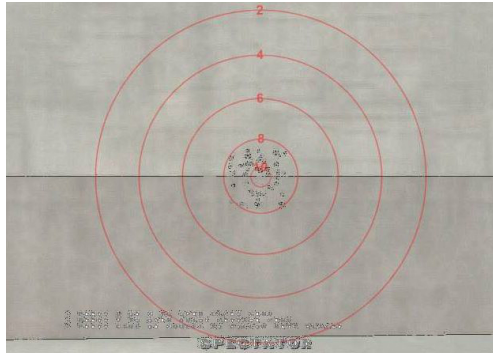
MG-42

Mobile light support weapon issued to Soldier Classes. Fires an 7.92 mm round from a belt feed.

MG-42 Accuracy Stats

Accuracy

Continuous Fire

MG-42 Health Damage Stats

Health Damage

Bodyshot: 20 HP

Headshot without helmet: 20 HP

Headshot with helmet: 20 HP

MG-42 Weapon Handling

Ammunition

Type - 7.92mm

18 rounds per second

Clip - 150

Maximum - 450

Rate of Fire - 910 rpm

Heat: 1500

Recoil: 75% + 20% Random

Spread: 2500

Spread Scale: 20

Weight - Heavy

The MG42 is an extremely powerful weapon, typically used for defending choke points. Just set it up somewhere, put it on the bipod, and fire at anyone coming through the area you're definding. The main weakness is that when you have the bipod set up, your angles are very limited so you're pretty vulnerable if someone manages to attack you from a wide angle. Panzers, airstrikes, and rifle nades can also take you out very quickly. That's why you need to try to defend narrow areas, and also have quick reactions so enemies don't have a chance to kill you. The other main weakness is that you use up ammo very quick, so try to request ammo well in advance.

Although this is typically a defense weapon, you can use it as an offensive weapon in some situations. This can be devastatingly effective if you use it cleverly. Also, you don't always have to use the MG with the bipod while prone.

The MG-42 is still best fired in short bursts to improve accuracy further, and so you can see where your targets are. The gun has a noticeable recoil, and your screen will shake as you fire, making it tricky to aim. The juddering will make this weapon impossible to aim if you have a ping over 200, so forget using them if you have a dial up modem.

Most of the MG-42's are in great firing positions but are horribly exposed. Although you can get a few kills, a sniper or panzerfaust will easily take you out. If you're brave enough to man a gun in an open location, keep a lookout. Quickly disengage the gun and take cover when you spot danger.

There are a few MG-42's however, that enable you to easily cover an enemy bottleneck, and have adequate cover. Those MG-42's are well worth manning since they can sometimes hold back an enemy advance for several minutes. An engineer is useful for repairing these emplacements and getting them working again when they are destroyed.

Grenades

Health damage from a grenade is proportional to how close you are to the grenade when it detonates. You can throw grenades further by looking upwards when you throw.
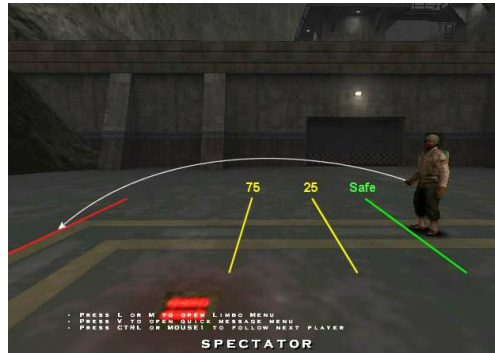

Grenade Health Damage Stats

Damage

Damage: 250

Splash Damage: 250

Health damage from a grenade is proportional to how close you are to the grenade when it detonates.

Range

You can throw grenades further by looking upwards when you throw.

Thrown at eye level

Thrown up at 45' angle

The Axis stick grenade is identical to the Allies pineapple grenade - except that it looks different!

Grenades are useful for attacking multiple enemies in close range. Grenades explode after a five second fuse has expired. You will often have a greater success if you down the trigger, count a few seconds, and then let go of the trigger to throw the grenade. The grenade will then explode soon after you have thrown it, which will not give the enemy any time to react. This is a useful tactic for taking out enemies in bunkers or rooms where they will have little chance of escape.

Depending on the distance the grenade needs to be thrown, judge whether the fuse should be held for three or four seconds. Beware that if are holding a primed grenade on the fifth second it will go off in your hand, so careful skill is required to throw primed grenades after three or four seconds.
The grenade icon at the bottom of the screen will pulsate each second and you should be able to hear a click, both of which should help you count the seconds accurately.

Ensure you practice timing throws in a personal server session. You should also practice throwing grenades over walls and into small openings such as bunkers. If the grenades bounce back, you may get caught in the blast! The Beach Invasion is a good map for grenade practice.

Colt

Issued to all Allied Classes as a secondary weapon, Covert Ops version is silenced. Fires a .45 cal round from a magazine of 8.The Colt provides good accuracy whether you stand or crouch.

Colt Accuracy Stats
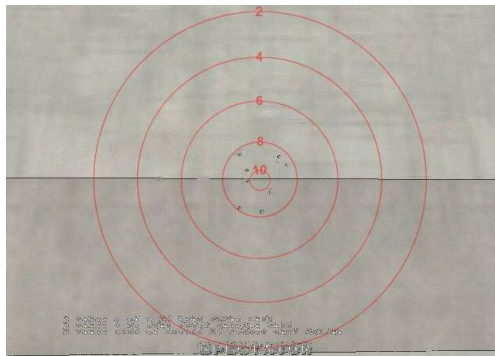
Accuracy

Continuous Fire

Crouch & Short Bursts

Colt Health Damage Stats

Health Damage

Body: 18 HP

Headshot with helmet:40 HP

Headshot without helmet: 50 HP

Colt Weapon Handling

Ammunition

Type - .45 cal

Clip - 8

Maximum - 24 /32

Rate of Fire - 400 rpm

Recoil: 45% + 15% Random

Spread: 600

Spread Scale: 20

Weight - Light

Single pistols:

Reload time: ~1.5 seconds

3.5 rounds per second (if you click fast!)

8 rounds per clip

24 rounds total

Dual-wield (akimbo) pistols:

Reload time: ~2.5 seconds

7-10 rounds per second (if you click as fast as you can)

16 rounds per second (if you use a script)

16 rounds per clip

48 rounds total

Alternate Function: Attach or Detach Silencer for Covert Ops

The Colt provides good accuracy whether you stand or crouch.

As you can see, the damage done by pistols is same as MP40/Thompson. But, obviously they are worse because of less rounds per clip, slower rate of fire, and recoil. So only use them once you're out of SMG ammo. Aim for the head, and try to make each shot count.

Don't underestimate pistols- if you run out of SMG ammo, it's often a better idea to switch to pistols and keep firing right away than to reload your SMG. Reloading simply takes too long if you're in the middle of a fight.

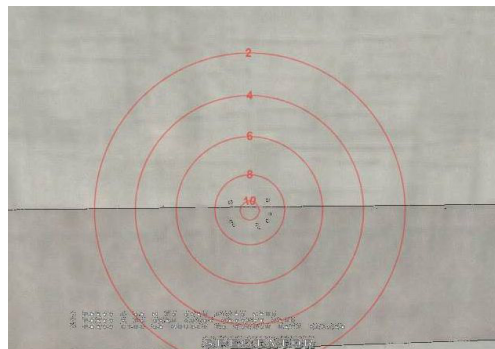Don't dismiss the Colt as a last resort weapon.

Luger

Issued to all Axis Classes as a secondary weapon, Covert Ops version is silenced. Fires a 9mm round from a magazine of 8.
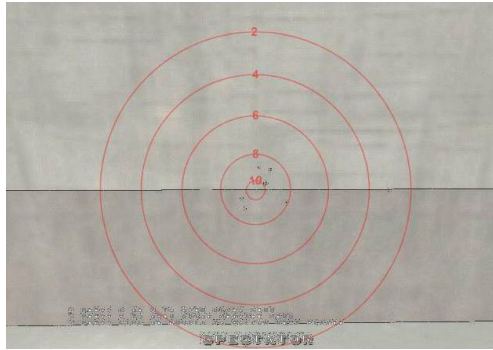

Luger Accuracy Stats

Accuracy

Continuous Fire

9/10

Crouch & Short Bursts

Luger Health Damage Stats

Health Damage

Body: 18 HP

Headshot with helmet:40 HP

Headshot without helmet: 50 HP

Colt Weapon Handling

Ammunition

Type - .45 cal

Clip - 8

Maximum - 24 /32

Rate of Fire - 400 rpm

Recoil: 45% + 15% Random

Spread: 600

Spread Scale: 20

Weight - Light

Reload time: ~1.5 seconds

3.5 rounds per second (if you click fast!)

8 rounds per clip

24 rounds total

Dual-wield (akimbo) pistols:

Reload time: ~2.5 seconds

7-10 rounds per second (if you click as fast as you can)

16 rounds per second (if you use a script)

16 rounds per clip

48 rounds total

Alternate Function: Attach or Detach Silencer for Covert Ops

The Luger provides good accuracy whether you stand or crouch.

As you can see, the damage done by pistols is same as MP40/Thompson. But, obviously they are worse because of less rounds per clip, slower rate of fire, and recoil. So only use them once you're out of SMG ammo. Aim for the head, and try to make each shot count.

Don't underestimate pistols- if you run out of SMG ammo, it's often a better idea to switch to pistols and keep firing right away than to reload your SMG. Reloading simply takes too long if you're in the middle of a fight.

Don't dismiss the Luger as a last resort weapon.

Knife

The knife does little body damage, and is of little use in a frontal attack on an enemy armed with a gun, but creep up behind someone, and a sharp stab in the back will result,most of the time, in an instant (and almost silent) kill.

<p style="text-align:center">Knife Health Damage Stats</p>

<p style="text-align:center">Damage</p>

<p style="text-align:center">Body & Head</p>

<p style="text-align:center">Normal stab: 10 HP
Backstab: 101 HP</p>

<p style="text-align:center">Range</p>

<p style="text-align:center">0 metres</p>

The knife can get a quicker and easier kill than a handgun or a submachine gun.
Sprint up behind an enemy player. When you are close enough a backstab icon will appear at the bottom of the screen indicating that one knife stab will result in an instant kill.

If you are hiding in a defensive position, and peek around a corner to notice a single enemy approaching alone, then stay hidden till they run past, then sprint up and knife them in the back. As long as you don't sprint over any noisy railings to give your position away, you can get an easy instant kill. There's no need to try and get those three crucial head shots, a stab in the back, and they're dead.

Don't dismiss the knife as a last resort weapon. It can be very useful in certain situations. Observe, and consider the knife where it might offer an easier kill.

When enemy players are fatally wounded they will fall to the ground waiting for a medic, until they tap out to limbo and respawn with the reinforcements. Although immobilised while waiting for a medic, enemy players can still see their immediate surroundings and comminicate with their team. Use your knife (instead of a grenade) to 'gib' them and stop them spying on your whereabouts.

The knife can also be used to break glass windows and other objects without wasting any precious ammo,or for disabling crew-served MGs (just knife the MG a ton of times, 2 nades have the same effect)..

NOTE: If you are a covert ops, then a normal stab does 20 HP of damage instead of 10. Also, if you have covert ops level 4 skills, then a backstab is instant death.

FG42

Issued to Covert Ops classes Allied & Axis. Originally a German Para Troop weapon. Fires a 7.92 mm round, from a magazine of 20. Single or burst fire.

FG 42 Health Damage Stats

Health Damage

Bodyshot: 15 HP (30 HP in sniper mode)

Headshot with helmet: 40 HP (48 HP in sniper mode)

Headshot without helmet: 50 HP (60 HP in sniper mode)

FG42 Paratroop Rifle

Reload time: 2 seconds

9 rounds per second

Rate of Fire: 600

Spread: 500

Spread Scale: 100

Clip Size: 20

Max Ammo: 60

Alternate Function: 2x Zoomed Scope

FG42 Paratroop Rifle Scoped

Damage: 30

Rate of Fire: 400

Recoil: 45% + 15% Random

Spread: 200

Spread Scale: 100

Clip Size: 20

Max Ammo: 60

Also known as the assault rifle, multi-gun, paratroop rifle, or "Spray and pray" weapon, the FG42 is basically like an SMG with sniping capabilities. At close range it is extremely deadly because of the high rate of fire. Unfortunately it's also very inaccurate (high spread), so at medium range you'll have to control your fire very carefully. At this range, you can't go in firing recklessly because if you fire in one long burst, you'll waste your whole clip in slightly over 2 seconds and then get caught on reloading.

If you're mainly going to be sniping and doing very little else, I would stick with a K43 or Garand. They do way more damage in sniper mode than the FG42 so you can often take out a guy with one headshot. They are also silent, and the scope can be zoomed in.

Sniping can still come in pretty handy if you are using the FG42. It works great at medium range.

Mortar

Man Portable mortar most likely a Vickers 1.75-inch 'toffee apple' mortar. Available to Allied & Axis Soldier Classes.