

Weapon Type		SG	SSG	NG	SNG	GL	RL	LG	
Max Damage per Shot		24	56	9	18	120	120	30	
Weapon Reload Time		0.5	0.7	0.1	0.1	0.6	0.8	0.1	
Ammo Used per Shot		1	2	1	2	1	1	1	
Ammo Used per second		2.00	2.86	10.00	20.00	1.67	1.25	10.00	Highest 300
Damage per second		48	80	90	180	200	150	300	
Damage per ammo used		24	28	9	9	120	120	30	
Weapon Efficency (%)		16.00	26.67	30.00	60.00	66.67	50.00	100.00	
Small Ammo box		20	20	25	25	5	5	6	
Max Damage		480	560	225	225	600	600	180	
Time to use Ammo box		10	7	2.5	1.25	3	4	0.6	
Shots till Death	Health	SG	SSG	NG	SNG	GL	RL	LG	
Dog	25	2.00	1.00	3.00	2.00	1.00	1.00	1.00	
Knight	75	4.00	2.00	9.00	5.00	1.00	1.00	3.00	
Wizard	80	4.00	2.00	9.00	5.00	1.00	1.00	3.00	
Ogre	200	9.00	4.00	23.00	12.00	2.00	2.00	7.00	
Hell Knight	250	11.00	5.00	28.00	14.00	3.00	3.00	9.00	
Fiend	300	13.00	6.00	34.00	17.00	3.00	3.00	10.00	
Shalrath	400	17.00	8.00	45.00	23.00	4.00	4.00	14.00	
Shambler	600	25.00	11.00	67.00	34.00	10.00	10.00	20.00	
Time till Death	Health	SG	SSG	NG	SNG	GL	RL	LG	
Dog	25	1.0	0.7	0.3	0.2	0.6	0.8	0.1	
Knight	75	2.0	1.4	0.9	0.5	0.6	0.8	0.3	
Wizard	80	2.0	1.4	0.9	0.5	0.6	0.8	0.3	
Ogre	200	4.5	2.8	2.3	1.2	1.2	1.6	0.7	
Hell Knight	250	5.5	3.5	2.8	1.4	1.8	2.4	0.9	
Fiend	300	6.5	4.2	3.4	1.7	1.8	2.4	1.0	
Shalrath	400	8.5	5.6	4.5	2.3	2.4	3.2	1.4	
Shambler	600	12.5	7.7	6.7	3.4	6.0	8.0	2.0	