# My Realistic Weapon Mod v4.21

A mod contributed for GTA4-Mods.com by **NARUTO 607**

## DETAILS

This is a fixed version of v4.2 as TLAD contain one small bug that grenade rounds ("warhead" type) are mapped as EPISODIC_1, so the Grenade Launcher kills will be counted as Pipe Bomb kills. The bug was very small and I didn't notice it all the time. Sorry☹.
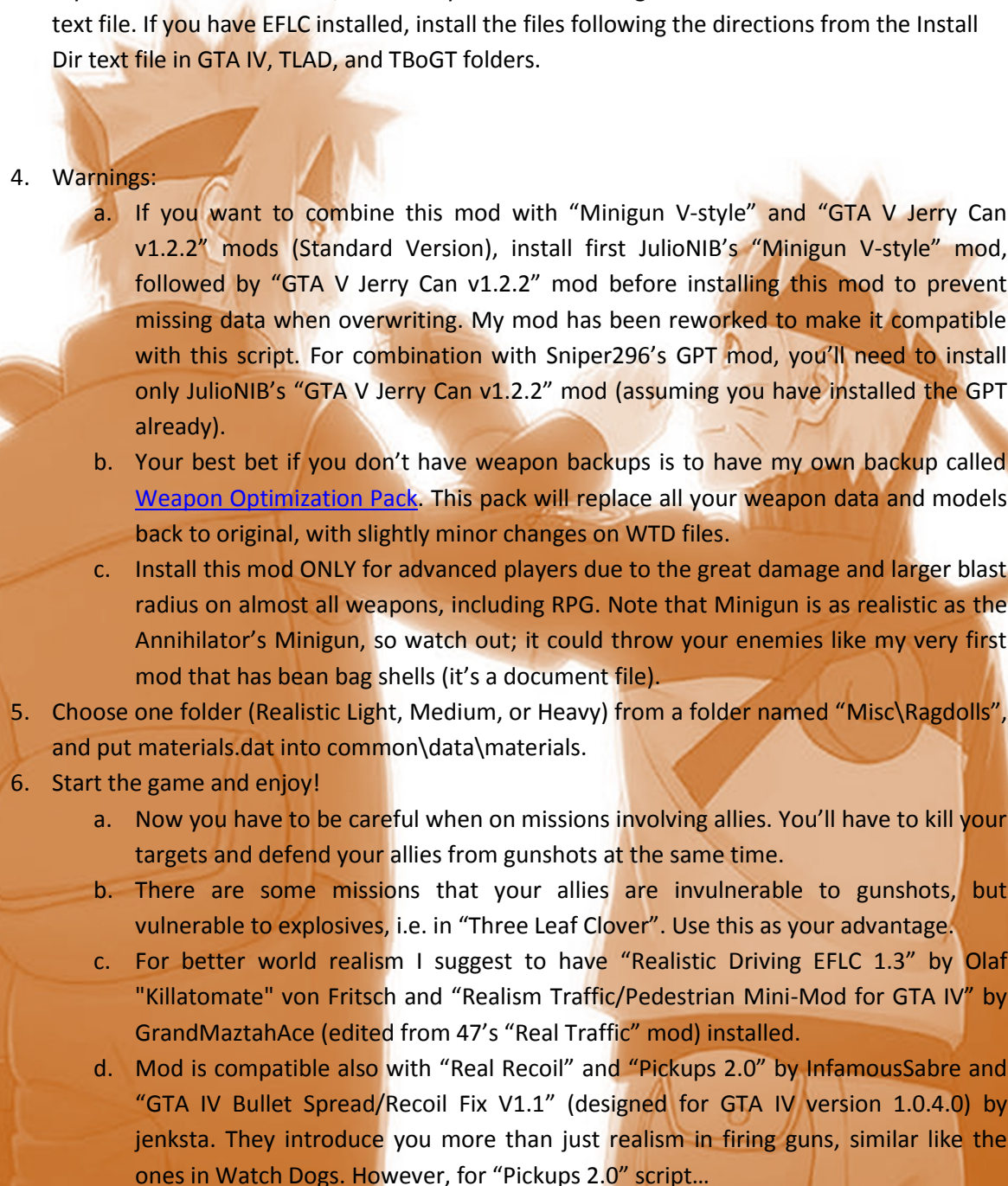
Features:

1. Even more realistic weapon data (since v4.1)
2. Added Destruction Entertainment Explosion mod by ö-STITCH-ö, A.K.A. Stitch2333
3. Added Realistic Ragdolls v1.1 mod by RogueGamer (with 3 settings available below)
   a. Heavy Ragdolls:        133% original weight (with realistic proportions)
   b. Medium Ragdolls:        100% original weight (with realistic proportions)
   c. Light Ragdolls:         66% original weight (with realistic proportions)
4. Slug-loaded Shotguns version available (no further edits and less buggy)
5. Reworked v3 of My Realistic Weapon Mod v3 (both normal and Omega version) with bugs fixed
6. Added more speed of RPG warhead and Mk151 rockets (later AIM-9s from metalwars' old aircraft mods to be implemented in TBoGT)
7. Compatible with:
   a. JulioNIB's "Minigun V-style" and "GTA V Jerry Can v1.2.2" mods (Standard Version)
   b. JulioNIB's "GTA V Jerry Can v1.2.2" and Sniper296's GTAPolicingTools mods (for use with Sniper296's GTAPolicingTools Version)
8. Now available, Desert Eagle loaded with .357 cal. rounds (instead of .50 AE, is coupled with Slug-loaded Shotguns version), only for IV and not TBoGT
9. Added compatibility for Improved Wanted Level v1.4 by 5mith
10. Added compatibility for Gun Anim Mod v1.0 by Krlos_Rokr (for use together with Improved Wanted Level)
11. *Fixed TLAD Explosion Type for Grenade Launcher*

## How to install

Before proceeding, make backups of files that you want to replace.

1. Extract all of my files to Desktop or any folder that you can easily remember.
2. Each folder contains version selector, one version contains one WeaponInfo.xml file, additional files and Install Dir text file. Open the Install Dir text file using Notepad and follow the instructions. You can also install the file from the folder named "Slug-loaded". See "What's new in version 4?" for what weapons are loaded with shotgun slug shells.

3. If you have GTA IV installed, install only the files following the directions from the Install Dir text file. If you have EFLC installed, install the files following the directions from the Install Dir text file in GTA IV, TLAD, and TBoGT folders.

4. Warnings:
   a. If you want to combine this mod with "Minigun V-style" and "GTA V Jerry Can v1.2.2" mods (Standard Version), install first JulioNIB's "Minigun V-style" mod, followed by "GTA V Jerry Can v1.2.2" mod before installing this mod to prevent missing data when overwriting. My mod has been reworked to make it compatible with this script. For combination with Sniper296's GPT mod, you'll need to install only JulioNIB's "GTA V Jerry Can v1.2.2" mod (assuming you have installed the GPT already).
   b. Your best bet if you don't have weapon backups is to have my own backup called [Weapon Optimization Pack](). This pack will replace all your weapon data and models back to original, with slightly minor changes on WTD files.
   c. Install this mod ONLY for advanced players due to the great damage and larger blast radius on almost all weapons, including RPG. Note that Minigun is as realistic as the Annihilator's Minigun, so watch out; it could throw your enemies like my very first mod that has bean bag shells (it's a document file).

5. Choose one folder (Realistic Light, Medium, or Heavy) from a folder named "Misc\Ragdolls", and put materials.dat into common\data\materials.

6. Start the game and enjoy!
   a. Now you have to be careful when on missions involving allies. You'll have to kill your targets and defend your allies from gunshots at the same time.
   b. There are some missions that your allies are invulnerable to gunshots, but vulnerable to explosives, i.e. in "Three Leaf Clover". Use this as your advantage.
   c. For better world realism I suggest to have "Realistic Driving EFLC 1.3" by Olaf "Killatomate" von Fritsch and "Realism Traffic/Pedestrian Mini-Mod for GTA IV" by GrandMaztahAce (edited from 47's "Real Traffic" mod) installed.
   d. Mod is compatible also with "Real Recoil" and "Pickups 2.0" by InfamousSabre and "GTA IV Bullet Spread/Recoil Fix V1.1" (designed for GTA IV version 1.0.4.0) by jenksta. They introduce you more than just realism in firing guns, similar like the ones in Watch Dogs. However, for "Pickups 2.0" script…

      WARNING! Before installing "GTA IV Bullet Spread/Recoil Fix V1.1", make sure you have Visual C++ Redistributable packages for Visual Studio 2013 installed. Link: http://www.microsoft.com/en-us/download/details.aspx?id=40784

   e. LCPDFR: This mod is compatible for playing with LCPDFR. Remember, if you activate "Hardcore" mod, each gunshot will immobilize you and suffer "DAMN F*CKING SERIOUS" health loss, so be sure to protect yourself with a body armor. I'm still wondering about adding armor when picking up weapons from the police car trunk, though decompiling the script will cause me to get spammed by LCPDFR users or

maybe the FBI will put me into jail. That shit looks serious. I'll see if I can speak to Sam in lcpdfr.com when I have time to sign up.

f. LCPDFR: If you can't keep up with lousy ragdolls and get killed many times, I suggest to (if you have Native Trainer by sjaak327, latest version is recommended) enable "Always God Mode" or "Special God Mode" and "Car God Mode". Otherwise turn off the "Hardcore" mode in LCPDFR.ini (See LCPDFR Main Documentation about "Hardcore" mode).

g. ELS: ELS-activated vehicles now has same degree as normal vehicles, so shooting police cars when wanted should be easy (or police car catches on fire when continuously being shot by men with guns).

h. Jerry Can: Maybe this is something I don't really have to look at, but this reminds me of old Hitman game (*Hitman: Contracts*) in PS2. Note that I have tried the use of this in GTA V, don't ask.

i. For other weapon mods by JulioNIB: Chainsaw mod doesn't need to modify WeaponInfo data, so yeah, I guess it is compatible with this mod.

j. For "Pickups 2.0" script: In relative to this mod, it can be only compatible for GTA IV (probably) and works perfectly alongside LCPDFR. However, one unusual thing: MP-10 can swap pistols and knife? It should be categorized as Heavy Class, not Light Class (quite unrealistic, that, how come a man can carry, e.g. MP5K and M4 at the same time?).

7. [OPTIONAL] Open weapons_e2.img using SparkIV EFLC or OpenIV and replace w_e2_rocket.wdr and w_e2_rocket.wtd from a folder named "Misc\Missile and Grenade model". Save, Rebuild, and close. In game, when you fly the Buzzard in TBoGT, the rockets are now unguided AIM-9 missiles. Very cool if you use this along with JulioNIB's "Heli Combat IV" mod (map first the Hellfires to use w_e2_rocket model for TBoGT).

8. [OPTIONAL] To have the HD version of the Jerry Can, open weapons.img using SparkIV or OpenIV and replace w_jerrycan.wdr from a folder named "Misc\HD Jerry Can". Save, Rebuild, and close.

# Thanks

Special Thanks to robrabbitman for his Realistic Weapon Mod v0.9. Say, his Realistic Weapon Mod was pretty weird, so I adjust it to where it should be, especially for the weapon anim.

I still wanna say thanks to Keelo for his mod "Real Weapon Damage". I've picked some of those data and implemented them into my mod. Minigun weapon data is made by me to have SA-style feeling. Some other authors include: ö-STITCH-ö, RogueGamer, JulioNIB, metalwars, polapop, mahmutil, etc.

To Keelo: "Tell me, did you pick up the data of the weapons from my mod? Just asking."
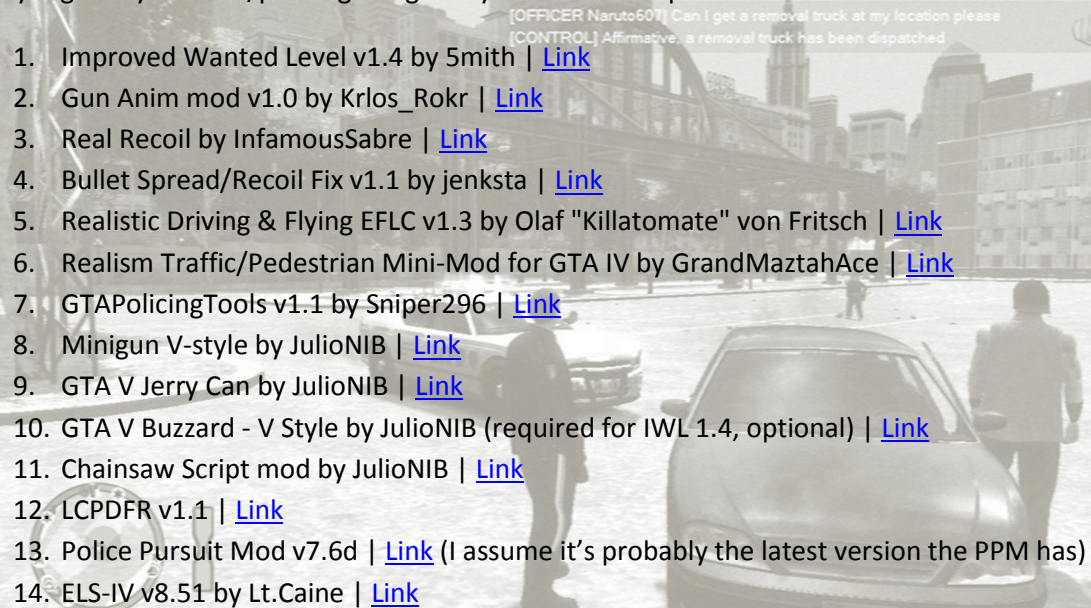
Shotgun Slug data is inspired from maukro_1990's Shotgun Slug mod. I managed to pick up the data from TBoGT WeaponInfo.xml (pellets) and modified it by myself to have similarity with assault and carbine rifles (AK-47 and M4) and realistic damage. No more bugs or weaponfx.dat editing will occur as in maukro_1990's Shotgun Slug mod. 100% guaranteed.

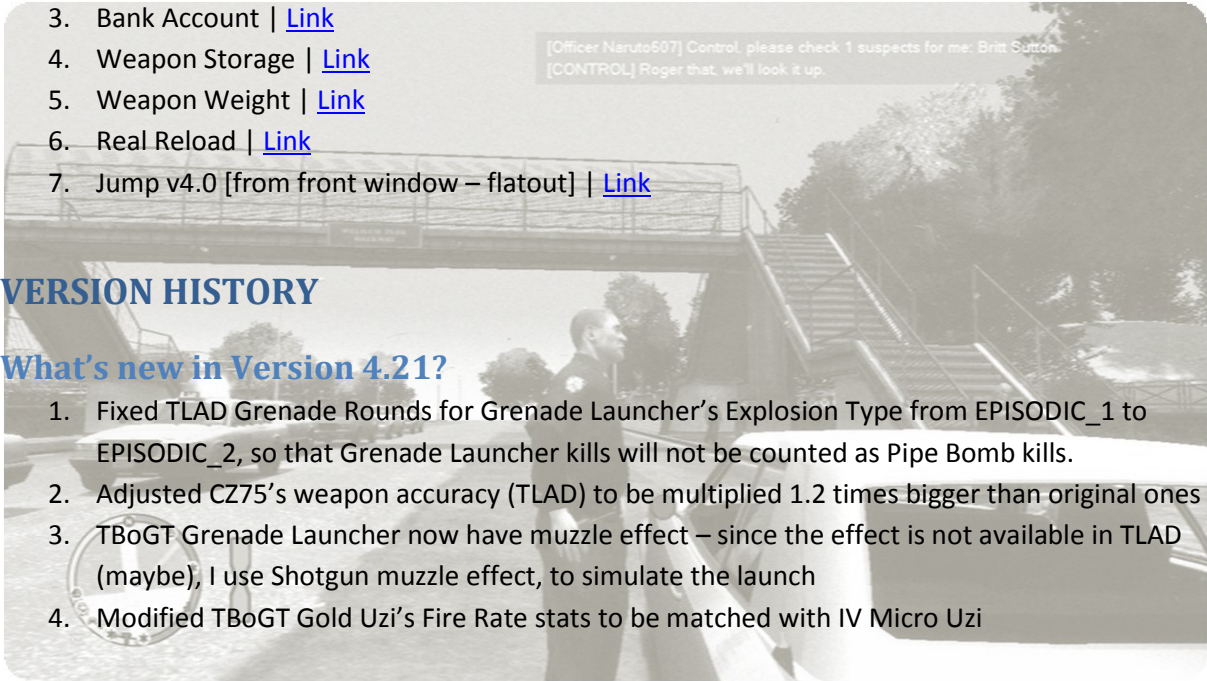Thanks to 5mith to provide free mod and VB source code for his Improved Wanted Level v1.4 mod @ GTA4-Mods.com. His mod link: http://www.gta4-mods.com/script/iwl-v14-land-sea-air-f31840

Thanks to Krlos_Rokr for some suggestions "back then" to see the EFLC compatibility for his Gun Anim mod v1.0. Without asking him, this mod will not be possible. His mod link: http://www.gta4-mods.com/script/handgun-animation-v-10-final-f30733

## Mod Necessities

Not yet get any realistic/policing things for you? Let me help then.

1. Improved Wanted Level v1.4 by 5mith | Link
2. Gun Anim mod v1.0 by Krlos_Rokr | Link
3. Real Recoil by InfamousSabre | Link
4. Bullet Spread/Recoil Fix v1.1 by jenksta | Link
5. Realistic Driving & Flying EFLC v1.3 by Olaf "Killatomate" von Fritsch | Link
6. Realism Traffic/Pedestrian Mini-Mod for GTA IV by GrandMaztahAce | Link
7. GTAPolicingTools v1.1 by Sniper296 | Link
8. Minigun V-style by JulioNIB | Link
9. GTA V Jerry Can by JulioNIB | Link
10. GTA V Buzzard - V Style by JulioNIB (required for IWL 1.4, optional) | Link
11. Chainsaw Script mod by JulioNIB | Link
12. LCPDFR v1.1 | Link
13. Police Pursuit Mod v7.6d | Link (I assume it's probably the latest version the PPM has)
14. ELS-IV v8.51 by Lt.Caine | Link

If you still sticking on GTA IV, some of these mods by AngryAmoeba may help:

1. Deadly Wrecks | Link
2. Arrest Warrant | Link
3. Bank Account | Link
4. Weapon Storage | Link
5. Weapon Weight | Link
6. Real Reload | Link
7. Jump v4.0 [from front window – flatout] | Link

## VERSION HISTORY

### What's new in Version 4.21?

1. Fixed TLAD Grenade Rounds for Grenade Launcher's Explosion Type from EPISODIC_1 to EPISODIC_2, so that Grenade Launcher kills will not be counted as Pipe Bomb kills.
2. Adjusted CZ75's weapon accuracy (TLAD) to be multiplied 1.2 times bigger than original ones
3. TBoGT Grenade Launcher now have muzzle effect – since the effect is not available in TLAD (maybe), I use Shotgun muzzle effect, to simulate the launch
4. Modified TBoGT Gold Uzi's Fire Rate stats to be matched with IV Micro Uzi

5. All TBoGT's explosionFx.dat now edited for Super punch cheat explosions; this type will count as Unarmed kills

## What's new in version 4.2?

1. Added compatibility for Improved Wanted Level v1.4 by 5mith
2. Added compatibility for Gun Anim Mod v1.0 by Krlos_Rokr (for use together with Improved Wanted Level)
3. Added More Realistic version for TBoGT weapons (not yet implemented for IWL 1.4)
4. TLAD CZ75 pistol is now 12 rounds in the magazine instead of 18 (like Call of Duty: Black Ops and Counter-Strike: Global Offensive games), still features auto-shot though, with its recoil compensator that increases accuracy from normal to 1.2 times bigger

## What's new in version 4.1?

1. Minor tweak to make the mod compatible with JulioNIB's "GTA V Jerry Can v1.2.2" mod (Script at the start of the game will not write "EPISODIC_23" data into GTA IV WeaponInfo.xml and is 100% functional)
2. Added HD Jerry Can by an unknown author (forgot the name, sorry)
3. Make sure you have Visual C++ Redistributable packages for Visual Studio 2013 installed.

## What's new in version 4?

1. Mod is now compatible with JulioNIB's "Minigun V-style" mod (after you install this, no need to make a new WeaponInfo data)
2. Reworked v3 of My Realistic Weapon Mod v3, data in all WeaponInfo files will compete with Keelo's "Real Weapon Damage and Ammunition v2" mod
3. Added Realistic Ragdolls v1.1 mod by RogueGamer, you can now choose one type of ragdoll to have realistic effect
4. Added more speed of RPG warhead and Mk151 rockets (Buzzard Rockets) or AIM-9 missiles
5. Slug-loaded Shotguns version available for weapons below:
   a. Combat Shotgun/M11-87 (IV/EFLC)
   b. Sweeper Shotgun/DAO-12 (TLAD) (Battlefield 3?)
   c. Sawnoff Shotgun/ Remington Spartan 100 (TLAD)
6. Minor code cleanup
7. Optimized for default weapons and modded weapons with similar model/data
8. Notes:
   a. Now Molotov Cocktails are limited to carry. Only 2 are allowed (for realism that people can carry only two bottles of alcohol).
   b. Target Range was extremely too short. I've added more range for realism (that people can calculate the max target range up to 100 meters or more). Sniper rifles now have a target range of 1 km.
   c. Niko/Johnny/Luis can throw the grenades/cocktail bombs a bit farther (muscular arms, yes?).
   d. M700 has heavy damage, while PSG-1 has medium damage. In previous version the PSG-1 has heavy damage, while M700 has medium damage. PSG uses rifle rounds, while M700 uses large caliber rounds, that's the reason I swapped the damage and force stats. Range of the M700 increased slightly also.

e. Grenade Launcher for both DLCs is now in Shotgun slot. When you pick up this weapon, if you have a Shotgun in your inventory, it will be replaced, so does when you pick up any Shotgun if you have Grenade Launcher in your inventory. This is useful if you want to scroll from a deadly RPG to a Grenade Launcher in a flash.

## What's new in version 3Ω rev. 2?

Fixed the missing quotation mark (") in MP5 line (main WeaponInfo), thanks to gabeisfatandiam. Redownload this mod again if you found out that GTA IV/EFLC Core WeaponInfo.xml at the MP5 line misses a quote.

Added bonus as a compliment in Revision 2: custom explosion effect for TBoGT in "Sexy Time" mission, gives awkward explosion when the yacht in that mission taking damage from bow to stern. **LIMITED EDITION** until Rev. 3 is up (if any of bugs found).

AK-47 damage increases from 110 to 133.5, and force increases from 50 to 68.25. Sniper Rifles do more force than normal (M40A1 goes bigger, while PSG-1 remains normal, DSR-1 draws heavy force in TBoGT). Desert Eagle can knock your enemy down after shot, kills very quick and people fell faster.

In TBoGT, Desert Eagle can be lethal in Multiplayer (one shot, one kill). AutoMag have awkward force than Desert Eagle. Added flag <flag>HEAVY_WEAPON_USES_RIFLE_ANIMS</flag> for Grenade Launchers in TLAD and TBoGT (to fix the rocket-style holding when tired, probably).
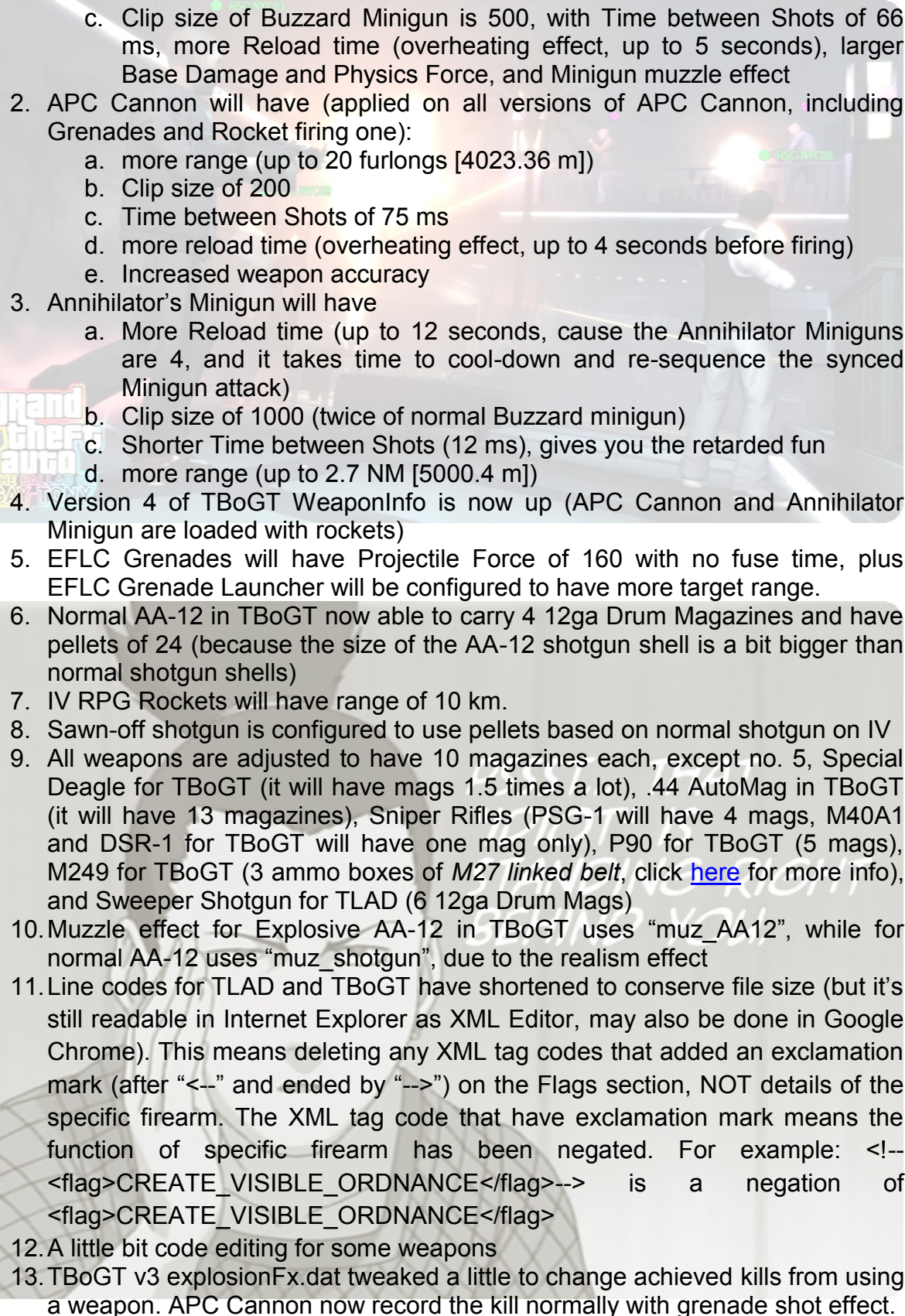
## What's new in version 3Ω?

It's just a small change on the Base Damage while maintaining the Physics Force for each weapon. Remember, heavier weapons mean heavier damage (APC cannon also, along with Buzzard weapons). Also, I edited a bit of weapon specs for each weapons (it's not much, however).

Now featuring Destruction Entertainment Explosion mod by ö-STITCH-ö, A.K.A. Stitch2333 for more realism and retarded fun. It's an old mod, however, but I'd bring this in the pack since he stated that no copyright is available since the files edited to make this were files from "Rockstar" Copyright.

I would like to say once more, the v3 of this mod is a final mod after "My Realistic Weapon Mod v3". The mod is inspired from Keelo's "Real Weapon Damage" mod.
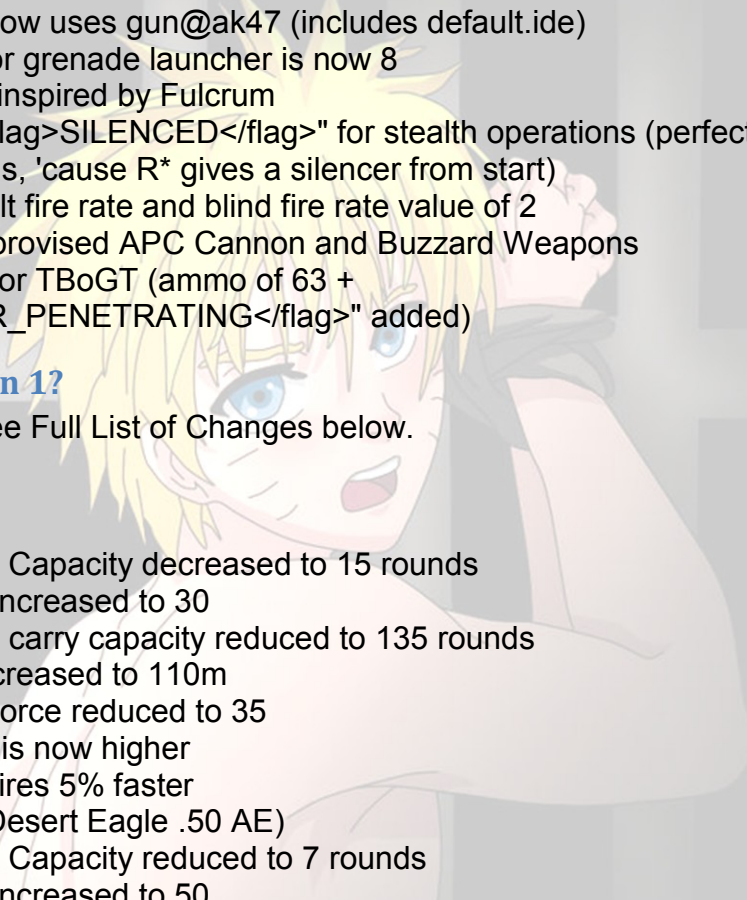
## What's new in version 3?

1. Based on my EFLC TBoGT Gunship Mod (Buzzard Weapons) from my Custom and Realistic WeaponInfo Pack for Cool Guns Part 2 mod, the Buzzard Weapons specs are:
   a. Clip size of Rocket Launchers are 16 (fit well with normal Buzzard model)
   b. Buzzard rockets will have 1 millisecond Fuse Time and Force of 360 (mini-tweak from my EFLC TBoGT Gunship Mod)

c. Clip size of Buzzard Minigun is 500, with Time between Shots of 66 ms, more Reload time (overheating effect, up to 5 seconds), larger Base Damage and Physics Force, and Minigun muzzle effect

2. APC Cannon will have (applied on all versions of APC Cannon, including Grenades and Rocket firing one):
   a. more range (up to 20 furlongs [4023.36 m])
   b. Clip size of 200
   c. Time between Shots of 75 ms
   d. more reload time (overheating effect, up to 4 seconds before firing)
   e. Increased weapon accuracy
3. Annihilator's Minigun will have
   a. More Reload time (up to 12 seconds, cause the Annihilator Miniguns are 4, and it takes time to cool-down and re-sequence the synced Minigun attack)
   b. Clip size of 1000 (twice of normal Buzzard minigun)
   c. Shorter Time between Shots (12 ms), gives you the retarded fun
   d. more range (up to 2.7 NM [5000.4 m])
4. Version 4 of TBoGT WeaponInfo is now up (APC Cannon and Annihilator Minigun are loaded with rockets)
5. EFLC Grenades will have Projectile Force of 160 with no fuse time, plus EFLC Grenade Launcher will be configured to have more target range.
6. Normal AA-12 in TBoGT now able to carry 4 12ga Drum Magazines and have pellets of 24 (because the size of the AA-12 shotgun shell is a bit bigger than normal shotgun shells)
7. IV RPG Rockets will have range of 10 km.
8. Sawn-off shotgun is configured to use pellets based on normal shotgun on IV
9. All weapons are adjusted to have 10 magazines each, except no. 5, Special Deagle for TBoGT (it will have mags 1.5 times a lot), .44 AutoMag in TBoGT (it will have 13 magazines), Sniper Rifles (PSG-1 will have 4 mags, M40A1 and DSR-1 for TBoGT will have one mag only), P90 for TBoGT (5 mags), M249 for TBoGT (3 ammo boxes of *M27 linked belt*, click here for more info), and Sweeper Shotgun for TLAD (6 12ga Drum Mags)
10. Muzzle effect for Explosive AA-12 in TBoGT uses "muz_AA12", while for normal AA-12 uses "muz_shotgun", due to the realism effect
11. Line codes for TLAD and TBoGT have shortened to conserve file size (but it's still readable in Internet Explorer as XML Editor, may also be done in Google Chrome). This means deleting any XML tag codes that added an exclamation mark (after "<--" and ended by "-->") on the Flags section, NOT details of the specific firearm. The XML tag code that have exclamation mark means the function of specific firearm has been negated. For example: <!-- <flag>CREATE_VISIBLE_ORDNANCE</flag>--> is a negation of <flag>CREATE_VISIBLE_ORDNANCE</flag>
12. A little bit code editing for some weapons
13. TBoGT v3 explosionFx.dat tweaked a little to change achieved kills from using a weapon. APC Cannon now record the kill normally with grenade shot effect.

## What's new in version 2?

1. Increased range of all weapons to San Andreas alike
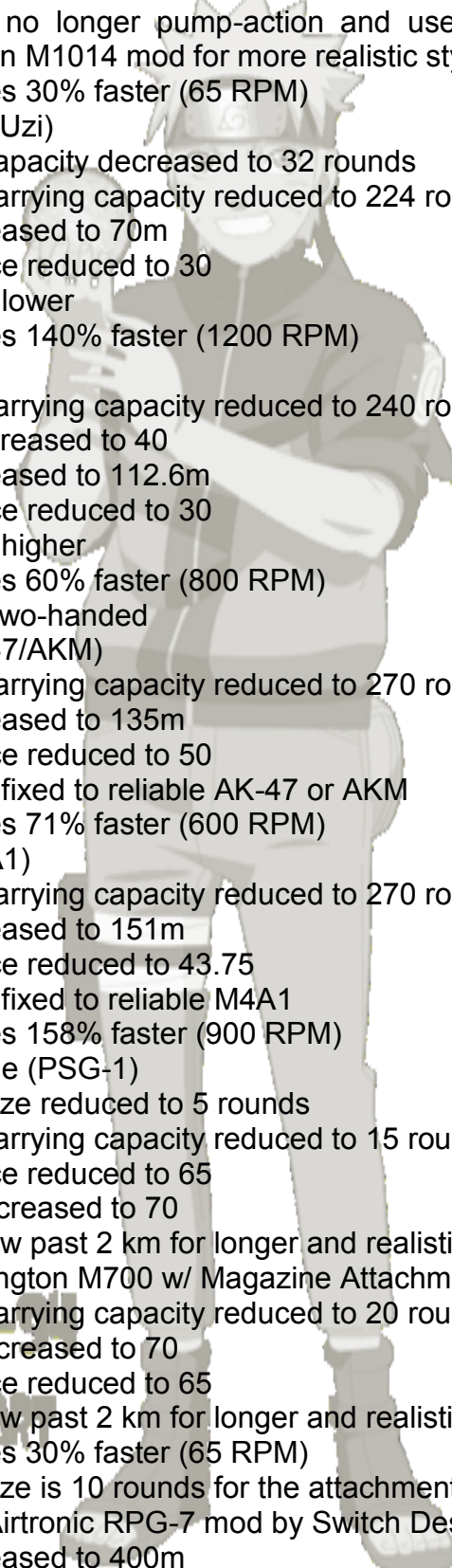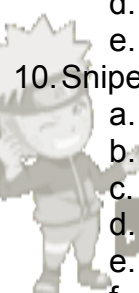2. Max ammo of Desert Eagle in IV and TLAD now only 6 mags

3. All Shotguns max ammo are now 72 shells
4. Micro Uzi, MP5, and Gold Uzi max ammo are now 240
5. RPG rockets max ammo now 3
6. CZ75 at normal fire rate with blind fire rate value at 3
7. Sweeper Anim now uses gun@ak47 (includes default.ide)
8. Max grenades for grenade launcher is now 8
9. .44 AutoMag fix inspired by Fulcrum
10. P90 now has "&lt;flag&gt;SILENCED&lt;/flag&gt;" for stealth operations (perfect for stealth operations, 'cause R* gives a silencer from start)
11. M249 with default fire rate and blind fire rate value of 2
12. 3 versions of improvised APC Cannon and Buzzard Weapons
13. Special Deagle for TBoGT (ammo of 63 + "&lt;flag&gt;ARMOUR_PENETRATING&lt;/flag&gt;" added)
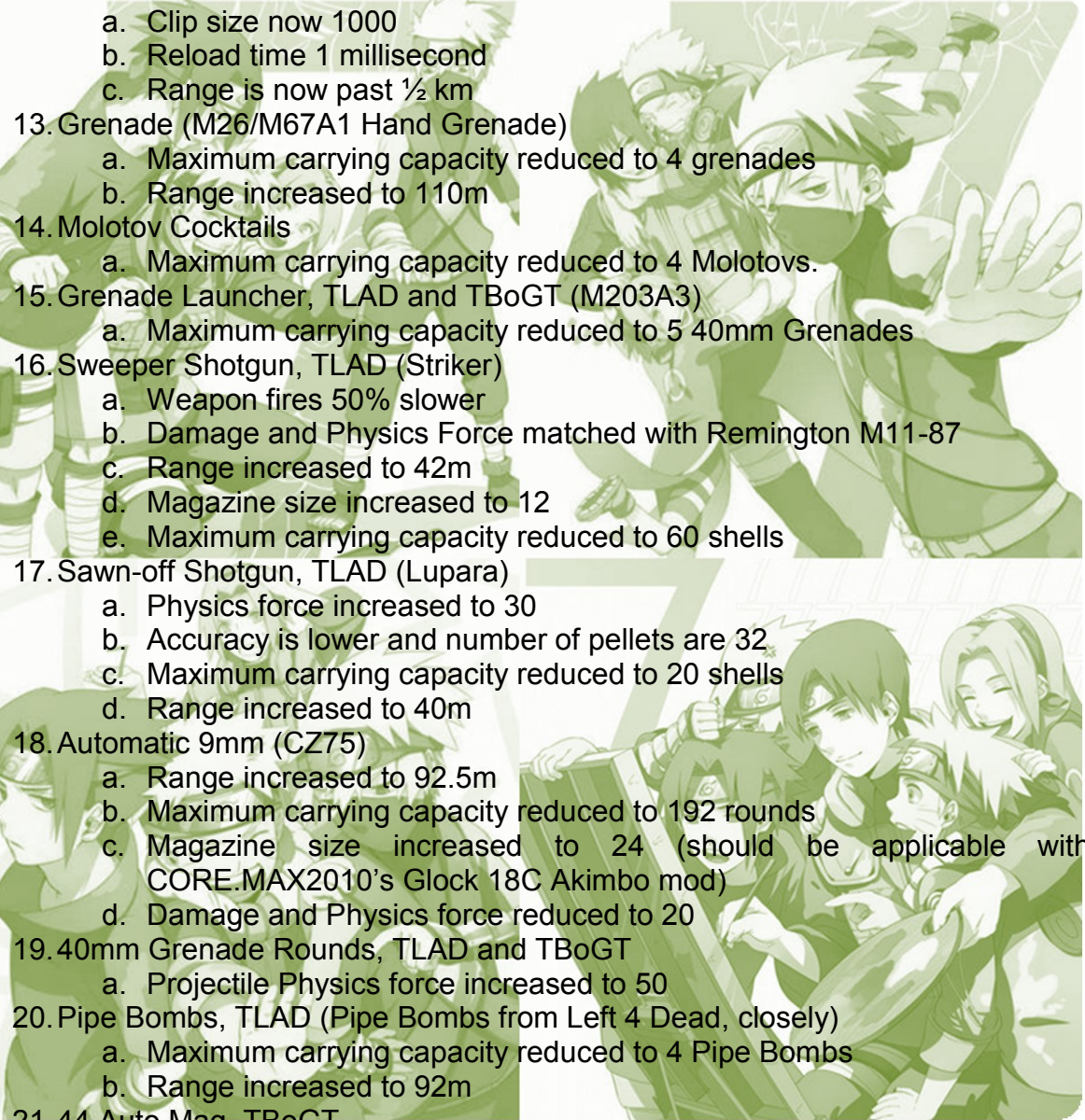
## What's new in version 1?

First Release, see Full List of Changes below.

**Full List of Changes**

1. Pistol (Glock 22)
   a. Magazine Capacity decreased to 15 rounds
   b. Damage increased to 30
   c. Maximum carry capacity reduced to 135 rounds
   d. Range increased to 110m
   e. Physics Force reduced to 35
   f. Accuracy is now higher
   g. Weapon fires 5% faster
2. Combat Pistol (Desert Eagle .50 AE)
   a. Magazine Capacity reduced to 7 rounds
   b. Damage increased to 50
   c. Maximum carry capacity reduced to 70 rounds
   d. Range increased to 125m
   e. Physics Force reduced to 50
   f. Accuracy is now higher
   g. Weapon fires 30% slower, due to recoil
   h. Blindfire rate 40% slower, due to one handed recoil
3. Pump Shotgun (Ithaca M37A1 Stakeout/Shortstuff)
   a. Magazine Capacity decreased to 4 shells
   b. Damage increased to 28/shell
   c. Maximum carrying capacity reduced to 36 shells
   d. Range increased to 45.675m
   e. Physics force increased to 20
   f. Accuracy is now higher
   g. Weapon fires 30% faster (65 RPM)
4. Combat Shotgun (Remington M11-87)
   a. Magazine Capacity reduced to 8 shells
   b. Damage increased to 30/shell
   c. Maximum carrying capacity reduced to 72 shells
   d. Range increased to 50m
   e. Physics force increased to 15
   f. Accuracy is higher

     g. Weapon is no longer pump-action and uses Baretta Anim (can be applicable on M1014 mod for more realistic style)

     h. Weapon fires 30% faster (65 RPM)

5. Micro SMG (Micro Uzi)
     a. Magazine capacity decreased to 32 rounds
     b. Maximum carrying capacity reduced to 224 rounds
     c. Range increased to 70m
     d. Physics force reduced to 30
     e. Accuracy is lower
     f. Weapon fires 140% faster (1200 RPM)

6. SMG (MP-10)
     a. Maximum carrying capacity reduced to 240 rounds
     b. Damage increased to 40
     c. Range increased to 112.6m
     d. Physics force reduced to 30
     e. Accuracy is higher
     f. Weapon fires 60% faster (800 RPM)
     g. Weapon is two-handed

7. Assault Rifle (AK-47/AKM)
     a. Maximum carrying capacity reduced to 270 rounds
     b. Range increased to 135m
     c. Physics force reduced to 50
     d. Accuracy is fixed to reliable AK-47 or AKM
     e. Weapon fires 71% faster (600 RPM)

8. Carbine Rifle (M4A1)
     a. Maximum carrying capacity reduced to 270 rounds
     b. Range increased to 151m
     c. Physics force reduced to 43.75
     d. Accuracy is fixed to reliable M4A1
     e. Weapon fires 158% faster (900 RPM)

9. Combat Sniper Rifle (PSG-1)
     a. Magazine size reduced to 5 rounds
     b. Maximum carrying capacity reduced to 15 rounds
     c. Physics force reduced to 65
     d. Damage decreased to 70
     e. Range is now past 2 km for longer and realistic range

10. Sniper Rifle (Remington M700 w/ Magazine Attachment)
     a. Maximum carrying capacity reduced to 20 rounds
     b. Damage decreased to 70
     c. Physics force reduced to 65
     d. Range is now past 2 km for longer and realistic range
     e. Weapon fires 30% faster (65 RPM)
     f. Magazine size is 10 rounds for the attachment

11. RPG (RPG-7v or Airtronic RPG-7 mod by Switch Designs)
     a. Range increased to 400m
     b. Rocket 'slides' less
     c. Rocket travels 384% faster
     d. Maximum carrying capacity reduced to 2 rockets

12. Annihilator Minigun (M61A1 Vulcan), now in TLAD and TBoGT, but with Explosive buckshots

a. Clip size now 1000
    b. Reload time 1 millisecond
    c. Range is now past ½ km
13. Grenade (M26/M67A1 Hand Grenade)
    a. Maximum carrying capacity reduced to 4 grenades
    b. Range increased to 110m
14. Molotov Cocktails
    a. Maximum carrying capacity reduced to 4 Molotovs.
15. Grenade Launcher, TLAD and TBoGT (M203A3)
    a. Maximum carrying capacity reduced to 5 40mm Grenades
16. Sweeper Shotgun, TLAD (Striker)
    a. Weapon fires 50% slower
    b. Damage and Physics Force matched with Remington M11-87
    c. Range increased to 42m
    d. Magazine size increased to 12
    e. Maximum carrying capacity reduced to 60 shells
17. Sawn-off Shotgun, TLAD (Lupara)
    a. Physics force increased to 30
    b. Accuracy is lower and number of pellets are 32
    c. Maximum carrying capacity reduced to 20 shells
    d. Range increased to 40m
18. Automatic 9mm (CZ75)
    a. Range increased to 92.5m
    b. Maximum carrying capacity reduced to 192 rounds
    c. Magazine size increased to 24 (should be applicable with CORE.MAX2010's Glock 18C Akimbo mod)
    d. Damage and Physics force reduced to 20
19. 40mm Grenade Rounds, TLAD and TBoGT
    a. Projectile Physics force increased to 50
20. Pipe Bombs, TLAD (Pipe Bombs from Left 4 Dead, closely)
    a. Maximum carrying capacity reduced to 4 Pipe Bombs
    b. Range increased to 92m
21. 44 Auto Mag, TBoGT
    a. Maximum carrying capacity reduced to 64 rounds.
    b. Damage increased to 92.5
    c. Physics force increased to 120
    d. Range increased to 125m
    e. Weapon fires 30% slower, due to recoil
    f. Blindfire rate 40% slower, due to one handed recoil
22. AA-12 Explosive Shotgun, TBoGT
    a. Range increased to 180m
    b. Damage increased to 200 for explosive effects
    c. Physics force increased to 350
    d. Accuracy is higher due to an explosive shell loaded
    e. Explosive AA-12 firing effects
    f. Weapon fires 150% faster for a firing speed of MW2 or MW3 AA-12
    g. Maximum carrying capacity reduced to 60 explosive shells
23. AA-12 Auto Shotgun, TBoGT
    a. Damage and Physics Force matched with Remington M11-87
    b. Range increased to 47.5m

      c.  Weapon fires 150% faster for a firing speed of MW2 or MW3 AA-12
24. FN P90 Silenced, TBoGT
      a.  Maximum carrying capacity reduced to 300 rounds
      b.  Damage increased to 40
      c.  Range increased to 130m
      d.  Physics force reduced to 30
      e.  Accuracy is more higher with Silencer attachment
      f.  Weapon fires 60% faster (800 RPM)
25. Solid Golden Uzi, TBoGT
      a.  Magazine capacity increased to 32 rounds
      b.  Maximum carrying capacity reduced to 320 rounds
      c.  Range increased to 80m
      d.  Physics force reduced to 30
      e.  Accuracy is higher due to complete Israeli golden stock
      f.  Weapon fires at normal speed (1.0 on both)
26. M249 SAW, TBoGT
      a.  Used Push's M249 Weapon Line, Magazine capacity and Maximum carrying capacity use the TBoGT defaults
      b.  Blindfire rate 60% slower
      c.  Range increased to 200m
27. DSR-1, TBoGT
      a.  Physics force decreased to 112.5
      b.  Range is now past 3 km
      c.  Damage increased to 80
      d.  Maximum carrying capacity reduced to 20
28. Sticky Bombs, TBoGT (C4 Mini Satchel Charge)
      a.  Maximum carrying capacity reduced to 10 Sticky Bombs
      b.  Range increased to 75m
29. Buzzard Rocket Launcher Pod, TBoGT (LAU-160: 13×HYDRA-70 Mk151 HE)
      a.  Magazine capacity increased to 2 rockets
30. "Override GTA Deagle with New Model" Weapon Line, TBoGT
      a.  Magazine Capacity reduced to 7 rounds
      b.  Damage increased to 50
      c.  Maximum carry capacity reduced to 70 rounds
      d.  Range increased to 125m
      e.  Physics Force reduced to 50
      f.  Accuracy is now higher
      g.  Weapon fires 30% slower, due to recoil
      h.  Blindfire rate 40% slower, due to one handed recoil
      i.  Uses w_e2_eagle model on its weapon line

*"This isn't over when you lose, it will when you give up."* – **Naruto Uzumaki**