The same weapons from Heart of Chornobyl, but now better, more lethal and realistic against the Zone’s faunas. Say no to tanky mutants with this mod - just don’t forget what Gaffer told you about fellow stalkers in the Zone…

This mod is primarily centered around realism, while still retaining playability and (hopefully) balancing:

**Features:**

* Overhauled stats for (almost) every weapon types in game, including damage, penetration values and weapon range:
  + Every weapon type and ammunition will now feel different in game – intermediary cartridges will provide more damage and penetration compared to pistol calibers, big boy cartridges like 7.62x54mmR will feel like a proper threat against your targets, and so on.
  + Automatic firearms in this game will now have their real-life firerate values in game.
  + New muzzle velocity and bullet drop configuration, for an elevated long-range sniping experience.
  + Shotguns are now actually effective beyond 10 meters – go try them out!
  + Two option for weapon stat choices - one use values that's more hardcore, and another is closer to vanilla Heart of Chornobyl's.
* Improved characteristics for weapons in Heart of Chornobyl:
  + Realistic magazine capacity for many weapon types in game.
  + Unique weapons are now actually *unique*, with many of them now having beefed-up stats against their base variant…
  + The APB and MAC-10 will now fire in full-auto in addition to semi-auto, just as their original designers intended.
  + And lastly, big boy PKM will now properly use 7.62x54mmR – complete with the firepower (and the weight) that you’d expect it to have. Go forth and deliver destruction!
* Not only your weapons, but your average bandits’ will also receive a significant increase in lethality – both in damage and bullet penetration.
  + An optional file (for the normal version) is provided on this mod’s NexusMods page, to further increase bots' lethality against the player.

***The Zone is now more unforgiving than ever. Stay alert, plan your moves, and remember – every shot counts.***

**Installation:**

Open the “1 - Main installation” folder, and extract the "Stalker2" folder into the main Stalker 2 installation, and where the Stalker2.exe executable is.

**Compatibility**  
Better Ballistics directly edits weapon/ammunition config files, and as such any similar mod that aims to change such stats will be directly incompatible.

*Currently edited files include:*

* AmmoPrototypes.cfg
* AttachPrototypes.cfg
* PlayerWeaponSettingsPrototypes.cfg
* ProjectilePrototypes.cfg
* NPCWeaponSettingsPrototypes.cfg
* WeaponGeneralSetupPrototypes.cfg

I highly recommend using other mods to check for conflicts and merge changes as needed, due to the high chance of file conflicts that can happen with other mods.

**Notes**

* *For the best experience, it’s best that you install other mods that balance out GSC’s default NPC accuracy values – Better Ballistics shouldn’t conflict with any such mods, and the new weapon stats provided by this mod will be unbalanced against GSC's bot configs.*
* In case you find the new weapon stats to be too cheese-y, consider trying the Reduced Damage version in the Files tab.
  + This alternative version uses weapon stats that's closer to vanilla values, and as such damages for automatics/marksman rifles will be lowered by 30 - 40% compared to the main file.
* A rough Excel chart for every base ammunition type's damage and penetration is provided in the Files tab.

**Credits:**

- Furo Cindras, inf\_solov, and many others on the GAMMA Discord server, for pioneering on S.T.A.L.K.E.R. 2 weapon modding as well as giving constructive feedbacks on weapon balancing

- GSC Games World, for working tirelessly on S.T.A.L.K.E.R. 2 in spite of all the odds