**Changelog**

v1.4 (December 20th 2024)

**Magazine Capacity Corrections**

* USP .45: Extended magazine attachment now uses the correct capacity (17 rounds) from its real-life HKParts counterpart
* USP 9mm (Gambit): Corrected magazine capacity (15 rounds)
  + This might cause issues with Gambits that havae already been spawned in your savegame, a reversal patch on Nexus is provided for this
* PKM:
  + Readjusted magazine capacity, for now the capacity for standard/extended/tank mags is changed to 50/75/100 rounds
  + So far I cannot find the real-life equivalent for the standard/extended magazine box in game, do let me know if there’s any information about these

**Weapon Balancing Changes:**

* MAC-10: Slightly reduced damage and penetration
* Fort/Malyuk: Slightly reduced damage and penetration
* Bizon/Zubr: Fire rate increased to 725 RPM, to match that of the actual 9x19 Bizon
* Obrez and TOZ-34: Increased damage beyond weapon’s effective range
* 9x39 rebalanced: Slightly reduced damage
  + OTs-14: Removed excessive bullet drop
  + Rhino: Reduced initial damage, slightly increased damage beyond effective range

**Unique Weapon Changes:**

* Rat Killer:
  + Corrected magazine capacity, now using a 64-round mag
  + Fire rate set to 675 RPM, to match that of the actual 9x18 Bizon
  + Adjusted damage/penetration for consistency with other 9x18 weapons
* Clusterfuck: Durability increased by 33%
* Spitfire:
  + Rebalanced damage/penetration
* S-15:
  + Adjusted fire rate
  + Faster ADS speed
* Adjusted damage/penetration for various other unique weapons in game

v1.3 (December 6th 2024)

**- Muzzle velocity rework** for most ammo types

- **Bullet drop rework** for semi-auto rifles. This is a rough attempt at fixing bullet drop for sniper rifles, proper bullet drop rework for all weapon types will come in future updates

- **New, realistic magazine capacity:** This mod is now merged with Proper Realistic Magazine Capacities to enable a more realistic magazine capacity for various weapons in game. Credits to whynexusmodswhy1231 for the mod

- 12 gauge, 7.62x51/7.62x54 in Reduced Damage: Nerfed damage so that they balance out properly with other ammo types. *This tweak will also affect NPC’s weapons*

- APB: Fixed a bug that resulted in firemode being stuck, now this weapon will have a burst and full-auto mode to avoid conflicts with existing saves.

***If you have the APB equipped or in your inventory, make sure to switch its firemode to full-auto before installing this update, to avoid getting the firemode stuck after installing the update. Saving beforehand is also recommended.***

- Various weapon stat fixes/tweaks

v1.2 (December 3rd 2024)

- **Reworked damage dropoff values** for all weapon types, and to both player and NPCs. Bots will be *a lot* deadlier now at longer combat ranges - good luck!

- **New, realistic fire rate values** for automatic weapons

- **PKM rework:** now uses 7.62x54mmR, complete with new damage/penetration stats

- MAC-10 : Added semi-auto firing mode

- USP 9mm: Added proper stats

- Lynx (SVD unique): Added proper stats

- Various unique weapon stat tweaks/fixes

- 5.45x39mm/5.56x45mm/7.62x39mm: Penetration nerf, in compliance with the reworked damage dropoff values

- 7.62x51mm/7.62x54mmR: Damage/penetration nerf

- 9x39mm: Damage/penetration nerf

v1.1.1 (November 28th 2024)

- APB: Firing mode (finally) properly enabled now

- M1A: Un-nerfed damage and penetration

- Reworked various weapon stats for both mod versions (again)

- Reworked some stats for NPC weapons

v1.1 (November 27th 2024)

**- NPC Update:** Bots’ weapons will now share the same damage and penetration as Skif’s. Beware of bandit ambushes!

**- APB:** Added proper fire mode, now the APB will feature the correct full-and-semi-auto firing modes. No toggle animations however, since the APB never got a proper firing mode implementation

- Reworked various weapon stats for both mod versions

- Added damage buffs to unique shotguns, notably the Texan and Predator. I highly recommend getting either of these for the optimal shotgun experience…

- Added a very slight durability drain for Skif’s PM, mostly for immersion purposes (Skif’s PM has an infinite durability by default)

v1.0.1 (November 24th 2024)

- Added optional Reduced Damage version, that lowers automatic and marksman/sniper rifle’s damage by 25 – 37.5%

- Removed dependencies on ammunition stats file, to better maintain compatibility with other mods

- PKM: Slight damage buff

v1.0 (November 23rd 2024)

- Initial release