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## Crossfire m1a1 carbine

From the Internet Movie Firearms Database - Guns in movies, TV and video games Cross Fire (2007) CrossFire is an online free-to-play first-person shooter for Microsoft Windows developed by Smilegate Entertainment. It was first released in South Korea in 2007 by Smilegate. The game was released in China by Tencent Games in 2008, where it also acted as the exclusive agent service company. CrossFire was soon released in other countries by other publishers starting in 2009. In June 2018, a sequel called CrossFire HD was released by Smilegate as an HD version of the first game with some new features. CrossFire is one of the highest-grossing online games in Asia, and also boasts one of the highest number of firearms seen in a First Person Shooter. Note #1: CrossFire has a ton of weapon reskin variants, which will be almost impossible to place here. So the only variants to be placed here must differ in some way to the original. (example: The M4A1 silencer that has an attached suppressor will be included, but the M4A1-Phoenix which is a reskin of M4A1 with a phoenix sticker will not be included. M4A1-S Ultimate Gold, a reskin of M4A1-Silencer will also be excluded.) Note #2: Featured weapons in CrossFire have VVIP variants: premium weapons that have a drastically different aesthetic and boast superior statistics. Since these weapons have several versions (example: Desert Eagle has a Born Beast, El Dorado, and Armored Beast VVIP variants), only one of them will be included. The following weapons appear in the video game Cross Fire: Pistols The Beretta M9 is simply named M9 in some versions. One of the few available pistols for beginners in the Item Shop, it has its correct capacity of 15 rounds, although its damage production is terribly weak, compared to other secondary weapon cams in 9x19mm Parabellum rounds (such as p228). Beretta M9 - 9x19mm.

Note the nomenclature on slide that distinguishes this from a standard civilian Beretta 92FS. Beretta M9 in play. Beretta 93R Beretta 93R named as Beretta M93R in play. It's the weakest gun and strange fires in full-auto rather than right 3-round burst. It also has an incorrect magazine size of 15 rounds, instead of 20. Beretta 93R with wooden grip - 9x19mm Beretta M93R in play. Colt M1911A1 Colten M1911A1 appears in the play as colt 1911. It involves mediocre damage, takes around 4-6 shots to kill an enemy, and its 7-round capacity is considered too low for some players. But it has a very fast drawing speed to compensate. This weapon also comes with dual-wielded variant named simply as dual colt, which, in the North American version of the game, has the right 14 round capacity, with 7 rounds for each gun. But in the Chinese and Filipino versions of the game, it strangely has a capacity of 24 rounds, indicating 12 rounds for each gun. Before the war M1911A1 - Commercial model known as Colt Government Model - 0.45 ACP. This has a deep Colt factory blue finish, common for commercial variants before and after the war. COLT1911 in play. Note the cocked hammer. Double COLT in the game. This time, the double pistols accurately depict cocked hammers. Later Dual Colt variants, however, recede to uncocked hammers. THE COP 357 Derringer COP 357 Derringer appears in the game. It's a pretty powerful gun, with 3 shots to kill an enemy at close range. It has a fast reload speed and low recoil. COP 357 Derringer .357 Magnum COP 357 Derringer in the game Desert Eagle Mark XIX The Desert Eagle is one of the most powerful pistols in the game, and along with its relatively fast firing speed, it's widely preferred by a lot of players as its main secondary weapon. It also comes with a double-wielded variant, aptly named the Dual Desert Eagle, which, unlike the Dual Colt, has a 14 round capacity of 7 rounds for each pistol in all versions of the game. Desert Eagle Mark XIX - .50 AE Chrome Silver Desert Eagle in the game. Desert Eagle Scope Desert Eagle with an Aimpoint red point sight (mistakenly called a scope in the game). Dual Desert Eagle Dual swung desert eagles. Desert Eagle Muffler Desert Eagle with a suppressor. Desert Eagle Born Beast VVIP The first Desert Eagle VVIP. desert Eagle Born Beast is superior in stats to any non-VVIP Desert Eagle variant. It comes with a useful dagger. EAA THOR Pistol The EAA THOR Pistol appears in the game simply as Thor, the first single-shot gun in the game. Chambered in the .45-70 government, it has a very high damage output, but slightly less than the RSh-12. Since it only has a single shot per round, recharging takes time, and along with a high recoil, it is inappropriate to engage multiple enemy players. EAA Tanfolgio Thor 500 - 0.50 S&amp;W/Magnum. (Not exactly the same gun, but in the meantime this will do for now.) EAA THOR Pistol in the game. The Glock 18C Glocken 18C appears as the Glock 18, and is the first pistol with select-fire capability in the game. Its model is depicted with a 20-round magazine that has the right capacity. It can fire in semi-automatic mode and incorrectly in three-round burst when its toggled with RMB, although it can be affected by the Glock 18C found in Counter-Strike, which fires also in three-round bursts in its alternative mode of fire. The latter variants (including the VVIP one) have a correct fully automatic firing mode instead of three-round-burst mode. But full-auto firing speed is slower than the real life G-18's 1200 rounds per minute. Glock 18C (3rd generation) - 9x19mm. This model has compensator cuts on the picture and barrel to reduce the muzzle climb while firing Glock 18 in the game Glock 18 Guan Yu VVIP The first Glock The Glock 18 Guan Yu is superior in statistics to any non-VVIP Glock variant. It can switch half-auto and full-auto modes. Heckler &amp;amp; Koch Mark 23 The Heckler &amp; Koch Mark 23 shows up in the game, simply called MK23. This weapon has 10 (which is correct) or 13 (which is incorrect, it should be 12) round magazine capacity depends on each server. It also attached with its signature AN/PEQ-6 LAM, although this is unusable, as for an aesthetic purpose only. It also comes with a suppressed variant, simply called the MK 23 silencer. Airsoft Heckler &amp; Koch Mk 23 Phase II Prototype (note front cocking serrations, erased from production models) with Tokyo Marui replica of a Knights Armament suppressor and prototype Laser Aiming Module - (fake) .45 ACP Heckler &amp; Koch MK23 in the game. MK23 with a suppressor. This is a dead ringer for Solid Snake's MK23 pistol from Metal Gear Solid. Heckler &amp; Koch USP-9 The Heckler &amp; Koch USP-9 shows up in the game as the USP, which cams for the 9x19mm Parabellum rounds. It has an incorrect capacity of 12 rounds instead of 15, though 12 rounds is correct for the .45 ACP version, USP45. Heckler &amp; Koch USP SD with threaded protection cap - 9x19mm Heckler &amp; Koch USP Compact The Heckler &amp; Koch USP Compact pops up in the game. It has superior stats (damage, rate-of-fire, accuracy, etc.) compared to the original USP. Heckler &amp; Koch USP Compact - 9x19mm USP Compact in the game. Kel-Tec PMR-30 Kel-Tec PMR-30 appears in the game as PMR-30. Since it is combchamber in a .22 caliber ammunition, it has a relatively weak damage output, although it is compensated by having a capacity of 30 rounds, the highest for a one-handed pistol in the game. It can withstand a very fast rate of fire, if the player has a fast enough trigger finger. Kel-Tec PMR-30 - .22 WMR PMR-30 in the game. Mauser C96 The Mauser C96 appears in the game as Mauser M1896. Although it is a good sidearm in the game, the gun has a lot of inaccurate details. It has a capacity of 15 rounds, instead of 10 rounds when recharging via stripper clips. It is also incorrectly capable of firing three-round bursts, although other versions of the C96, such as the Spanish C96 copy and the Schnellfeurer, are capable of. It is also combed in 9x19 mm (which is not incorrect for some variants) instead of the correct 7.63x25 mm round. The standard and early CrossFire Mauser variants use the Bolo model with a 99mm (3.9 inch) barrel, while the latter variants use the standard C96 model with a 140mm (5.5 inch) barrel. Mauser C96 - 7.63x25 mm Mauser C96 in the game. The short barrel confirms that it is Bolo version. Mauser M1896 Ultimate Silversmith Mauser C96 with silver plating. The longer barrel identifies it as the default Broomhandle. OTS-23 Drotik The OTS-23 Drotik was added to the game in 2016. It has the second highest capacity of a one-handed pistol in the game with its correct capacity of 24 rounds. It slightly slower than the PMR-30, however. Drotik - 5.45x18mm OTs-23 Drotik in the game. Ruger 22 Charger The Ruger 22 Charger is shown in the game as ruger charger with wooden furniture. It is equipped with a variable scope, and the player model seems to use the bipod as a makeshift foregrip. Despite being cams in .22 LR, it is at most, a decent secondary weapon, and correctly has a 15-round capability. Ruger 22 Charger Target Pistol with a black polymer frame - .22LR Ruger 22 Charger in the game. SIG-Sauer P228 The SIG-Sauer P228 appears in the game as P228. One of the few available secondary weapons in the Item Shop, it involves more damage than the M9, but less than the Colt 1911. SIG-Sauer P228 - 9x19mm Tokarev TT-33 The Tokarev TT-33 appears in the game with a black finish. Correctly holding 8 rounds, it is relatively weak compared to its World War II contemporary, M1911. Tokarev TT-33 - 7.62x25mm Tokarev. Pre-1947 version Walther PPK The Walther PPK appears in the game as PPK. Being a compact pistol and its small caliber round, along with its low but accurate capacity of 7 rounds, it is one of the weakest pistols in the game. Walther PPK - 7.65x17mm Browning aka .32 ACP Revolvers Colt Anaconda appears as Anaconda, and is one of the most powerful secondary weapons in the game, with its injury production slightly surpassing that of desert eagle. It is correctly depicted as having 6 rounds per cylinder. Special variants possess a secondary fire mode where the hammer is fanned-covboy style (very unlikely with a double action .44 Magnum revolver in real life). Colt Anaconda with 8 barrels - .44 Magnum Anaconda in the game. Anaconda Ghetto Anaconda Ghetto. It can switch between Standard Double Action Mode and Fast Draw Mode (pictured). The Fast Draw has the character fanning the revolver that trades accuracy for a much faster firing speed. Colt Python The Colt Python appears in the game simply as Python. It has a fast drawing speed, a very fast rate of fire (very impressive considering the player fires it one hand), and loads just as fast, but its damage output is weaker than desert eagle and anaconda. Like the Anaconda, it correctly holds 6 rounds per cylinder. Colt Python with 6 Barrel and nickel finish - .357 Magnum Python in the game. Colt Single Action Army The Colt Single Action Army is shown in the game with a short pipe, an engraved frame and a grip on the wooden handle. Simply named as colt SAA it has the fastest drawing speed of any secondary weapon in the game. As a gate loading revolver, it must reload one cartridge at a time. To speed up the process, empty shells do not need to be ejected and disappear completely inside the cylinder. Its hammer also doesn't have to be set to half-cock to open the loading gate. Colt Single Action Army with 4.75 barrels, case colored and blue, calledQuick-Draw or Civil model - 0.45 Long Colt SAA in the game. Magnum Research BFR The Magnum Research BFR appears in the game, simply named as BFR. Considered a handcannon, it is one of the most powerful revolvers in the game. It has the correct capacity of 5 rounds per cylinder. Like the Colt SAA it loads one cartridge at a time. Magnum Research BFR - .45-70 Government Magnum Research BFR in the game Mateba Model 6 Unica The Mateba Model 6 Unica appears in the game as MATEBA. Despite being combed in the .44 Magnum, it has a fast rate of fire and good accuracy, and correctly holds 6 rounds. Mateba Model 6 Unica, 6 barrels - .454 Casull Mateba Model 6 in the game Remington 1858 New Army The Remington 1858 New Army appears in the game as M1858 New Army, the second single revolver action after Ruger Bisley. Since it is a single action revolver, the user fans the hammer (keep the trigger down, while the other hand pulls back the hammer). It reloads by replacing the entire cylinder with a new one (something made in real life because the new army can change cylinders quickly!) It has an accurate capacity of 6 rounds per cylinder. But it lacks percussion caps on the cylinder nipples, and being a cap-and-ball gun it shouldn't be able to shoot. Remington 1858 New Army - caliber .44 The 1858 New Army in game RSh-12 RSh-12 revolver was added to the game on January 27, 2016. Called a handcannon along with Raging Bull and BFR, it is one of the most powerful secondary weapons in the game, with its .50 caliber round, 1-shot kills to the chest and 2-3 shots kill on the limbs. As such, it has a very high recoil and slow firing speed. RSh-12 - 12.7x55mm RSh-12 in the game Ruger Bisley The Ruger Bisley appears in the game, the first single-action revolver featured in Cross Fire. Correctly hold 6 rounds and that cams in the .44 Magnum, it somehow involves slightly more damage than the Anaconda. Like the Colt SAA it needs to chamber each cartridge individually during reloading, and the empty casings inside the cylinder also disappear for faster reload times. Ruger Blackhawk - .357 Magnum. Not the Bisley model, but close enough at the moment. Ruger Bisley in the game. Smith &amp;amp; Wesson Model 66 The Smith &amp; Wesson Model 66 appears in the game as SW M66. It involves a high injury output at close range, but due to its snub nose barrel, its damage quickly drops down at longer intervals. Smith &amp; Wesson Model 66 Snub Nose with Pachmayr grip - .357 Magnum Taurus Raging Bull The Taurus Raging Bull appears in the game as the .454 Casull version with an 8 barrel and blue finish. Called Raging Bull in the game, it is another CrossFire 'handcannon'. Like the BFR and RSh-12, raging bull 1-shot can kill enemies in the chest. Its power is compensated by its slow firing speed and load speed. It has the correct capacity of 5 rounds. Taurus Raging Bull - .454 Casull Taurus Raging Bull in the game. Submachine Guns Den appears in the game with a 165-round pan magazine, the highest in the Submachine Gun category. When firing, it has almost no recoil, and with its high ammunition capacity and high rate of fire, it is deadly in near medium ranges. But since it's combed in .22 LR, it has very low damage output. American-180 - .22 LR. American-180 in the game. The AR-57 The rarely seen AR-57 appears in the game, and like the FN P90, uses the same 50 round 5.7 x 28mm magazine, as well as can shoot in full auto. It is equipped with a non-functional EOTech vision. It deals expected a low injury output, but has reliable accuracy. Although it is based on a lower AR-15 receiver, and generally looks like one, technically it should be classified as the game classifying it as an assault rifle. AR-57 - 5.7x28mm AR-57 in the game. The Beretta M12 Beretta M12 appears in the game as M12s with its ejection port on the wrong side, and a 40-round capacity magazine, although in the Philippine version of Cross Fire this was reduced to 30 due to complaints that it is overpowered, for it has very decent statistics, with high damage output, a high rate of fire, rapid reload, and a strong but manageable recoil. Beretta PM12S - 9x19mm. Beretta M12s in the game. Calico M960A The Calico M960A appears in the game, a compact SMG with a high capacity of 50 rounds on its cylindrical magazine. It has a low to medium damage output, high rate of fire and manageable recoil, however, like most SMG, it is ineffective at long intervals. Calico M960A - 9x19mm Calico M960 in the game. Chang Feng CF-05 Chang Feng CF-05 appears in the game simply as CF-05. Like the M960, it has a cylindrical magazine containing 50 rounds of 9x19mm Parabellum rounds. Early model CSL/S06/CF-05 with suppressor - 9x19mm. CF-05 in-game. CZ Scorpion Evo 3 A1 The CZ Scorpion Evo 3 A1 appears in the game as the Scorpion EVO3A1, with a 30-round capacity. It has a high rate of fire, great accuracy, but average recoil and output damage. Like Steyr TMP, its shots slow down a target running speed drastically. CZ Scorpion Evo 3 A1 - 9x19mm CZ Scorpion Evo 3 A1 in the game. Scorpion Evo 3 Elite CZ Scorpion Evo 3 Elite. It is equipped with a suppressor, red dot sight, and flashlight. The FN P90 FN P90 appears in the game simply as the P90. It is slightly inferior to other SMG's, with its low damage output and powerful recoil. It still has a high rate of fire and its high magazine capacity makes it an average weapon in the game at best. It has a superior variant called P90 Wildshot, which is based on the FN P90TR model. This variant has stronger damage, better accuracy, less recoil, has a faster drag and reload speed, and is specialized for CrossFire's Zombie modes. FN P90 - 5.7x28mm. FN P90 in the game. P90 - Wildshot FN P90 Triple Rail - 5.7 x28mm. P90 Wildshot. It can handle both single swing and modes, and are always dual exercised in Zombie modes. Heckler &amp; Koch MP5A3 Heckler &amp; Koch MP5A3 appears in the game as MP5, with its stock retracted, and its fire selector change set to semi-automatic (both of which can't interact with, unfortunately). It has overall average but decent statistics in damage, rate of fire, recoil and accuracy. It also has suppressed variants. Heckler &amp; Koch MP5A3 - 9x19mm MP5 in the game. MP5-S Ares MP5 with a suppressor. Its bullets slow down a target's gait and turning speed. Heckler &amp; Koch MP5KA4 A MP5KA4 is in the game. It behaves almost exactly the same as the MP5, but has a slightly higher damage output. The normal MP5KA4 variant has a long magazine that holds 40 rounds (correct in real life), but reskins have a short magazine that holds 45 rounds (very inaccurate, because the short mags hold only 15 rounds in reality). Heckler and Koch MP5KA4 9x19mm Heckler &amp; Koch MP5KA4 in the game. Note the extended barrel and long tray. MP5KA4 Halloween MP5KA4 Halloween. It lacks the extended barrel and has a short magazine that somehow holds even more rounds than the original. Heckler &amp; Koch MP7A1 The Heckler &amp; Koch MP7A1 appears in the game simply as MP7. It has relatively weak damage output, low recoil, and high rate of fire. It has a 40-round capability in the game, but is modeled with 20-round magazines that are incorrect (except for dual MP7 and MP7A1 variants). Some variants are equipped with suppressors. Heckler &amp; Koch MP7A1, 4.6x30mm MP7A1 in the game. Note the short magazine despite holding 40 rounds. MP7 Advanced MP7A1 with a suppressor. Dual MP7 Dual swung MP7A1 with suppressors and folded foregrips. It uses 30 round magazines, which is reflected by its in-game capacity of 60 rounds (30+30). MP7A1 MP7A1 with a suppressor and a non-usable thermal scope. It uses a 40 round magazine that appears to be modeled from an airsoft magazine. Its bearings are also expanded unlike other MP7 variants. Heckler &amp; Koch UMP45 The Heckler &amp; Koch UMP45 participates in the game, correctly depicted with a 25-round magazine capacity. Being chamber in 0.45 ACP, boasts a high damage output and acceptable accuracy, but is compensated with a slow rate of fire. Heckler &amp; Koch UMP45 - 0.45 ACP UMP45 in the game. IMI Mini Uzi The IMI Mini Uzi appears in the game, mistakenly referred to as Uzi, its larger brother, with a weight layer and is mistakenly depicted as having a 30-round capacity, which should be 32. Despite its iconic status, it's one of the worst SMG's in the game, with low damage output and being notoriously inaccurate, and with its high rate of fire it will quickly take an ammunition faster than most fully automatic weapons in the game. Mini Uzi SMG with stock folded - 9x19mm IMI Micro Uzi The IMI Micro Uzi also appears in the game, and which is included with Mini Uzi, it is named as Dual Uzi, where the player keeps both weapons in an action movie's star-like manner. With a total capacity of 50 rounds, with 25 for each gun, unlike its only scorched and slightly larger brother, it has a slightly higher damage output, and is fatal in close range. Its available variants are Tiger and Gold. Micro Uzi with 32 round magazine - 9x19mm Dual Micro Uzi in the game. Izmash Bizon-201 The Bizon-201 appears in the game as PP-19 Bizon, with the incorrect capacity of 45 rounds. Since it is combed in 9x19mm Parabellum, the correct capacity should be 53. The developers, and some players might think that 53 rounds would be too much for Bizon, as it has high injury output, good accuracy and a quick reload, making it one of the better SMG's in the game. Early PP-19 Bizon - 9x18mm Makarov Bizon-201 in the game. Jaticmatic The Jaticmatic SMG appears in the game with a 40-round magazine, and has the right capabilities. It has a high injury output, good accuracy and recoil making it one of the better SMG's in the game. The player user also correctly utilizes his front grip as his charging handle when reloading. Finnish Jaticmatic SMG - 9x19mm Jaticmatic in the game. MAC-10 MAC-10 appears in the game, where it is classified as a secondary weapon is the only one that is fully automatic. Since it is the 9x19mm Parabellum variant, it has the correct capacity of 32 rounds, making it secondary weapon with the highest capacity after the PMR-30. However, it has low damage output and terrible recoil. Ingram MAC-10 open bolt submachine gun - 9x19mm MAC-10 in the game. The PPSH-41 PPSH-41 appears in the game with a 71-round drum magazine, the third highest in the SMG class. Like the M12s, its output port is also on the wrong side. Despite having low output injuries, its excellent accuracy and rate of fire make it one of the best SMG's in the game. Soviet PPSH-41 Submachine Gun with a 71-round drum magazine - 7.62x25mm Tokarev The PPSH-41 in the game. So, it's me. Vz.61 Scorpion The Sa. Vz.61 Scorpion appears in the game, dual-wielded, as dual Scorpion VZ.61, with a 40-round capacity, 20 rounds for each gun. It has medium damage output, a high rate of fire and a high recoil, but is compensated by its tagging effect, which slows down players making accurate shots more. Sa Vz. 61 Scorpion - .32 ACP Vz.61 Scorpion in the game. Saab Bofors Dynamics CBJ-MS Saab Bofors Dynamics CBJ-MS appears in the game simply as CBJ-MS, with a 100-round drum magazine with the right capacity. This makes it SMG with the 2nd highest magazine capacity after the American-180. The model in the game appears to be combed in 6.5x25 CBJ-MS, judged on barrel diameter. It is deadly up close, with its slightly higher than average statistics helped by its tagging effect, which slows down an enemy player. Saab Bofors Dynamics CBJ-MS - 6.5x25 CBJ-MS CBJ-MS in the game. SR-2M Veresk The SR-2M Veresk in the game, with a non-working red dot sight. Its fast reload animation, stable recoil, good output damage, high rate of fire, and high accuracy make it one of the better SMG's in the game. SR-2M - 9x21mm ST Kinetics CPW ST Kinetics CPW appears in the game as Kinetics CPW, where it is combed in the FN 5.7x28mm cartridge. It has almost the same statistics as Steyr TMP, but it has a weaker labeling effect. ST Kinetics CPW (Compact Personal Weapon) with EOTech holographic vision and RIS foregrip - 9x19mm ST Kinetics CPW in-game. Sterling L2A3 The Sterling L2A3 appears in the game simply as Sterling, with 34 round magazines, in which the player user clings like a makeshift grip. It has great damage output and accuracy, making it a very lethal weapon in medium-range involvement and against multiple enemies. Sterling L2A3 (Mk.4) - 9x19mm Sterling L2A3 in the game. Steyr TMP The Steyr TMP appears in the game with a 30-round magazine capacity, and is considered as one of the best SMG's in the game, mostly because of its good accuracy, very low recoil and moderate injury output. But in the Vietnamese and Filipino versions of Cross Fire, these features made it as one of the most hated weapons to fight against, as its marking effect slows down a player's turning and turning speed. Steyr TMP - 9x19mm Steyr TMP in the game. Steyr TMP-Ghetto. It can handle both single and double swing modes. The dual swing mode has the second TMP uploaded by subtracting 35 from the total ammo count. Shooting them will burn through ammunition twice as fast. The TDI Vector TDI Vector appears in the game as Kris's Super V, and its dual-wielded version is simply called the Dual Kris Super V. The early CrossFire Kris Super V variants are modeled after the prototype TDI Vector, while the later CrossFire variants and the dual-wielded are modeled after the Gen I Vector variant. While both are modeled with a smaller magazine (either for 10 or 13 rounds), it has an incorrect capacity of 35 rounds for Kris Super V (Dual Kris Super V slightly mitigates this by having a 50-round capacity, with 25 rounds for each gun, but still with the wrong magazine model), while the magazine maximum capacity commercially available for 30 shots, and the magazine should stand out from the bottom. Since both are combed in the .45 ACP, they boast significantly high damage output at close range, moderate accuracy and manageable recoil. Both have non-functional EOTech attractions. The single Kris Super V currently has the most variations in the game. Prototype TDI Vector, where the only Kris Super V is modeled after - .45 ACP TDI / KRISS USA Gen I Vector SMG, where Dual Kris Super V is modeled after - .45 ACP Prototype KRISS Vector in the game. Kris Super V Ares Gen I KRISS Vector. This variant named Kris Super V Ares slows down enemies who gets shot, similar to steyr TMP in the game. Dual Kris Super V Gen In KRISS Vector dual swing variant. Please note that iron sights are turned up despite the presence of EOTech holographic sights. Anyway both sights are useless because the shooter can't and doesn't have to aim down the sights while double welding. Thompson M1921AC The Thompson M1921AC appears in the game simply as Thompson. While its model has a 50 round drum magazine, it mistakenly holds 60 rounds, but makes it to SMG with the 4th highest round capacity in the game after the American-180, CBJ-MS and PPSH-41. Despite being combed in the .45 ACP, it is very underpowered compared to other SMG's chambers in that round, further exacerbated by its high recoil. Colt M1921AC Thompson with 50-round drum magazine - 0.45 ACP. Thompson in the game. Rifles The prototype version of the AK-12 is shown in the game. Like the AK-103, it almost behaves like the AK-47, with a more manageable recoil. But since it's combed in the 5.45x39mm cartridge, it's about less damage. It comes in standard, dual magazine, and underbarrel shotgun variants. Prototype AK-12 - 5.45x39mm AK-12 in the game. AK-12 Silencer AK-12 with an attached suppressor. AK-12 Knife AK-12 with fixed bayonet. AK-12 Urban AK-12 equipped with a TX-12 Special Task Weapon underbarrel shotgun. AK-12 Ghetto AK-12 equipped with a suppressor, a foregrip, and a double magazine attachment. The AK-47 AK-47 appears in the game, mistakenly referred to as the Chinese type 56. Note that it has an unusable folding bayonet similar to that of a Type 56, even though it retains the original AK-47 front sight block. It has a high damage output, great accuracy and a high rate of fire, but with a stronger recoil. AK-47 - 7.62x39mm Norinco Type 56, early milled receiver model with under-folding (pig sticker) bayonet - 7.62x39mm, for comparison. The Type-56 in the game. Note the non-hoodfront sight, which shows that it is an original AK-47, but still with a Type 56-like underfolding bayonet. The AK Hybrid weapon called an AK-47 is in fact a hybrid. It has a standard AK-47 front sight, but with stamped receivers of a Norinco Type 56-1, as evidenced by the rivet pattern above the magazine and above the pistol grip. However, it lacks the type 56-1 swing mechanism for a base falcon stand, and is instead equipped with a fixed layer. With its high damage output and very good accuracy in its class, it is the second most popular assault rifle in the game, next to the M4A1. AK-47 - 7.62x39mm Norinco Type 56-1 - 7.62x39mm Hybrid AK in the game. AK47 Knife AK with fixed bayonet. AK47-SCOPE AK with an Aimpoint CompM2 red point sight (mistakenly called a scope in the game). AK-47 Beast VVIP The first AK VVIP, the AK-47 Beast is superior in statistics to any non-VVIP AK-47 variant. It can stab enemies with its bayonet-like attachment. AK-74 appears in the game. It more or less behaves like the AK-12, with lower damage output but better recoil control than the AK-47. It is modeled with front sight and gas blocks of an AK-47. AK-74 5.45x39mm AK-103 AK-103 appears in the game. It is modeled with a handgun, pistol grip and magazine very similar to that of the Cybergun AK-47 Airsoft rifle. In addition, unlike the real AK-103, it is depicted with a ribbed receiver cover. It behaves like the AK-47, sharing its 30-round capacity, high damage output and high recoil, but is more accurate. AK-103 - 7.62x39mm Airsoft Cybergun AK-47 AK-103 in the game. The AN-94 AN-94 appears in the game, but with its magazine not canted several degrees to the right. Its unique firing mechanism requires this, and the model in the game should not even be able to shoot away a few rounds. Despite this error, its high output damage, low recoil and great accuracy, it is one of the best assault rifles in the game. AN-94 5.45x39mm AS Val THE AS Val appears in the game, correctly depicted holding 20 rounds in its magazine. Since it's chamber of the 9x39mm subsonic cartridge, it involves a high damage output, great accuracy and low recoil, although its relatively fast rate of fire would get depleted quickly. AS Choice - 9x39mm Barrett REC7 The Barrett REC7 appears in the game, pictured with sandy yellow furniture on its handgun, layer and grip, a silencer and a foregrip attached, as well as its combs in the 6.8x43mm Rem SPC round. It has a moderate but high damage output, good accuracy and fast reload and drag time. It may apparently be toggled to shoot 3-round bursts, a feature not found on the real REC7. Barrett REC7 - 6.8x43mm Rem SPC Barrett REC7 in the game. The Beretta AR-70 Beretta AR-70 appears in the game. It has pretty average stats, and is a very balanced weapon in the game. Its reload animation is pretty odd, because the player model would grab the empty magazine and throw it backwards. This long reload was probably balance it with other weapons (despite being already balanced in other key areas). Beretta AR-70/223 - 5.56x45mm NATO Beretta ARX-160 The Beretta ARX-160 appears in the game, combed in the 5.56x45mm NATO intermediate round, and only with an output port on the right side (where there should be two). As with the AR-70, it has highly balanced statistics, with high injury output, decent accuracy and moderate but manageable recoil. Beretta ARX-160 - 5.56x45mm Beretta ARX-160 in-game. Beretta Rx4 Storm Beretta Rx4 Storm appears in the game, pictured with a full auto capacity and its bearings retracted. Like the other Beretta assault rifles mentioned above, it is also a balanced weapon, but has a slightly stronger recoil and longer reload time. Beretta Rx4 Storm - 5.56x45mm NATO Beretta Rx4 Storm in the game. Beretta SCP-70/90 The Beretta SCP-70/90, a paratrooper version of the Beretta AR-70/223 appears in the game. SCP-70/90 with bearingweight - 5.56x45mm NATO The Beretta SCP-70/90 in the game. Bofors AK 5C The Bofors AK 5C appears in the game, equipped with its Aimpoint CS red dot sight (which fortunately are useful), vertical foregrip, and uses a polymer magazine. It behaves in the same way as sig 552, but with a slower rate of fire, higher damage output and higher recoil. With its red dot, it is well suited in medium and long-range engagement. Bofors AK 5C with Aimpoint CS red dot sight, RIS foregrip, and polymer magazine - 5.56x45mm NATO AK 5C in the game. Magpul Masada Magpul Masada appears incorrectly as Bushmaster ACR in the game. It sports a desert yellow finish and a folding layer, and is incorrectly capable of fully automatic fire. It has a high damage output and a strong but manageable recoil. Gen 1 Magpul Masada - 5.56x45mm NATO Colt Canada C7A2 Colt Canada C7A2 appears in the game, simply as C7A2. It is also equipped with a usable C79A2 Optical Sight and painted with a military green finish on its scope, hand-guard, bearing and grip. The C7A2 performs sufficiently in the game, with a moderately high damage output and a controllable high recoil. When using the scope, the recoil decrease, and is good for long-range engagement. Colt Canada C7A2 with ELCAN range - 5.56x45mm Colt Canada C7A2 in the game. Daewoo K2 The Daewoo K2 appears in the game. It is one of the few weapons already available to a new player in the Item Shop, and as such it has fairly average statistics compared to other assault rifles, along with a slightly slower rate of fire. Daewoo K2 - 5.56mm Daewoo XK8 The Daewoo XK8 appears as DAR-21 in the game. Daewoo XK8 - 5.56x45mm NATO FAD Assault Rifle The Peruvian FAD bullpup assault rifle appears in the game. It performs really well in close range combat, but its high recoil makes it unsuitable for long-range engagement, and is recommended to shoot 5-round bursts at the enemy if a player needs to. FAD assault rifle - 5.56x45mm FAD in the game. FAMAS F1 FAMAS F1 appears in the game, with a 25-round magazine and can toggled to shoot 3-round bursts (as it does in real life). But its high rate of fire quickly depletes the magazine, as well as a medium to high damage output making it quite a slightly above average weapon, and along with the fact that it will be unlocked for purchase at a later rank, makes it quite unpopular with most players. Which is a shame, because it is actually a versatile option if you get used to using it enough. (It's also a little noteworthy to mention that, unlike some games, where sometimes F1 is confused with other variations of FAMAS, and the fact that FAMAS G1 also appears in the game. Speaking of which...) FAMAS F1 - 5.56x45mm FAMAS G1 Famias G1 also appears in the game, as noted by its extended trigger-guard, but is mistakenly referred to as famas g2, which a redesigned magazine well for accepting NATO STANAG magazines, as well as still using a 25-round magazine when it holds 30 in the game. It performs better than famas f1, with a higher damage output, better accuracy, a faster rate of fire and lower recoil. It can also be toggled to use 3-round bursts. FAMAS G1 - 5.56x45mm FAMAS G1 in the game. The FN F2000 FN F2000 is displayed in the game, equipped with its factory-mounted 1.6x optical. But like Steyr AUG, when you switch RMB it will only zoom in on the screen. It has medium damage output, controllable recoil and a rapid rate of fire, making it a better than average assault rifle at best. For long-range commitment, that kggling in the zoom would reduce its rate of fire, suited for long-range commitment. FN F2000 - 5.56x45mm NATO FN F2000 in the game. FN FNC FN FNC appears in the game, where it can 3-round burst shots when toggled. It has a high damage output but has high recoil and average accuracy, but when toggled in 3-round recoil deficiencies is reduced and somehow makes it suitable for close range involvement. FN FNC - 5.56x45mm FN FNC in the game. FN SCAR-L FN SCAR-L appears as SCAR Light. Its high damage output, great accuracy and controllable recoil make it a great weapon for beginners, so much so that older players look down on it as it is considered overpowered. SCAR-L 5.56x45mm SCAR Light in the game. Heckler &amp; Koch G11 The Heckler &amp; Koch G11 appears in the game, modeled after the Variant G11 K2, simply as the G11. It is correctly depicted with a capacity of 45 rounds. It is also the only rifle not to eject the sleeves while firing, accurately depicting its use of infallible ammunition. When switching RMB, the player will be able to use the G11's 1.5x optical scope, zooming in on the screen while switching its fire speed to 3-round bursts, which is well suited for long-range engagement. It has high damage output, very accurate, and controllable recoil. Heckler &amp; Koch G11 K2 - 4.73x33mm Heckler &amp; Koch G11 in the game. Howa Type 89 The Howa Type 89 appears in the game simply as Type 89, with an unusable integrated bipod. It has a moderately high damage output, but great accuracy and controllable recoil, making it well suited for long-range involvement without the help of a magnitude, especially when fired in singles or in bursts. Howa Type 89 - 5.56x45mm NATO Type 89 in the game. HS Product VHS-D HS Product VHS-D early model appears in the game as simply VHS. It is equipped with a bayonet, and when toggled with RMB, the user chops like a melee attack. It has average damage output, but has controllable recoil and good accuracy. HS Product VHS-D - 5.56x45mm NATO VHS in the game. IMI Gaili ACE IMI Gaili ACE 23 IMI Gaili ACE 23 appears in the game simply as Gaili ACE, and it is one of the best assault rifles in the game. It has a high damage output, very good The rate of fire makes it well suited in all kinds of involvement in the game. IWI Gaili ACE 23 - 5.56x45mm NATO Gaili ACE in the game. The IMI Tavor TAR-21 IMI Tavor TAR-21 appears in the game simply as the TAR21, fitted with an ITL Maris reflex sight. But when toggled, it just zooms in on the screen, which is with Steyr AUG and SIG 552. It behaves in the same way as the M4A1, but has better output damage and a faster rate of fire. When using the scope, its rate of fire decreases, to take accurate single shots at long-range engagement. IMI Tavor TAR-21 with Meprolight red dot sight - 5.56x45mm Tar-21 in the game. Kbk wz.88 Tantalum The Kbk wz.88 Tantalum appears in the game as TantalwZ-88 with a synthetic handguard and grip, as well as a deployed but unusable bipod. It performs in the same way as the AK-74, but its recoil is more powerful. Kbk wz 88 Tantalum - 5.45x39mm wz.88 Tantalum in the game. Knight's Armament PDW Knight's armament PDW appears in the game as KAC PDW, and is mistakenly categorized as an SMG, though it is classified as such for it is a compact personal defense weapon. Knight's armament PDW - 6x35mm. KAC PDW in the game Knight's Armament SR-15 The Knight's Armament SR-15 appears in the game, equipped with a 30-round Magpul magazine. It is named after the SR-16 select-fire variant, and appears firing in full-auto mode just like that (the real SR-15 is semi-auto only). It has a high damage output and good accuracy, and its high recoil is up for by its rather moderate rate of fire if engaging an enemy from afar. Knight's Armament SR-15 E3 - 5.56x45mm Knight-SR16 in the game. Krebs Custom KTR-08 The Krebs Custom KTR-08 appears in the game as simply KTR-08. It is mistakenly depicted as a fully automatic rifle, despite being a civilian semi-automatic pistol in real life, as well as being the faulty camera in the 7.62x51mm NATO full rifle cartridge, instead of the 7.62x39mm round. Like the AK-47 it was based on, it deals with a high damage output and is very accurate, as well as having less recoil. Krebs Custom KTR-08 - 7.62x39mm. KTR-08 in-game. The L85A1 The L85A1 appears in the game, equipped with a SUSAT scope, but when toggled, it just zooms in on the screen. It's about a high damage output, but its high recoil denies its already meager accuracy. However, this is addressed in the application of the scope. L85A1 - 5.56x45mm L85A1 in the game M16 M16 The M16 is the starter gun in all versions of Cross Fire. It has average damage output and rate of fire, but with a lot of mediocre accuracy. It also has variations with suppressors and red dot sights. M16 - 5.56x45mm M16 in the game. M16 equipped with a red dot sight and sporting desert camouflage. M16A2 The M16A2 appears in the game, and like its appearance in most forms of media, is incorrectly depicted capable of firing in full-auto. M16A3 should be a better name pick, because in itself it is a fully automatic by M16 (However, the name is already taken by incorrectly named Colt LMG, which M16A3 LMG). It outperforms the M16 in all statistics, and behaves in the same way as M4A1. M16A2 - 5.56x45mm M16A2 in the game. The M16A4 M16A4 also appears in the game, and since it is capable of shooting fully automatic, could possibly be the R901 variant. For some reason, it has a skeleton folding layer, and equipped with a silencer. Like the M16A2, it also behaves like M4A1, but with a lower recoil and better accuracy. M16A2 - 5.56x45mm M16A4 in the game. MSBS The Polish MSBS rifle appears as MSBS-5.56 in the game. It is equipped with a usable micro red dot sight, an unusable AN/PEQ-16b laser illuminator, and a Magpul AFG, seemingly based on design mockup seen back in 2011. Like the M4A1, it has medium to high damage output, great accuracy and low recoil, and with its red dot sight, is better than the M4A1 in terms of long-range involvement. MSBS-5.56 Radon 2011 design mock-up - 5.56x45mm NATO THE MSBS Radon in the game. Note the fold-down BUIS. Norinco QBZ-03 The QBZ-03 appears in the game, and has a useful red point-type scope. It has a moderate damage output, good accuracy and controllable recoil. Norinco QBZ-03 - 5.8x42mm Norinco QBZ-95 The QBZ-95 appears in the game. It has a moderately average damage output but good accuracy and low recoil. Some of its reskins can be toggled to fire 3-round bursts, a feature found on selected QBZ-95 variants. Norinco QBZ-95 5.8x42mm Norinco QBZ-95 in the game. Norinco QBZ-97A The QBZ-97A, as hinted by its smaller trigger guard, appears in the game simply as QBZ-97. Other than its slightly different visual similarity, and that it's chamber in the 5.56x45mm NATO intermediate round, it performs the same way as the QBZ-95. Norinco QBZ-97A - 5.56x45mm Pindad SS2 Pindad SS2 is in the game. It has well-balanced statistics, with a moderate to high damage output, good accuracy, moderately fast rate of fire and controllable recoil. Pindad SS2 V1 - 5.56x45mm NATO Pindad SS2 in the game. SA Vz.58 SA Vz.58 appears in the game simply as the VZ-58. It more or less performs in the same way as the AK-47, but with a stronger recoil. Czech SA vz. 58P (Pěchotní aka Infanter) with fixed layer - 7.62x39mm SA Vz.58 in the game. Sig SG 540 SIG SG 540 appears in the game simply as SG540, and sports a dark green finish and a folded bipod. It is a balanced weapon, with decent damage output, good accuracy and controllable recoil. SIG SG 540 with bipod - 5.56x45mm ST Kinetics SAR-21 The SAR-21 appears in the game, equipped with a useful red dot scope. It has a slightly higher damage output than the M4A1 and good accuracy, but it has a high recoil. CIS SAR 21 - 5.56x45mm NATO SAR 21 in the game. Steyr AUG A1 The Steyr AUG A1 appears in the game, equipped with its signature Swarovski telescopic sight. Much like in when you press RMB, you won't be able to use its sight, but it will only zoom in on the screen. It is very accurate, has a moderate injury output, and is well suited for long-range involvement when used with scope. Steyr AUG A1 - 5.56x45mm. Steyr AUG A3-CQC The Steyr AUG A3-CQC appears in the game, equipped with an EOTech holographic vision. Unlike other weapons equipped with an EOTech sight, when you press RMB, it will only zoom in on the screen, much like the Steyr AUG A1. It behaves in the same way as Steyr AUG A1, but has higher damage output and more accurately. Steyr AUG A3-CQC 18-inch barrel with Surefire M900 weaponlight foregrip and EOTech red dot sight - 5.56x45mm The Steyr AUG A3 in the game. Note the HUD icon at the bottom right, where Steyr is misspelled as Styer Sturmgewehr 44 The Sturmgewehr 44 of Nazi Germany appears in Cross Fire. It has a slow firing speed in the game (as in real life), but with high damage and low recoil. Sturmgewehr 44 - 7.92x33mm Kurz SIG 44 in the game. Vector CR-21 Vector CR-21 is displayed in the game. Vector CR-21 - 5.56x45mm NATO Vepr The bullpup Vepr appears in the game, equipped with a useful red dot sight. Although it has high damage output, it has low accuracy and a powerful recoil. Vepr with scope - 4.5x39mm Vepr in the game. Zavasta LKP PAP The Zavasta LKP PAP appears in the game erroneously as Zavasta M21, with a 10-round magazine that incorrectly holds 30 rounds, and an incorrect full-auto capacity (all of which would be correct for an actual M21, but not for LKP PAP). Zavasta LKP PAP - 7.62x39mm An actual Zavasta M21S, for comparison - 5.56x45mm NATO The Zavasta LKP PAP in the game. Carbinies The 9A-91 carbine appears in the game, with its capacity correctly depicted as having 20 rounds. It boasts a high rate of fire, but its low damage output makes it a bit tricky to use against weapons with higher ammo capabilities, despite being cams in the 9x39mm cartridge. 9A-91 - 9x39mm. Old model. 9A-91 in the game. The AKS-74U AKS-74U is displayed in the game. Like the AK-74 before it, it has less damage and has a high recoil, although it has a faster rate of fire compared to other AK's. AKS-74U 5.45x39mm AR-15 variants AT-15 Afghan Two AR-15 variants also appear in the game, namely the AT-15 Afghan and AR-15. The AT-15 Afghan (in real life is simply named AT15) is an AR-15 variant produced by Alberta Tactical Rifle Supply, a Canadian-based weapons manufacturer. The model in the game is pictured with brownish yellow Magpul furniture, especially the stock, gun grip, handguard and magazine. It has great accuracy, fast reload time, medium to high damage and fast reload animation. Patriot Ordnance Factory P416 with 10.5 inch barrel - THE AT-15 looks almost similar to this Oneirof G &amp;amp; G GR4 G26 - THE AT-15 looks almost similar to this one. AT-15 Afghan in the game. AR-15 As for the second variant, it is named as the AR-15, it is seemingly based on the M4A1, with custom handguards and bearings, its carrying handle removed, and is equipped with a vertical front and front sights, but lacks a rear sight. Colt M4A1 with 6 position collapsible bearings and carrying handles removed - 5.56x45mm

