

SNIPER RIFLE BULLET CHARACTERISTICS*

*(Without suppressor)

| Sniper Rifles | Action | Bullet Travel Meters Per Second | Bullet Drop in meters / Travel time in seconds | | | | |
|---------------|--------|------------------------------------|--|-----------------|-----------------|-----------------|-----------------|
| | | | @ 100m | @ 500m | @ 1000m | @ 1500m | @ 2000m |
| M98B | Bolt | 650mps | -2.31m / 0.15s | -11.54m / 0.77s | -23.08m / 1.54s | -34.62m / 2.31s | -46.15m / 3.08s |
| M39 | Semi | 570mps | -2.63m / 0.18s | -13.16m / 0.88s | -26.32m / 1.75s | -39.47m / 2.63s | -52.63m / 3.51s |
| JNG90 | Bolt | 560mps | -2.68m / 0.18s | -13.39m / 0.89s | -26.79m / 1.79s | -40.18m / 2.68s | -53.57m / 3.57s |
| QBU88 | Semi | 550mps | -2.73m / 0.18s | -13.64m / 0.91s | -27.27m / 1.82s | -40.91m / 2.73s | -54.55m / 3.64s |
| MK11 | Semi | 550mps | -2.73m / 0.18s | -13.64m / 0.91s | -27.27m / 1.82s | -40.91m / 2.73s | -54.55m / 3.64s |
| L96 | Bolt | 540mps | -2.78m / 0.19s | -13.89m / 0.93s | -27.78m / 1.85s | -41.67m / 2.78s | -55.56m / 3.70s |
| SVD | Semi | 530mps | -2.83m / 0.19s | -14.15m / 0.94s | -28.30m / 1.89s | -42.45m / 2.83s | -56.60m / 3.77s |
| SV98 | Bolt | 520mps | -2.88m / 0.19s | -14.42m / 0.96s | -28.85m / 1.92s | -43.27m / 2.88s | -57.69m / 3.85s |
| M40A5 | Bolt | 490mps | -3.06m / 0.20s | -15.31m / 1.02s | -30.61m / 2.04s | -45.92m / 3.06s | -61.22m / 4.08s |
| M417 | Semi | 450mps | -3.33m / 0.22s | -16.67m / 1.11s | -33.33m / 2.22s | -50.00m / 3.33s | -66.67m / 4.44s |
| SKS | Semi | 440mps | -3.41m / 0.23s | -17.05m / 1.14s | -34.09m / 2.27s | -51.14m / 3.41s | -68.18m / 4.55s |

Factors to consider:

1. BULLET DROP

- a. If you know your ranges** on your scope and target distance. Then **BULLET DROP** means nothing, because you are already aiming to compensate for that.
** (I mean every 100m range; from 100meters to 1500meters distance.)
- b. Bullet drop is only good for shooting over a hill or object, to hit an unseen target.

2. BULLET TRAVEL TIME is very important.

- a. A split second can make the difference between a miss and a hit.
- b. It is all about trigger pull, timing, and distance.
- c.

3. TARGET. Is it moving or stationary.

- a. A moving target:
 - i. Changes speed and direction at a last seconds notice.
 - ii. Distance changes quickly.
 - iii. You must be fast on the trigger and accurate.
- b. Stationary target:
 - i. Easy to shoot at.
 - ii. More time taken to get an accurate shot.
 - iii. Can get a second shot in, if the first one was not a kill. But you must be quick on the follow-up shot.