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Ak 47 sights modern warfare

For a list of other variants, see AK. The AK-47 is an assault y gun listed in the Modern Warfare game series, as well as in modern warfare 2: Ghost, Call of Duty: Black Ops, Call of Duty: Black Ops (Nintendo DS), Find Makarov, Find Makarov: Operation Kingfish, Call of Duty: Black Ops II, Call of Duty: Black Ops Declassified, Call of Duty Online, Call of Duty: Heroes, Rightful King, Call of Duty: Advanced Warfare, Call of Duty: Mobile, Call of Duty: Modern Warfare, and Call of Duty: Black Ops Cold War. Effective on medium range. - Arms description 100-85 (SP) 40-30 (40-20 Suppressed, Red Dot) (MP) Head: 2.7, Breast: 2, Limbs: 1.5 (SP)Head: 1.4, Breast: 1, Limbs: 1 (MP) 30+300 (SP), 30+180 (MP)30+308 (SP Grenadier) 2.5s loaded, 3.25s uploaded OpFor, Ultranationalists, Loyalists Normal HUD Icon: AK-47 Grenadier's HUD Icon: Campaign Ak47 (Original Weapon) ak47_grenadier (AK-47 Grenadier) Multiplayer ak47_mp (Original Weapon) ak47_reflex_mp (w/Red Do Sight) ak47_acog_mp (w/ACOG Scope) ak47_silencer_mp (w/Silencer) ak47_gl_mp (w/GP-25) Campaign[edit] The AK-47 is in single player and is the weapon most used by in-game enemies, such as Ultranationalists and OpFor militants. It was never found with a red dot sight or silencer. It is much better in terms of firepower and penetration compared to most other guns in the game, and it keeps an open area of view for mocking other nearby targets, although it suffers more in terms of recoil. The AK-47 recoil is mostly visual, as the attractions have again been settled on the target between shots. The AK-47 is most effective close to medium range. A variant of the AK-47, called the AK-47 Grenadier (a standard AK-47 with an underslung GP-25 grenade launcher), is also relatively common. The AK-47 Grenadier has a maximum ammo of 308 instead of 300. The AK-47 is one of the only weapons that is more accurate in multiplayer than it is in single player. The AK-47 is one of the first assault yers unlocked in multiplayer, which is available once Create-a-Class is unlocked. This is high-damage, slow-fire assault yver on equal with the M16A4 and MP44. The AK-47 deals 40-30 damage, depending on the series, murder targets in three-to-four shots. Head shots generally reduce the number of bullets needed to kill by one. Ease stopping power reduces it to two-to-three shots. In this case, head shots only help out of effective range. The moderate rate of fire and the high damage per bullet gives the AK-47 among the fastest times to kill from all the fully automated assault ers. The AK-47 has higher recoil than most of the other assault strokes, with a recoil pattern of 60 up, left, and right, and 30 down. His speed is on average, at 1500. The is symmetrical, so while the weapon floating somewhat while firing recoil tends to go straight. Reboot speed is loaded at 2.5 seconds or uploaded 3.25, making it somewhat slower than the M4 Carbine or G36C, but not by much. The AK-47 has the same amount of floating as the M4 Carbine and the same floating speed as the G36C. The GP-25 and the ACOG Scope are the two most suitable attachments to use as the Red Dot Sight and Suppressor both limit its efficacy; ease one of the latter reduces minimum damage to 20, making it take five shots on series to kill in the core and essentially make it a slower-fire M4 Carbine or G36C. This damage reduction also causes the gun to lose its one shot dead ability in the range of hardcore. While the ACOG does not cause this damage reduction, the increased zoom, ADS time, and recoil hinders much of the AK-47's close range of efficiency, and the increase in idle sway will also somewhat impede its middle distance efficiency. The AK-47 is perhaps the most versatile when used naked, with no attachments, as it leaves the player with a weapon that does not hinder himself or their class selection. In Hardcore, it died in one hit against all enemies unless they were attached using Juggernaut (which can be neglected with Stop Power) or Last Stand, or those shot by cover, but lost this ability with an oppressor or Red Dot Sight attached. The AK-47 can accept Golden Camouflage once all the assault gun challenges are complete. This exclusivity is nurse in Call of Duty: Modern warfare Remastered, as all weapons can accept Gold Camouflage. Weapon attachments [edit] GP-25 Grenade Launcher Red Dot Sight Silencer ACOG Scope Old School Mode[edit] The AK-47 appears in Old School Fashion with 30 laps in the magazine and 60 laps reserve ammunition. Backlot - Found with a Red Dot Sight at the intersection near the garages and the parking lot on the southwest part of the map, near Sleight or Hand. Bog - Found between the giant hill of dirt and the tank, near Last Stand. Chinatown - Found with a GP-25 in front of the construction site near the fish market and the grassland, near the Mini-Uzi. Crash and Winter Crash - Found at the top of the driveway near the mechanic to the southwest part of the map, near Juggernaut. Crossfire - Found with an ACOG Scope under cinder block foundations on the western edge of the map, near the Frag Grenade. Killhouse - Found with a GP-25 on top of the southern structure. Pipeline - Found on the train platform on the northern edge of the map, next to Stop Power. Shipment - Found in the southwest corner of the map, near the barrels. Showdown – Found with a GP-25 in downtown courtyard. Strike - Found Directly on the west side of the near Juggernaut. Vacant - Found in the parking lot, to the south-eastern corner of the map. Card. | Edit Source] For attachment images, see AK-47/Attachments. For camouflage images, see AK-47/Camouflage. Call of Duty 4: Modern Warfare [edit] Call of Duty: Modern warfare Remastered[edit] The AK-47 in the first person Reboot of the AK-47. The porridge in the magazine is now in 3D. Add a picture to this Gallery Call of Duty 4: Modern Warfare (Nintendo DS)[modified | edit source] Default for OpFor, and Ultranationalists Campaign[edit] The AK-47 appears as one of the two assault ants available in the game. It is available at all levels in the game. It is used by almost every enemy. Although the AK-47 carries a similar look at the one in the console versions, it has slightly less damage per round, a higher rate of fire, and much less recoil. It also has slightly different iron attractions, offering a lot more open views around it. The iron attractions are more above the gun than in other console games, where the face is grabbed in the gun. As with all other weapons in the game, all recoil is eliminated when goal mode the sights, making it effective on all series. It is mostly the only weapon to pick up as the loss of ammo. [47] In multiplayer, the AK-47, like all other weapons, is available by default. It is extremely effective due to its high rate of fire, low recoil, and moderate damage. However, it is still recommended to use it on medium range (just as in the console versions), as it can be countered in long term by the more accurate M16A4 and the more powerful M1014 and MP5 nearby. The topic of this article was cut from the final version of a Call of Duty match. The AK-47 can be seen in a screenshot for the cut game Call of Duty: Devil's Brigade. The AK47 was founded in the first person in 1994. Add a picture to this Gallery Call of Duty: Modern Warfare 2[edit] Head: 1.4, Breast: 1, Limbs: 1 (MP) 30 rounds (45 with Extended Powers) 2.5s loaded, 3.25s downloaded 1500-2000 (500-1000 Suppressed) (MP) Campaign[edit] The AK-47 returns in Call of Duty: Modern Warfare counterpart. It has a beige polymear furniture and a side bracket range mountain, as well as a collapsed stock and a railway foot. Shots from the AK-47 sound different from those in Call of Duty 4: Modern Warfare, possibly due to the apparent addition of a mule rem. The Ultranationalists and Russian Army still generally use the AK-47, just like members of the Brazilian Militia. Many of the AKS found in the campaign are mounted with ACOGs, GP-25 Grenade Launchers, or Red Dot Sights; AK-47s with a Holographic Sight can be found in the levels Exodus, of their own resolution and Wolverines! An AK-47 An Under-Barrel Shotgun can be found in the weapons in Loose Points and Wolverines!. The AK-47 appears in almost every campaign mission with the exception of No Russian, Just Like Old Times, and Endgame. Unlike Call of Duty 4: Modern Warfare, the AK-47 is the last assault yar and the last overall weapon to be unlocked at level 70. The AK-47 is a high damage-per-bullet assault yver, best compared to the SCAR-H and TAR-21. On any series short of 37 meters, the AK-47 will cause forty damage, take three hits to kill, or two with head shots. Damage takes lineouts down to fifty meters, where the AK-47 will cause thirty damage, which will take four hits to kill, or three with head shots. The AK-47's three-hit death series ends at 45 yards, and its two head-shot murder series ends slightly before 45 yards. The AK-47 has medium bullet penetration power, and will kill or down enemies without interference in one shot in Hardcore game modes. When equipped with Stop Power, change the AK-47 damage profile. The AK-47 will now cause 56 damage at any series of shy 37 yards, to get two shot killings, and will decrease to fifty meters, dealing with 42 yards, a three hit death, or a two hit death with head shots. The AK-47's two hit death series with Stopping Power will end about forty meters. With Stop Power, the AK-47 damage per bullet becomes very powerful and fairly consistent about the range, making the AK-47 solid. The AK-47's pace of fire is somewhat slow, just fire at 705 RPM. While this fire brigade is faster than the SCAR-H and the bars-fire attack guns, all other assault guns, including the TAR-21, fire faster. The fire rate is not bad in the grand scheme, but is unimpressive. The AK-47 is quite accurate. His iron attractions are very clean and simple, and his recoil profile is very manageable, kicking equally upwards and on the sides. However, the AK-47 has a heavy amount of visual kick that does not represent the AK-47 actual recoil profile, which can deter fewer experienced players from using it. A feature unique to the AK-47 is that adding any attachment bar the ACOG Scope will multiply the idle floating amount by twenty times, the same effect the Thermal Range has on diaper swings. This is a unique weakness of the AK-47, since all other weapons only multiply their idle sulphur by twenty times while using the Thermal Range, but in the case of the AK-47, all attachments bar the ACOG will bring this effect. Using no attachments at all will keep the idle floating at its normal amount. The AK-47 handling properties are quite weak for assault yers. Its switch speed is some of the slowest in the level, the goal mode speed is the assault gun standard, the AK-47 will limit movement speed to if it is the heaviest weapon equipped, and the hip-fire distribution is a moderate size. Each reboot is very slow The AK-47, takes 1.75 seconds to restart the AK-47. Everywhere, the AK-47 is a poor handling gun. The AK-47 has a standard thirty-round magazine, which the AK-47 started a ninety-round starting ammo out when the player inspects without Scavenger Pro. The AK-47 has the usual set of attachments available for it. The Grenade Launcher is the GP-25 model instead of the M203, and while the grenades themselves are unchanged, the GP-25 can be switched faster, but will reboot more slowly than the M203. This makes using the GP-25 quickly easier (such as on a Sleight or Hand class), but makes long lasting use harder (as with a One Man Army class). The GP-25, as in Call of Duty 4, will add a face to the right side of the AK-47, which has no functional purpose in-game except to distinguish which attachment the AK-47 has. The Shotgun is an unnecessary attachment for the AK-47, which already has very close-quarter power. The optical attachments are available for the AK-47. The Red Dot Sight is somewhat of a poor choice on the AK-47, as the leading post is not folded down when they aim, and with the visual kick, serves as a major visual distraction, take away the value of the Red Dot Sight's value. The Holographic Sight shares a lot of Red Dot Sight's features, but is glistened in that it will increase the AK-47 wall penetration power, basically giving the AK-47 FMJ for free. As such, the Holographic Sight should be the only face in use on the AK-47, if desired. The ACOG scope will not increase the AK-47's idle swing when used, but the combination of any annexure with it via Bling will add the diaper floating. The ACOG scoil also lowers the AK-47's centenation from 1500 to 1100, which makes recoil very large and difficult to control, combined with the visual kick and the leading post. The Thermal Scope removes a lot of definition about the real world when you aim, and will lower the AK-47's 47's centspeed to 1300, which makes shot placement again. The Heartbeat Sensor gives the AK-47 portable radar on the side, but is effectively countered by Ninja users, who are difficult to hear with footsteps. The Heartbeat Sensor should not rely on, but can be a useful tool in warning the player to be tireless nearby enemies. The Silencer removes the AK-47's mule flash and lowers the AK-47's acoustic signature when fire but will reduce the range. This will reduce the AK-47's maximum damage range by two-thirds, and will halve the AK-47's visual recoil is larger than the Commando's, where the sights kick before returning to its original position, which hinders long series of battles with moving targets. Due to the AK-47 statistical disaddes compared to the Commando and the serious agreement they carry, the AK-47 by definition is an inferior weapon. While the weapon is very well rounded, the Commando is an overall improvement over the AK-47. The AK-47's only advantages on the Commando are that it was unlocked earlier and that its GP-25 Grenade Launcher bears statistical uniqueness of the M203 that the Commando uses. [edit 1] Zombies are not available in Zombies. This can only be obtained with giving all command on computer as well as giving ak47_zm command/bind on Apple Mac. It cycles some weapons for the player while gradually draining all their points. Finally, the player ends with an M1911, Default Weapon, Dirty Harry and an AK-47. The weapon has no sounds when it fire or reboots, and does little damage per shot, only 2.5 times that of the M1911. The AK-47 also cannot be Pack-a-Punched, but console

instructions show that the AK-47 would be able to pack-a-Punched, to which it would get a Flamethrower seizure. The AK-47 (with a GP-25) is also seen in the Call of the Dead poster held by Michael Rooker. In 1994, the founding of the United Nations (UN) closed a founding member of the United Nations (UN) in 1994. For attachments images, see AK-47/Attachments. Video[edit] Call of Duty: Black Ops (Nintendo DS)[edit] Pre-unlock for Enemy faction 150 dead with it unlocks the scope, 100 headshots the M203 GL Tropas, Soviet armed forces. North Vietnamese Army The AK-47 makes its return in Call of Duty: Black Ops (Nintendo DS). The AK-47 looks like both Call of Duty 4: Modern Warfare and the console version of Call of Duty: Black Ops' own wooden AK-47. Campaign[edit] The AK-47 is the most common weapon in the campaign, as it appears in each mission, meaning the ammo will never be a problem. It has the standard 30 rounds magazine, high power and high recoil, low accuracy, and the iron faces are somewhat difficult to use; adding a scope solves the problem, and also changes the recoil enlargement glass it, but just upwards, makes it somehow more controllable. In Zombies it can be found with or without the range of scope of the mysterious boxes. 950 points. It has high recoil, low accuracy and is not very effective against zombies. Although it is better if the weapons in the starting area go as far as statistics go, most other full-car weapons are better than statistically. Multiplayer[edit] In multiplayer, it is pre-unlocked for the Insurgents factions, and 150 dead with it will unlock its destined version. 100 head shots with any enemy weapon will unlock the grenade launcher for the AK-47. It is advised to use the limit nerves of Steel to resolve the recoil. [edit] M203 grenade launcher Scope Gallery[edit] Finds Makarov[edit] The AK-47 is used by two Ultrationalists accompanied by Imran Zakhaev. Finding Makarov: Operation Kingfish[edit] The AK-47 is used by the majority of Russian troops. A few of the guns are equipped with Duster Stocks. A Russian soldier who is repelled while holding his AK-47Another soldier holds an AK-47 with a folded Duster StockAdd a picture to this gallery Call of Duty: Modern Warfare 3[edit] The ever-popular AK-47 provides an aggressive attack with high damage and a slower pace of fire for more manageable handling. Unpredictable recoil can cause problems in long-range involvement, but the weapon shines in the middle of the series, moving forward battles. - Call of Duty: Elite description 30 rounds (45 with Extended Powers) Level 68 (Multiplayer)Level 24 (Survival Mode) 2.5s loaded, 3.25s downloaded The AK-47 returns in Call of Duty: Modern Warfare 3. It was first shown with other weapons publicly trailer. It also appeared in the E3 Demo and the survival off trailer. It is similar to the Call of Duty: Modern warfare 2 variants and sports similar polymear furniture, although in black finish. It also has another stock, which carries strong reserface with the M4A1 stock from Call of Duty: Modern Warfare 2, and another handgun, which has rails to the sides covered with rail guards. The AK-47 is again commonly used by the Ultrationalists and the Russian Army, and is also a common sight in the African Militia. The AK-47 can only be found after the aircraft accident in Turbulence. The AK-47 is also a starting weapon for Yuri in Persona Non Grata, equipped with a Red Dot Sight, and in Back on the Grid, equipped with a Red Dot Sight and a oppressor. The AK-47 appears in each campaign mission with the exception of Hunter Killer and Mind the Gap. The AK-47 is unlocked at Level 68 and is a high damage weapon with a relatively low rate of fire. Although the AK-47 is connected for the highest damage of all automatic assault yers, matching the CM901 only. It still requires the same number of bullets to kill nearby; three bullets under normal circumstances, two if one is a headshot. Since the Profile of the AK-47 is the same as other weapons of its class, its slower pace of fire makes the weapon less competitive in close ranges as it will take more time to kill. This disadvantage is offline by its series, as the AK-47 has the longest three-shot death shot range of all the fully automatic assault strokes. This means that the Oppressor is a viable attachment, as the three-shot murder range continues to extend to medium-series engagements even with the serial reduction. Despite the long-range capabilities, the ACOG range is not recommended, as the enlarged glass makes it unsatisfactory for accurate automatic fire. If a face is needed, the Red Dot Sight of Holographic Sight is better choices, although the AK-47's iron attractions are by no means an obstacle. The AK-47 is very similar to the CM901, but it is very important in some respects. While their maximum and minimum damage is the same, their damage-deterrenders are dramatically different. The CM901's maximum damage starts to drop to 20 meters and ends at 47.5 meters, while the AK-47's deduction starts at 31 yers and ends at 45 yers. Despite a wider bullet distribution and slightly slower reboot (2.5 seconds, unlike the CM901's 2.3 seconds), the AK-47 boasts somewhat more predictable recoil, but the difference is marginal, and is offsetting by the noticeably higher visual recoil. However, both the weapon's three-hit death distances are around the same (40 meters for the AK-47 and 37 yrs for the CM901). Infinity Ward released a hofix that took off the AK-47 gun kick. Total revived weapon, however, remains unchanged. Special Ops[edit] The AK-47 is available for both survival and mission modes. Mission mode[edit] The AK-47 is available as either an alternative or hostile weapon in almost every Mission Fashion Challenge, except Firewall, Charges Set and Hostage Striker, and is also a starting weapon in Milehigh Jack. Survival mode[edit] The AK-47 is available in survival mode at level 24 and costs \$3000. The AK-47 is also used by heavy troops in earlier waves. The AK-47 is very powerful, especially close, but moderately to high re cool limits its efficiency. As with all weapons, head shots are recommended to increase the murder speed. The AK-47 can be very effective in survival matches, but only if the player tries to stay in close-quarters and go for head shots. Also, its high damage and moderate fire rate leads to slower ammo consumption than most other guns and submachine guns, allowing the player ammo to refill less often. Attachments[edit] Skill [edit] Kick - Unlock at arms level 4. Impact - Unlock on weapon level 9. Attachments - Unlock on weapon level 12. Focus – Unlock on weapon level 16. Breath - Unlock on weapon level 22. Stability - Unlock on weapon level 28. | Edit Source] For attachment images, see AK-47/Attachments. For camouflage images, see AK-47/Camouflage. First-person view of the AK-47. Restart the AK-47. Note the porridge in the inserted magazine is in 2D. Throw the empty magazine when it restarts. The AK-47 in third person. A Delta Force operator floats an AK-47 in an early ELITE trailer. Add a picture to this Gallery Demonstration[edit] Modern Warfare 3 - AK47 DemonstrationAdd a photo to this Gallery Call of Duty: Modern Warfare 3: Deficiency[edit] The AK-47 appears in Call of Duty: Modern Warfare 3: Tefiance, and retains most of its characteristics of the Call of Duty: Black Ops DSant Variant. The AK-47 proves itself popular with Russian forces and ammunition is almost never a problem. The AK-47 can be considered the Russian counterpart of the American M4 Carbine, as both have the same attachments in both campaign and multiplayer. In campaigning, the Russians favor this weapon in use against the player and their allies. Russians often go on the attack with the standard AK-47 or the AK-74. Russians with the range AK-47 actually shots to the players head, killing them immediately or dealing with high damage per shot although when the player uses the best AK-47, it still deals with the same amount of damage as its normal variant. Russians with the AK-47 Grenade launcher never use it as, oddly enough, the grenade launchers are always empty delivery of the grenade launcher a mere change to what it looks like. The AK-47 is one of the initially unlocked weapons in multiplayer, the same as the M4. When used also unlocks its scode counterpart who can be unlocked with 150 dead with the AK-47. The AK-47 grenade launcher also appears ready and loaded as a pop-up Mysterious Weapon on multiplayer cards. Weapon attachments [edit] Scope - Unlock at 150 dead with standard AK-47 Grenade Launcher - Found in multiplayer cards as a pop-up Mysterious Weapon, if enabled. Call of Duty: Black Ops II[edit] 30 rounds (40 w/Extended Clip) Automatic (3-round bars w/Select Fire) MPLA, UNITA, Tropas, Panamanian defense forces, Alex Mason, Frank Woods, Tian Zhao, Menendez Cartel, Batallón Dignidad, Mujahideen, Soviet armed forces (Spetsnaz), Jason Hudson, Mobsters, Prison Guards, Alcatraz Prisoners Effective on medium range. — Description The AK-47 in Call of Duty: Black Ops II is similar to its Call of Duty: Black Ops variant. The gun's appearance did not change, but it lacked the gun kick. It is only available in the campaign and Zombies, and has been unlocked at the beginning of the campaign. The AK-47 can be used in all the missions except Strike Force missions. The AK-47 is used by the Mujahideen in Old Wounds and Force mission mission [edit] Zombies[edit] The AK-47 appears in the Zombies card Mob of the Dead, included in the downloadable content pack Uprising. It starts with a 30-round magazine with a fair amount of reserved ammunition of 240 rounds. Pack-A-punched, it becomes the Reznov's revenge. It still retains its 30-round magazine with 270 in reserve, but comes with a massive increase in damage, and is one of the highest damage assault ers in Zombies, even without Double Tap Root Beer. AK-47 vs. Reznov's revenge damage 150-100 250-200 Fire Mode Automatic Rate of Fire 750 RPM 750 RPM Magazine size 30 30 Max ammo 240 + 30 270 + 30 Mobility Medium Extras More Ammo, Higher Damage Gallery [edit] For attachment images, see AK-47/Attachments. For camouflage images, see AK-47/Camouflage. The AK-47 in first-person. Restart the AK-47. Note the porridge in the magazine inserted is in 3D. The AK-47 in public trailer, circled in yellow. Another view of the AK-47. An AK-47 is used by a Panamanian soldier. Add a photo to this gallery Call of Duty: Black Ops: Declassified[edit] Vietnam People's Army, Spetsnaz The AK-47 appears again in Call of Duty Black Ops: Declassified. It is similar to its Black Ops counterpart, but with less recoil. It is accurate, but generally considered underbeared compared to the Famas and other assault yolks. It is seen in the Assault default class. In campaign, the AK-47 is the standard assault venture for Russian and Viet Kong forces. It is also used by the cartel forces Legitimate King[edit] after an earthquake, two militia soldiers clean up their AK-47s with some of Josephine Menendez's advances. Call of Duty Online[edit] 30 tingers (45 with Extended Powers) 1.9 loaded, 2.8 downloads. Double Mags 1.4 loaded, 1.8 loaded The AK-47 returns in Call of Duty Online. While early versions of the game have a similar look at that of its Call of Duty: Modern Warfare 2 variant, except with wooden furniture, the final updated version is now equal with the Call of Duty 4: Modern Warfare variant. [edit 1] Gallery[edit] Call of Duty: Heroes[edit] The AK-47 is used by Raul Menendez. It is also seen held by Yuri in the drawer screen. Call of Duty: Advanced Warfare [edit] Jim Decker (Exo Zombies menu only) Back by popular question – the AK47 returns to Call of Duty! This fan favorite fully automatic assault y gun can deliver some major damage close to medium range. Players will want to be careful and fire the weapon in short bursts to keep the recoil under control. The AK47 base weapon will be unlocked once you receive one of the five variants in an Offer Drop or Advanced Supply Drop. - Sledgehammer Games description The AK-47 in Call of Duty: Advanced Warfare. [10] Some reveal images for the Reckoning DLC have soldiers floating AK-47s. After that, the AK-47 was introduced to Xbox One players on 1 September 2015, and a month later for computer and PlayStation 4 players. To unlock the base weapon, players must first receive a Supply Drop Variant. Between February 26th and 29th, 2016, the Unforgiving variant was given to players who played at least one public multiplayer game for free in an Offer Drop. The AK-47 is high damage, but a low choson weapon. Up to 10 meters it will take three shots to kill, which is an average for assault yards, after which it will take four shots to kill. It's also a one hit dead in Hardcore game modes up to 40 meters. One interesting disadvantage of the AK-47 is that it is reached 30m so it has killed its ability 4 shot to 31m. It has low recoil and mediocre ADS speed. With the 5.45 Caliber Ammo, the AK-47 gets a dramatic increase in fire rate. However, it comes with reducing damage per shot and a noticeable increase in recoil control, causing the gun to kick harder on fire. However, the latter is mostly vertical recoil, so it is still controllable. Battle Royale[edit] The AK-47 features low recoil, high damage with very little waste on the range and a rather tight hip-fire distribution. This allows it to deviate several other assault skiers at the centre of a long distance. The diss of the gun are the rather low rate of fire, forcing the player to be accurate, and the rather low time-to-death compared to some of the top assault rifle in Battle Royale. The gun is available as Rare and Epic blueprints (removed in Season 11). The Legendary variant can only be found in Airdrops. Attachments[edit] Muzzle[edit] Muzzle[edit] Barrel[edit] MIP Light Barrel (Short) OWC Ranger OWC Marksman MIP Extended Light Barrel Optic [edit] Stock [edit] Behind Grip [edit] Dotted Grip Tape Granulated Grip Tape Ammunition[edit] Extended Power A Great Extended Power B 5.45 Caliber Ammo Underbarrel[edit] Laser[edit] Laser[edit] Source] RTC Laser 1mW MIP Laser 5mW OWC Laser - Tactical Perks [edit] FMJ Tough Long Shot Melee Master Sleight or Hand Wounding Full Ammo Deactive Blueprints[edit | edit source] Epic [edit] Red Action Tank Steel Blue Jade Metallic Mist Mirage Trail and Fault Artillery Woodland Strife Legendary [edit] Wrath Black & Gold Pumpkin Main Gallery [edit | edit] For variant images, see AK-47/Variants. Call of Duty: Modern Warfare [edit] 35-32 (MP)26 (5.45mm) (MP) Head: 1.6, Breast: 1.2 (MP) 30 rounds (40 and 75 rounds w/optional attachments) 1.17s loaded1.38s downloaded 550 RPM (standard)666 RPM (5.45mm) (select-fire) Barkov's Forces, Al-Qatala, Urzikstani Liberation Force Very reliable automatic assault estrang was roomed in 7.62mm Soviet. Large calibrate ammunition requires skill to control recoil. - Description The AK-47 returns in Call of Duty: Modern Warfare. The AK-47 is the main assault venture for Al-Qatala, and is sometimes used by Barkov's Forces, although the latter is more often used the AK-12. Some versions of the AK-47 found in the campaign were modelled after the Steel Curtain blueprint of multiplayer, and some others used the Revolution model. Farah Karim uses the latter as her signature weapon, equipped with his unique folding stock not available in single player. Multiplayer[edit] Unlock at rank 55 in multiplayer, the AK-47 takes the famous role of high damage, fully automatic assault yolk. It will kill in 3 shots anywhere after the body within 28 meters and can require up to 4 shots past this distance. Landing 2 headshots will kill at all series and the AK benefits of bonus damage when shooting the chest. This bonus damage is enough to kill a 3-lap past 28 yers with one shot to the upper body, followed by two anywhere else. In hardcore, the gun will be a 1-shot dead at any distance. This high damage is one of the AK's strongest features and is only fired by the Oden and FAL in its class. However, this force comes with some consequences. The weapon's pace of fire is a shark 561 RPM. It's slower than most other assault rifles, so landing every shot is important for a competitive time-to-kill. The AK-47's handling is also fairly subpar under its class, even if it is not too bad compared to other high damage assault ers. Hypofire distribution is on average, but inconsistent due to the low fire rate. ADS times are mediocre, not as sluggish as the Oden or FN Scar 17, but even slower than most other guns. Recoil is also high compared to most other weapons, with each shot with noticeable and somewhat unpredictable upward jol. Fortunately, the AK comes with a 30 round capacity by default. It is a boy for the weapon as most other high power assault ers come only with 20 round magazines by default. Rebooting time is also very good for its class. Compared to the FN Scar 17, the AK's closest competitor, the AK-47 has: the potential to kill in 3 shots without head shots in long term, 10 more rounds in its standard capacity, and slightly faster handling. The Scar shoots slightly faster and therefore kills a little faster at midrange, but the AK can sustain its fire for longer and with slightly deadly results at longer ranges. There are also many attachments to adjust the AK-47 to a variety of situations. The 23.0 barrels give moderate boost to the gun's range and recoil control at the expense of move speed and ADS speed. For a long series of AK buildings, one of Barrels will help the gun for better efficiency over longer spreadslines. The Spetsnaz Elite barrel will slightly boost range with smaller disadvantages of mobility. In contrast, the 8.1 Compact Barrel ADS will accelerate and speed will move to be more aligned with some of the lighter assault ers. It is useful for more aggressive use of the weapon, but will hinder slightly accuracy with additional recoil. The AK also has access to a Skeleton Stock, which improves ADS speed and ADS speed with a penalty for the purpose of stability (idle floating). This stock is a great choice for more mobile ADS centric building. The AK-47 also has access to the usual variety of additional attachments. A styled Grip Tape and an FSS Close Quarters Stock or No Stock will help speed up the gun for snapper and more aggressive tactics. On the other hand, a remuneration or other attachments that affect recoil control will help tack the AK's fierce upward kick. An optic can improve target acquisition over a long range, although the iron attractions are fair enough for close range use. The AK-47 can also equip 40 Round Mags or 75 Round Drum Mags. The former trades have a small amount of mobility for a more generous overall capacity, and the latter exchanges a large portion of the move speed for drastically increased sustained fire capability. Knowledge is that these extensive magazines are far greater than anything that can ease the FN Scar 17, so the AK keeps the edge in potential continuous lead output. The AK-47 also has a unique conversion set. 5.45×39mm 30-Round Mags. This conversion slightly lowers the AK's damage range. One can expect a 3-shot kill to 19 yers, or 26 meters when hitting the chest. It may take 5 shots to kill past 33 yrs, but hitting the chest will never need more than 4 hits to kill. In return, the rate of fire is increased significantly to 690 RPM. Regarding the conversion can still kill in 3 shots, this is a noticeable increase in lethality in the near range. Recoil per shot was also moderately reduced. Although the gun will continue to float rapidly upwards thanks to the increased fire rate, the vertical bounce of each shot is more consistent and lower than with the default ammunition. The 5.45×39mm conversion makes the gun much more deadly and forgiving nearby, but offers up some of the AK's long-distance force. Attachments[edit] Muzzle[edit] Muzzle[edit] Barrel[edit] Spetsnaz Elite 23.0 RPK Barrel 8.1 Compact Barrel 23.0 Romanian Laser [edit] 1mW Laser 5mW Laser Tac Laser Optic [edit] [edit] [edit] [edit] 1mW Laser 5mW Laser Tac Laser Optic [edit] [edit] [edit] [edit] 1mW Laser 5mW Laser Tac Laser Optic [edit] [edit] [edit] [edit] 1m Edit 19] Behind Grip[edit] Granulated Grip Tape Rubberized Grip Tape Ammunition[edit] 40 Round Mags 5.45×39mm 30-Round Drum Mags Underbarrel [edit] Limits [edit] Revolution rare bundled lone Marauder RPK Rare Bundle Monkey Business Freedom Fighter Epic Bundle Arms Dealer Golden Dragon Epic Bundle Dead Man's Fortune Pink Perforator Epic Bundle Mwah Wendigo Epic Bundle Cold Blood Trophy Mount Epic Bundle Hunter's Paradise II War has epic bundled security detail Temhota Epic Bundle Russian Federal Security Bureau Last Rites Epic Darkness Fall Gilded Poor Epic Battle Season 6 Tiger 0 Collateral Epic Bundle Cleaning Agent Steel Curtain Legendary Multiplayer Warrior's Code Black Bear Legendary Bundle Talon Operator Bundle Skemer Ripper Legendary Bundle Of Scorched Earth The Noble Legendary Bundle Petrograd Upper Hand Legendary Bundle Tactical Human IV Properly Dedicated Legendary Bundle Lights Out sand Sweeper Legendary Battle Pass Season 3 Level 71 Black Cat Legendary Battle Season 5 Tiger 71 Roll of Honor Legendary Bundle Sample Service Grizzled Legendary Co-operative Mission Needed 1PIECES9IN8PLAY1. The AK-47 menu icon, which has a scope of the MountA Russian soldier with an AK-47Farah Karim who fired her AK-47 partner after the Revolution blueprintadd photo to this gallery Call of Duty: Black Ops Cold War. we're on our way. Out.This article contains information on a topic scheduled to make an appearance in Call of Duty: Black Ops Cold War.Please should not add non-referenced or speculative content until it can be confirmed by the game's release. Full-car assault y gun. High damage with a marginally slower fire brigade. Excellent stop power for mid to short range encounters. - In-game description The AK-47 returns in Call of Duty: Black Ops Cold War. Attachments[edit] Optical [edit] Muzzle[edit] Muzzle[edit] Barrel[edit] Body[edit] Onderbarrel[edit] Foregrip Bruiser Grip Field Agent Grip Infiltrator Grip Magazine[edit] Fast May 40 Rd Speed Mag Bakelite 50 Loader Handle[edit] Stock[edit] Stock[edit] Tactical Stock Duster Stock Duster Stock Commando Assembly No Stock Blueprints[edit] Name blueprint Rarity How to Iron Curtain Unknown Confrontation Weapons Pack Trivia to obtain[edit] Call from Duty 4: Modern Warfare [edit] When using a GP-25 in Call of Duty : Modern Warfare, The AK-47 gas block will disappear in the first person. The remastered version has a manufacturing date of 1970. Call of Duty: Modern Warfare 2[edit] When the AK-47 is equipped with GP-25, it is known as AK-47 Grenadier, rather than AK-47 w/Grenade Launcher. Without any attachments, it has no idle swing when goal is down in the sights, but as a attachment is added, it has a small amount of floating. An unusable leafy sight is added to the AK-47 when the GP-25 is equipped. The serial number of the gun is 122874. In the first person, when sensitivity is at 10, turn to reveal the other side of the gun, the fire mode selector can be seen and is set to semi-automatic, but in third person it is on the correct fully automatic fire. The AK-47 in the original and the remastered game has the Russian Izhevsk Arsenal logo (arrow in triangle). The remastered model has U R J brand selector markings on the right. The ease of a silence will result in the player being another melee sound while the AK-47 is held. Call of Duty: Black Ops[edit | edit source] The colored AK47 opt-oval in Call of Duty: Black Ops has been changed to no colors in the GamesCom WMD trailer, then changed again to colored and improved in the October GTTV single trailer of the game. The pick-up icon has been improved, but not colored in the finalized version of the game. The AK47 serial number is 20923. Sometimes in the campaign an AK47 can be found with most of the available attachments on it. However, these variants cannot be picked up. The AK47 has the Russian Tula Arsenal star logo on the dust cover. The extensive force has the Bulgarian Kazanlak Arsenal Circle 10 logo on the back of the magazine. Call of Duty: Modern Warfare 3[edit] The AK-47 serial number is 29022163. the campaign fire sound for the silenced AK-47 is different from the one in multiplayer. Call of Duty ELITE state in the weapon statistics that the AK-47 has a magazine of 20 rounds when it actually has a magazine of 30 rounds. During Return to Sender, it is possible to find an AK-47 with all attachments, but it is not available because the African Militia soldier who carries it will be shattered by a wall. The upper handgun reads SAIGA 5.56 SYSTEM AND MADE IN RUSSIA. The magazine reads 5.56 Cal B4 448875 and MADE IN AFGHANISTAN. The AK-47 has a manufacturing date of 1963 as well as a Russian Izhevsk Arsenal logo. Attaching a suppressor will give another melee sound while you have an AK-47. It is identical to the sound change that happens in modern warfare 2 Call of Duty: Black Ops II[edit] His Pack-a-Punched name in Gang of the Dead, Reznov's revenge, is a reference to Viktor Reznov. The AK47 has the Russian Tula Arsenal star logo on the dust cover. If to the camouflage on the AK-47, the details are small, but when turning away from the sun the side of the recipient will show silver that is almost finished and the magazine will all silver shine finished with few small black details behind. Call Call Duty: Advanced warfare [edit] It is possible to see the Atlas logo on the weapon. Players who have the free Unforgiveness variant between February 26th and 29th, 2016, who do not already have a variant of the AK-47 with the normal AK-47, did not get the normal AK-47 when receiving the free Unforgiving variant. In Exo Zombies, Decker can be seen holding AK47 in descbit main menu. It has the same series code as in Modern Warfare 3. 3.

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