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For another variant of the KN platform, see KN-57. The KN-44 (known as the ARAK in alpha build and ARK-7 in beta) is an assault rifle found in Call of Duty: Black Ops III and its prequel comic book, as well as Call of Duty: Mobile. He also made a brief physical appearance on Call of Duty: Black Ops 4. It has moderate fire rate, moderate recoil and fast charging time. Call of Duty: Black Ops III[edit | edit source] 35-26 (SP), 40-29 (MP)120-70 (ZM) 30 rounds (42 w/ Extended Mag) Level 3 (SP) Level 1 (MP) Level 7 (ZM) 30+240 (SP &MP)30+210 (ZM) 2.03s (Loaded), 2.8s (Blank), 1.4s (Fast) 625 RPM (666 RPM with Rapid Fire) Full-car Assault Rifle. Fast fire speed with moderate recoil. - Description in the game Campaign[edit | source of change] The KN-44 appears as a distinctive weapon for all factions, such as the 54 Immortals and the Egyptian Army. In addition, the assault rifle appears in each mission. It is available after New World for the player in the armory, and is the first field operations kit for In Darkness. It is the distinctive weapon for Jacob Hendricks, John Taylor and Zeyad Khalil. Report[edit | edit source] The KN-44 is a widely produced military-level production of the KN weapons platform. The KN-44 is fast and easy to produce, making it ubiquitous among armies around the world with the need to quickly arm a large number of riflemen. Kn weapon design gives production facilities their choice of parts quality, which means that even if all KN-44 parts are interchangeable, there is no guarantee that two KN-44 rifles worldwide perform the same. Since there is no standard, the KN-44 designation is typically given to any military emission rifle that fits the KN model. The KN-44 is highly customizable and its standard model offers a good balance between stop power, range performance and fire speed. A kn-44 properly built with the right modifications can easily meet the needs of the modern kn ant. Specifications[edit | edit source] Ammunition: 7.62x39mm, 5.45x39mm Length: 880mm Weight: 3.05kg Barrel: 415mm Production Years: 2062–Present Country of Origin: Russia Multiplayer[edit | edit source] The KN-44 has been unlocked since multiplayer began. It is one of the default guns, which means it can be used from level 1. The KN-44 deals moderate damage. At any distance short of 17.5 meters there will be three shots to kill. Beyond this range the KN-44 will be a four-shot kill (in Hardcore, it will be a two-shot kill over 50 meters). By default, the KN-44's head shot multiplier is only useful in Hardcore game modes, where the KN-44 can get a kill with a blow to the head at Distance. The KN-44 has average penetration, as with most assault rifles. The KN-44 is fully automatic at 625 rpm and is only used by the HVK-30 and FFAR. It may be above average as an assault rifle in this regard, but all SMG may match or or rate of fire. The iron crosshairs are clean, but the KN-44 has omnidirectional recoil, kicking up and on the sides a similar way. In addition, the KN-44 by default has the highest amount of inactive influence in the assault rifle category and one of the highest amounts of inactive influence in the game. Only Vesper and SVG-100 have multiple inactive swaying by default. The handling characteristics of the KN-44 are average of an assault rifle. It allows the user to move at 95% of the base speed, 90% when shooting the KN-44 without aiming, and 38% when aiming the KN-44. The KN-44 has a moderate-sized hip fire spread and points down in the viewfinder in 380 milliseconds. The KN-44 recharges fairly quickly, took 2.03 seconds to reload the KN-44, 2.8 seconds if the KN-44 is empty, or 1.4 seconds to reload Undo the Weapon. The KN-44 has a 30-shot magazine for an assault rifle and is generated with four magazines in total, or 120 rounds by default. The KN-44 has the usual assortment of assault rifle accessories. The Recon Sight will increase the zoom level of the KN-44 during aiming, increase the kn-44's central speed to 1575, and reduce inactive influence by ninety percent, making the KN-44 much more accurate by almost completely eliminating inactive influence. The handle can help in some way reduce the recoil of the KN-44 as well, but it won't help improve overall accuracy as much as the Recon Sight. The KN-44 is an exception to other long-barreled assault rifles and suppressor attacks. Long barrel will guarantee the KN-44 only 13% longer length and the reduction of the suppressor interval on the KN-44 is only 30%. This makes the Suppressor an overall stronger attack on the KN-44, with lower penalties and stealth bonuses. Both the Quickdraw handle and the Stock both help improve the handling characteristics of the KN-44 by reducing the aiming time to 266 milliseconds and increasing the loss rate to 68% during aiming (but reducing to 57% during shooting and aiming). These accessories offer great tangible advantages to the KN-44 and the player cannot go wrong in choosing these accessories. The Laser Sight will reduce the KN-44's hip focus range by a considerable amount, allowing the KN-44 to be very precise from the hip. FMJ allows the KN-44 to pierce the lid more efficiently. This makes the KN-44 quite powerful in shooting through a light cover and moderately thick coverage. Fast Mag and Extended Mag both help the KN-44 when it comes to recharging. Fast Mag will reduce the charging time of the KN-44, with a recharge cancellation time of 0.77 at all times. This makes KN-44 charging considerably faster. Keep in mind, however, that the KN-44 will have one of the slowest first refills of all quick-wizard assault rifles. High Caliber is a powerful attack increasing the blow multiplier to the head to 1.6x on 1.1x. This causes head shots to reduce the amount of shots to kill by one in the main game modes. However, this effect is not necessary in hardcore game modes, with 1.1x enough to ensure a kill of a blow to the head at any distance. Rapid Fire is quite poor on the KN-44, increasing only the fire rate to 666 rpm, a bad update compared to the KN-44's 625 rpm. Due to the small tangible benefit, it is in the usual interest to avoid attachment. Attachments[Editing Editing Source |] Reflex (unlocked at weapon level 2) Quickdraw (unlocked at weapon level 3) Grip (unlocked at weapon level 4) Scout (unlocked at weapon level 5) Suppressor (unlocked at weapon level 6) High caliber (unlocked unlocked at weapon level 7) Varix 3 (unlocked at weapon level 8) Stock (unlocked at weapon level 9) BOA 3 (unlocked at weapon level 10) Laser viewfinder (unlocked at weapon level 11) FMJ (unlocked at weapon level 12) Thermal (unlocked at weapon level 13) Fast Mags (unlocked at weapon level 14) Extended Mag (unlocked at weapon level 15) ELO (unlocked at weapon level 16) Long barrel (unlocked at weapon level 17) Quick Fire (unlocked at weapon level 18) Zombies[edit | edit source] The KN-44 appears as a 1400-point wall weapon that appears in Shadows of Evil , The Giant, Kino der Toten, Der Eisendrache, Zetsubou No Shima, Gorod Krovi and Revelations. It can also be found in the Mystery Box in Zetsubou No Shima and Revelations, as well as in all Zombies Chronicles maps. The KN-44 can be compared to the Kuda, with the same amount of ammunition as the MITRA, but by swapping the fastest strafing speed and fire rate for a larger head shot multiplier. The reliability of the KN-44 makes it an efficient weapon during the first rounds, allowing players to purchase more ammo whenever they want. However, the KN-44's low damage, average magazine size, and low reserve ammuntion number can be a showdown compared to other weapons the player can get. When upgraded through the Pack-a-Punch Machine, he becomes the Unto Avenger, with increased magazine capacity, more backup ammo, and more damage. The Unto Avenger is easily one of the most effective assault rifles in Zombies. Low recoil, high reserve ammo, and devastating head shot damage turn the Anought Avenger into a laser beam of an assault rifle similar to galil and an-94 from past games. The Anist Avenger's ability to score fast, accurate and powerful head shots proves useful during camping and during training. Combined with ammo that can be purchased from the wall, this makes it one of the most reliable assault rifles in the game. As with most weapons, it is recommended to run Double Tap Root Beer to maximize damage. Places[edit | edit source] Shadows of Evil: Above the Canals near the Perk Machine and Tram in the Canal District and at the front of the toll booth in the Footlight Footlight The Giant: To the left of the Z-C Teleporter where STG-44 sat in Der Riese. Kino der Toten: In the locker room. Der Eisendrache: In Samantha's bedroom and to the left of Juggernog. Zetsubou No Shima: To the right of the FlaK 88 Cannon. Gorod Krovi: Above the tank factory, near the humpback car. Revelations: Behind the Verrückt section of the map and under the Mound in the Origins. KN-44 vs Unto Avenger[edit | edit source] KN-44 Ancesmer Damage 120-70 200 Multiplier Head: x5.75chest: x1abdomen: x1 Auto Fire Mode Automatic Fire Rate 625 RPM 625 RPM Bounty Magazine 30 50

Ammo Max 210+30 350+50 Moderate Mobility High Extra Extended Mags, FMJ, higher damage, for attack variants, | see KN-44/Attachments. For camouflage images, see KN-44/Camouflage. Pre-release[edit | edit source] Call of Duty: Black Ops 4[edit | edit source] Some unusable golden KN-44s can be seen on the wall in the Hacienda multiplayer map of Operation Spectre Rising. The weapon was also previously seen brandished by Tank Dempsey in the poster artwork for Blood of the Dead. The KN-44 is also seen in the introductory video in Tag Der Toten, held by Samuel J. Stuhlinger, but the KN-44 doesn't actually appear in the level. Gallery[edit | edit source] Call of Duty: Mobile[edit | edit source] 1.2x26 (head)1x26 (everywhere) 30 rounds (38 and 44 w/ ammunition accessories) · Fully automatic · Semi/Full-Auto (selected fire, Battle Royale only) Fully automatic assault rifle. High fire rate with moderate recoil. - Description The KN-44 returns in Call of Duty: Mobile. was added during the disavow update to Season 4. Multiplayer[[editing source] The KN-44 has low range damage and low recoil, giving it a good combat advantage in medium and long-range encounters. At close range, however, the gun faces many other guns in its class that are better at scoring quick kills, putting the KN-44 at a big disadvantage. The recoil is mostly horizontal that kicks only after firing the first 10 shots. Compared to the LK24, the KN-44 has the same speed of fire and damage, but due to the lower damage drop per shot, hitting a mid-range head shot will give the KN-44 a big advantage, but this is hard to get due to the rather bouncing recoil. Battle Royale was | kn-44 in battle royale in season 9. It has a low recoil and good fire rate, however its damage is very low compared to other assault rifles. The KN-44 was available for ground loot as uni common and epic projects, both of which were removed in Season 13. It is now only available as custom projects that can be obtained in Airdrops. Attachments[[source of Muzzle[edit | editing source] Barrel[edit | editing source] MIP Light Barrel (Short) OWC Ranger OWC Marksman Optic[edit | edit source] Stock[edit | edit YKM Light Stock MIP Strike Stock YKM Combat Stock No Stock Rear Grip[edit | edit source] Stippled Grip Tape Granulated Grip Tape Rubberized Grip Tape Ammunition[edit | edit source] 44 Round Extended Mag 44 38 Round Fast Reload Underbarrel[edit | edit source] Laser[edit | editing source] RTC Laser 1mW MIP Laser 5mW OWC Laser - Tactical Benefits[[Editing fmj] tough long shot melee master sleight of hand wounding full ammo disable blueprints[edit | edit source] epic[edit | edit source] eruption living rust untamed cyberspace tourmaline black Gold Giftwrapped Legendary[edit | edit source] Gallery[edit | edit source] Trivia[edit | edit source] Prequel Comic[edit | edit source] In the prequel comic book, the grip and kick of the KN-44 are in a brown color , while the loader is black metallic, enlarged, and shorter in length. Call of Duty: Black Ops III[edit | edit source] Although the weapon is listed as being of Russian origin in the Data Vault, the gun plots themselves have Belfast, UK engraved on the side. In addition, it is also engraved 7.62x51mm, although the Data Vault only states that the weapon can be chambered in 7.62x39 mm and 5.45x39 mm. The number 27 can be seen written in red on the side of the weapon. In the photo CAMO Challenge HUD for gold camouflage, it shows the KN-44 with the handrail, gun grip, magazine and all-black kick. However, when Gold camouflage is applied, the entire weapon, with the exception of the magazine, turns golden. The description of the weapon states that the KN-44 has a fast fire rate, although its fire rate is only 625 rpm, rather slow for automatic weapons. There is an optical guide on the KN-44 when an optical attachment is equipped. This rail is integrated on the third-person model. Endgame can be seen on the optical rail. Equipping the laser view adds two rails on the handrail, there the rails are also integrated on the third-person model. Model.

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