

# TAC Chrono Chart

	Up to 1.13 Joules	1.14 - 1.42 Joules	1.43 - 1.85 Joules	1.86 - 2.34 Joules	2.35 - 2.89 Joules
MED	N/A	5m	15m	20m	30m
0.20g	0 - 350	351 - 392	393 - 447	448 - 503	504 - 558
0.23g	0 - 326	327 - 366	367 - 417	418 - 469	470 - 521
0.25g	0 - 313	314 - 350	351 - 400	401 - 450	451 - 500
0.28g	0 - 295	296 - 331	332 - 378	379 - 425	426 - 478
0.30g	N/A	286 - 320	321 - 366	367 - 411	412 - 457
0.32g	N/A	N/A	N/A	355 - 398	399 - 442
0.36g	N/A	N/A	N/A	334 - 374	375 - 417
0.40g	N/A	N/A	N/A	317 - 356	357 - 395
Class/Role	COB / Pistols Secondary	Assult Light Field	Rifleman Heavy Field	DMR	Sniper
Fire Mode	Semi	Semi	Semi	Semi	Semi

F.P.S.

\*All guns must be checked on the chrono with the weight BB they intend using during the game and tagged according to the joules they are shooting

\* Orange and red tags are restricted to 2x BBs in the air at a time

\* Yellow tag and above gun requires a blue tag secondary to be used within your MED's

\* Guns are to be used on semi only unless specified in game briefing

\*Full auto gun fire is limited to LMG class guns and only when game mode allows with a max of yellow tag and on pre-approval from the game marshall  
This includes miniguns and full auto gun fire has a max rate of fire of 25rps

\* Flamethrowers, Rocket launchers, Mortars and other special weapons only to be used with pre-approval from game marshall