

# ANOMALY LARP

## COMMON DART GUN FPS AND MOD RESULTS AND REVIEWS

FPS means 'Feet Per Second' and is a measure of how fast/hard a dart is coming out of a given barrel. At Anomaly LARP we cap at 85 fps, a nice balance of being able to hit things and feel when hit, and adds some randomness at range. All FPS measurements we make are an average of 3 shots. Results vary per individual gun, test yours before considering mods. Anything above 40 fps is definitely playable and it's not the most important thing about a gun.

Let's talk about barrel length. Many foam dart players don't like long barrels because they cause some drag (my testing says I lose up to 3 fps). In exchange long barrels shorten unguided dart range and remove the chance of a dart immediately going sideways. With top tier modded foam dart guns this is a non-issue, but for the rest of us, especially fps limited *at the end of the barrel*, long barrels make a positive difference in consistently being on target and this comes through in my testing.

The **Jolt** is an excellent 1 shot pistol even at 43.6 fps and a common favorite. The Stinger has higher fps but a tiny grip, if your hand fits you might go with the Stinger over the Jolt but it probably doesn't.

My **Rayvens** at 59.8 and 70 fps are my go-to favorites. Getting them closer to 80 fps and making them quieter at the same time is on my to-do list but not critical. The **Stryfe** was for years considered best-in-class throughout the foam dart slinging world, and for a near perfect fps semi-auto build in Anomaly pairing an elite version with NiZn 1.6v rechargeable batteries gets it close to 80 fps.

Other guns really shine though for other uses in Anomaly. For single shot sniper the **Wolf LR-1** has excellent distance at 75 fps. The **Zuru Hawkeye** is even better at around 80 FPS on average, but is slower to load and fire. At 65 fps the **Longshot** has a good balance of fps and consistent accuracy with a good fire rate as a bolt action with mag.

Another sleeper here is the **Fang QS-4**, a four shot 'any' action pistol in the same category as the **Triad** and **Hammershot**, both also excellent guns.

**Zuru / X-shot** guns rated at 90 feet *on the box* average around 80 FPS, and can be an excellent choice. They are also much less expensive than other brands and have classic looks for painting. ***The Vigilante mangles darts so may not be used.***

### What to expect from common mods based on our testing:

**Spring:** add fps at the cost of harder bolt / hammer pull and increased wear. Varies widely on the spring and gun.

**Remove Restrictor:** adds up to 3 fps and slightly lighter pull at the cost of a loud clacking firing sound and greatly increased wear. The gun will not last long (as opposed to potentially forever).

**Greased Plunger:** if your gun has a plunger it's worth doing whenever you open it up to mod it. Smoother action, slight (1-2) fps increase, no negatives.

**NiZn 1.6v AAA:** considerable (8-13) fps increase, depending on gun.

**Cage/Electronics Upgrade:** for semi and auto, this is the ultimate upgrade. Dial in whatever fps you want, hypothetically. Cost is it's complex and expensive, overkill for this game but worth it to some.

**FPS Overperforms** / FPS Underperforms (still acceptable)

Gun	Base FPS	NiZn 1.6v	Remove Air Restrictor	Spring 1	Spring 2	Cage 1	Cage 2
<b>Pistol – One Shot</b>							
Jolt	43.6	X					
Stinger	52	X					
<b>Pistol – Any Action</b>							
Fang QS-4	73	x					
Hammershot	65	X					
Triad	68.2	X					
Reflex 6	81						

<b>Pistol – Slam Fire</b>							
Disruptor	69						
<b>Pistol – Semi Auto</b>							
Stryfe (elite)	65.2	78.6	x				
<b>Pistol - Auto</b>							
<b>Rifle – One Shot</b>							
Wolf LR-1	75	X					
Hawkeye	81						
<b>Rifle – Bolt/Any Action</b>							
Longshot	65						
<b>Rifle – Slam Fire</b>							
Roughcut	66						
<b>Rifle – Semi Auto</b>							
Rayven (nstrike)	49	59.8	X				
Rayven (elite)	62	70	X				
Stryfe (elite)	65.2	78.6	x				
<b>Rifle - Auto</b>							
Brute	64	70					