



# SC Blueprints - P4-AR Rifle

1 blueprint(s)

## P4-AR RIFLE

|             |                  |
|-------------|------------------|
| CATEGORY    | Weapons          |
| TYPE        | Rifle            |
| GRADE       | 1                |
| SIZE        | 2                |
| FABRICATION | 2m 30s           |
| CRAFTER     | sc_crafting_sync |
| UPDATED     | 2026-06-04       |

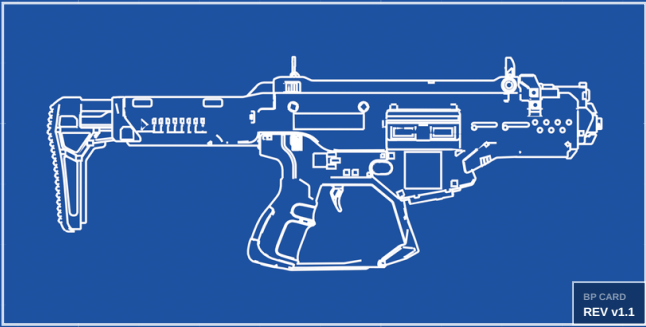


FIG. 1 · P4-AR RIFLE · BLUEPRINT CARD

BP CARD  
REV v1.1

### ITEM DESCRIPTION

Manufacturer: Behring  
Item Type: Assault Rifle  
Class: Ballistic

Magazine Size: 40  
Rate Of Fire: 550 rpm  
Effective Range: 50 m

Attachments: Optics (S2), Barrel (S2), Underbarrel (S2)

Behring's classic P4-AR rifle features a collapsible stock and shortened barrel, making it an ideal choice for close-quarter firefights. Its accuracy and general ease of use make it universally valued among security, military and civilian users.

### CRAFTING DATA · COMPONENT BREAKDOWN & QUALITY MODIFIER ANALYSIS

| Part   | Material      | Qty    | Min Q | Start Q | End Q | Mod at Start | Mod at End |
|--------|---------------|--------|-------|---------|-------|--------------|------------|
| Barrel | Iron          | 2 cSCU | 0     | 0       | 1000  | 0.925000     | 1.075000   |
| Frame  | Aluminum      | 4 cSCU | 0     | 0       | 1000  | 1.200000     | 0.800000   |
| Stock  | Hephaestanite | 2 cSCU | 0     | 0       | 1000  | 1.200000     | 0.800000   |

### MATERIAL SOURCES

| Material      | Method | Location                     | Probability | Rarity   |
|---------------|--------|------------------------------|-------------|----------|
| Iron          | Ship   | Aaron Halo                   | 10.3%       | Uncommon |
|               |        | Adir                         | 43.5%       | Common   |
|               |        | Bloom (Pyro IV)              | —           | —        |
|               |        | Calliope                     | 32.7%       | Moderate |
|               |        | Fairo                        | 26.7%       | Moderate |
|               |        | Fuego                        | 26.8%       | Moderate |
|               |        | Lagrange (Occupied)          | —           | —        |
|               |        | Lagrange Point B (CRU-L1/L2) | —           | —        |
|               |        | Lagrange Point D (CRU-L3/L4) | —           | —        |
|               |        | Lagrange Point E (CRU-L5)    | —           | —        |
|               |        | Lagrange Point G (ARC-L4/L5) | —           | —        |
|               |        | Lyria                        | 34.8%       | Moderate |
|               |        | Magda                        | 34.8%       | Moderate |
|               |        | Monox (Pyro II)              | —           | —        |
|               |        | Pyro I                       | 32.7%       | Moderate |
|               |        | Pyro III                     | 35.0%       | Moderate |
|               |        | Vatra                        | 36.0%       | Moderate |
|               |        | Vuur                         | 26.8%       | Moderate |
|               |        | Wala                         | 25.7%       | Moderate |
|               |        | Yela Belt                    | 20.5%       | Moderate |
| Iron          | Ship   | microTech                    | 32.6%       | Moderate |
| Aluminum      | Ship   | Aaron Halo                   | 10.3%       | Uncommon |
|               |        | Aberdeen                     | 29.7%       | Moderate |
|               |        | Arial                        | 22.0%       | Moderate |
|               |        | Hurston                      | 44.0%       | Common   |
|               |        | Ita                          | 34.7%       | Moderate |
|               |        | Lagrange Point A (HUR-L1/L2) | —           | —        |
|               |        | Lagrange Point C (HUR-L3/L4) | —           | —        |
|               |        | Lagrange Point F (ARC/MIC)   | —           | —        |
|               |        | Magda                        | 34.8%       | Moderate |
|               |        | Arial                        | 22.0%       | Moderate |
| Hephaestanite | Ship   | Calliope                     | 32.6%       | Moderate |
|               |        | Fuego                        | 26.7%       | Moderate |
|               |        | Lagrange Point A (HUR-L1/L2) | —           | —        |
|               |        | Lagrange Point C (HUR-L3/L4) | —           | —        |
|               |        | Lagrange Point F (ARC/MIC)   | —           | —        |
|               |        | Monox (Pyro II)              | —           | —        |
|               |        | Vuur                         | 26.8%       | Moderate |
|               |        | microTech                    | 32.7%       | Moderate |

QUALITY MODIFIERS · CRAFTING MULTIPLIER ANALYSIS

| Part   | Fire Rate | Impact Force | Recoil Kick | Recoil Smoothness | Recoil Handling |
|--------|-----------|--------------|-------------|-------------------|-----------------|
| Barrel | +1.12     | +1.07        | —           | —                 | —               |
| Frame  | —         | —            | +0.80       | +0.80             | +0.80           |
| Stock  | —         | —            | +0.80       | +0.80             | +0.80           |

BASE STATISTICS · RAW VALUES

| Statistic         | Value |
|-------------------|-------|
| Fire Rate         | 810   |
| Spread Min        | 0.18  |
| Spread Max        | 5     |
| Ideal Range       | 30    |
| Max Range         | 50    |
| Zoom              | 1.4   |
| Mass              | 2.65  |
| Physical Dmg/Shot | 12    |
| Kick Rapid (°)    | 0.19  |
| Smooth Rapid      | 0.09  |
| Handling Rapid    | 0.03  |
| Kick Single (°)   | 0.12  |
| Smooth Single     | 0.09  |
| Handling Single   | 0.03  |

## CRAFTERS

| Crafter        |                                                    |
|----------------|----------------------------------------------------|
| (dev)CityGamer |                                                    |
| Min Q          | Minimal quality required for baseline build        |
| Start Q        | Minimal quality accepted for build                 |
| End Q          | Maximum quality accepted for build                 |
| Mod at Start   | Quality modifier at the start of the quality range |
| Mod at End     | Quality modifier at the end of the quality range   |

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