# Range Scaling

When using ranged weapons, the damage is scaled based on the range to the target.
At 2, 3 and 4 SQM range, the damage factor is neutral however depending on the difference from that range the damage will be either increased or decreased.
For players in the melee range the damage will be reduced by 30%.
For each SQM the player is farther to the target, the damage will be increased by %5 per.
Additionally an indicator icon will be displayed on the target that will change the color depending on the damage factor: grey for neutral, red for reduced and green for increased damage.

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