

# WEAPON CHART

| WEAPONS CHART                   |       |       |   |        |    |      |    |         |    |         |        |    |                |                                                                                           |                                  |
|---------------------------------|-------|-------|---|--------|----|------|----|---------|----|---------|--------|----|----------------|-------------------------------------------------------------------------------------------|----------------------------------|
| NAME                            | RANGE |       |   |        |    |      |    |         |    |         | DAMAGE | B  | AMMUNITION     | TRAITS                                                                                    |                                  |
| ADHESIVE LAUNCHER               | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      |        | 1  | N              | NON-LETHAL                                                                                |                                  |
| ANTI-PERSONNEL MINE             |       |       |   |        |    |      |    |         |    |         | 13     | 1  | SHOCK          | CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK |                                  |
| AKRYLAT-KANONE                  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      |        | 1  | ADHESIVE       | DISPOSABLE (2), NON-LETHAL                                                                |                                  |
| AP CC WEAPON                    |       |       |   |        |    |      |    |         |    |         | PH     | 1  | AP             | CC                                                                                        |                                  |
| AP HEAVY MACHINE GUN            | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 15     | 4  | AP             | SUPPRESSIVE FIRE                                                                          |                                  |
| AP HEAVY PISTOL                 | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 14 | 2<br>(1 IN CC) | AP                                                                                        | CC                               |
| AP MARKSMAN RIFLE               | 0     | SHORT | 8 | MEDIUM | 24 | LONG | 40 | MAXIMUM | 48 | 96      | 13     | 3  | AP             | SUPPRESSIVE FIRE                                                                          |                                  |
| AP RIFLE                        | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 13     | 3  | AP             | SUPPRESSIVE FIRE                                                                          |                                  |
| AP SNIPER RIFLE                 | 0     | SHORT | 8 | MEDIUM | 16 | LONG |    |         | 48 | MAXIMUM | 96     | 15 | 2              | AP                                                                                        |                                  |
| AP SPITFIRE                     | 0     | SHORT | 8 | MEDIUM | 24 | LONG | 32 | MAXIMUM | 48 | 96      | 14     | 4  | AP             | SUPPRESSIVE FIRE                                                                          |                                  |
| ASSAULT PISTOL                  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 13 | 4<br>(1 IN CC) | N                                                                                         | CC                               |
| BARE HANDS                      | -     |       |   |        |    |      |    |         |    |         | PH-2   | 1  | N              | CC                                                                                        |                                  |
| BLITZEN                         | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 14     | 1  | E/M2           | DISPOSABLE (2)                                                                            |                                  |
| BOARDING SHOTGUN (AP MODE)      | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 14 | 2              | AP                                                                                        |                                  |
| BOARDING SHOTGUN (BLAST MODE)   | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 14 | 2              | N                                                                                         | IMPACT TEMPLATE (SMALL TEARDROP) |
| BREAKER COMBI RIFLE             | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 13     | 3  | BREAKER        | SUPPRESSIVE FIRE                                                                          |                                  |
| BREAKER PISTOL                  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 12 | 2<br>(1 IN CC) | BREAKER                                                                                   | CC                               |
| BREAKER RIFLE                   | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 13     | 3  | BREAKER        | SUPPRESSIVE FIRE                                                                          |                                  |
| CC WEAPON                       |       |       |   |        |    |      |    |         |    |         | PH     | 1  | N              | CC                                                                                        |                                  |
| CHAIN-COLT                      |       |       |   |        |    |      |    |         |    |         | 13     | 1  | N              | DIRECT TEMPLATE (SMALL TEARDROP), INTUITIVE ATTACK                                        |                                  |
| CHAIN RIFLE                     |       |       |   |        |    |      |    |         |    |         | 13     | 1  | N              | DIRECT TEMPLATE (LARGE TEARDROP), INTUITIVE ATTACK                                        |                                  |
| CHEST MINES<br>(BS WEAPON MODE) |       |       |   |        |    |      |    |         |    |         | 13     | 1  | SHOCK          | DISPOSABLE (2), DIRECT TEMPLATE (SMALL TEARDROP), INTUITIVE ATTACK                        |                                  |
| CHEST MINES<br>(CC WEAPON MODE) |       |       |   |        |    |      |    |         |    |         | 13     | 1  | SHOCK          | CC (+3), DISPOSABLE (2)                                                                   |                                  |
| COMBI RIFLE                     | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 13     | 3  | N              | SUPPRESSIVE FIRE                                                                          |                                  |
| CONTENDER                       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 13     | 1  | DA             | ANTI-MATERIEL                                                                             |                                  |
| CRAZYKOALA                      |       |       |   |        |    |      |    |         |    |         | 15     | 1  | SHOCK          | DEPLOYABLE, DISPOSABLE (2), NON-LOOTABLE                                                  |                                  |
| D-CHARGES                       |       |       |   |        |    |      |    |         |    |         | 14     | 1  | AP+EXP         | ANTI-MATERIEL, CC, DEPLOYABLE, DISPOSABLE (3)                                             |                                  |
| D-CHARGES (DEPLOYABLE MODE)     |       |       |   |        |    |      |    |         |    |         | 14     | 1  | AP+EXP         | ANTI-MATERIEL, DEPLOYABLE, DISPOSABLE (3)                                                 |                                  |
| D-CHARGES<br>(CC MODE)          |       |       |   |        |    |      |    |         |    |         | 14     | 1  | AP+EXP         | CC (-3), DISPOSABLE (3)                                                                   |                                  |
| DA CC WEAPON                    |       |       |   |        |    |      |    |         |    |         | PH     | 1  | DA             | ANTI-MATERIEL, CC                                                                         |                                  |
| DEACTIVATOR                     | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |    |         | 96     | 1  |                | BS ATTACK, NON-LOOTABLE, TECHNICAL WEAPON                                                 |                                  |
| D.E.P.                          | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96      | 14     | 1  | AP+EXP         | ANTI-MATERIEL, DISPOSABLE (1)                                                             |                                  |

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|--------------------------------------------------|-------|-------|----|--------|----|--------|------|--------------------------------------------------------------------|-------------------------------------------------------------------------------------------|-------------------|---------|----|----|-------------|---------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| NAME                                             | RANGE |       |    |        |    | DAMAGE | B    | AMMUNITION                                                         | TRAITS                                                                                    |                   |         |    |    |             |                                                               |                                                                                                                  |
| DISCOVER                                         | 0     | SHORT | 8  | MEDIUM |    | 32     | LONG |                                                                    | 48                                                                                        | MAXIMUM           | 96      |    |    |             |                                                               |                                                                                                                  |
|                                                  | +3    |       | 0  |        |    |        | -3   |                                                                    | -6                                                                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| DROP BEARS (THROWING WEAPON)                     | 0     | SHORT | 8  | MEDIUM | 16 |        |      |                                                                    |                                                                                           |                   |         | 96 |    | 1           | DISPOSABLE (3), SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON |                                                                                                                  |
|                                                  | +3    |       | -3 |        |    |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| DROP BEARS (DEPLOYABLE WEAPON)                   |       |       |    |        |    | 13     | 1    | SHOCK                                                              | DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK            |                   |         |    |    |             |                                                               |                                                                                                                  |
| E/M CC WEAPON                                    |       |       |    |        |    | PH     | 1    | N+E/M                                                              | CC                                                                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| E/M GRENADES                                     | 0     | SHORT | 8  | MEDIUM | 16 |        |      |                                                                    |                                                                                           |                   |         | 96 | 13 | 1           | E/M                                                           | IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE, THROWING WEAPON                                                    |
|                                                  | +3    |       | -3 |        |    |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| E/MARAT                                          |       |       |    |        |    | 13     | 1    | E/M                                                                | DIRECT TEMPLATE (LARGE TEARDROP), INTUITIVE ATTACK                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| E/MAULER                                         |       |       |    |        |    | 13     | 1    | E/M                                                                | CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK |                   |         |    |    |             |                                                               |                                                                                                                  |
| E/MITTER                                         | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 13 | 1           | E/M2                                                          |                                                                                                                  |
|                                                  | 0     |       | +3 |        | -3 |        | -6   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| ECLIPSE GRENADES                                 | 0     | SHORT | 8  | MEDIUM | 16 |        |      |                                                                    |                                                                                           |                   |         | 96 |    | 1           | ECLIPSE                                                       | IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, SPECIAL DODGE, SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON |
|                                                  | +3    |       | -3 |        |    |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| ECLIPSE LIGHT GRENADE LAUNCHER                   | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 24                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 |    | 1           | ECLIPSE                                                       | IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, SPECIAL DODGE, SPECULATIVE FIRE, TARGETLESS                  |
|                                                  | 0     |       | +3 |        | -3 |        | -6   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| ELECTRIC PULSE                                   |       |       |    |        |    |        | 1    | 2 TURNS, AUTOMATIC (7), CC, STATE: IMM-2, NON LOOTABLE, NON-LETHAL |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| EXP CC WEAPON                                    | -     |       |    |        |    |        | PH   | 1                                                                  | EXP                                                                                       | ANTI-MATERIEL, CC |         |    |    |             |                                                               |                                                                                                                  |
| FEUERBACH (BURST MODE)                           | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 14 | 2           | AP+DA                                                         | ANTI-MATERIEL                                                                                                    |
|                                                  | -3    |       | 0  |        | +3 |        | 0    |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| FEUERBACH (EXPLOSIVE MODE)                       | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 14 | 1           | EXP                                                           | ANTI-MATERIEL                                                                                                    |
|                                                  | -3    |       | 0  |        | +3 |        | 0    |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| FLAMMENSPEER (BLAST MODE)                        | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 14 | 1           | FIRE                                                          | DISPOSABLE (2), IMPACT TEMPLATE (CIRCULAR)                                                                       |
|                                                  | -3    |       | 0  |        | +3 |        | -3   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| FLAMMENSPEER (HIT MODE)                          | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 15 | 1           | FIRE                                                          | DISPOSABLE (2)                                                                                                   |
|                                                  | -3    |       | 0  |        | +3 |        | -3   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| FLASH PULSE                                      | 0     | SHORT | 8  | MEDIUM |    | 24     | LONG |                                                                    | 48                                                                                        |                   | MAXIMUM | 96 | 13 | 1           | FLASH                                                         | NON-LOOTABLE, TECHNICAL WEAPON                                                                                   |
|                                                  | 0     |       | +3 |        | -3 |        | -6   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| FORWARD OBSERVER                                 | 0     | SHORT | 8  | MEDIUM |    | 24     | LONG |                                                                    | 48                                                                                        |                   | MAXIMUM | 96 |    | 2           |                                                               | NON LOOTABLE, NON-LETHAL, TECHNICAL WEAPON                                                                       |
|                                                  | 0     |       | 0  |        |    |        | -3   |                                                                    |                                                                                           |                   | -6      |    |    |             |                                                               |                                                                                                                  |
| GRENADES                                         | 0     | SHORT | 8  | MEDIUM | 16 |        |      |                                                                    |                                                                                           |                   |         | 96 | 13 | 1           | NORMAL                                                        | IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE, THROWING WEAPON                                                    |
|                                                  | +3    |       | -3 |        |    |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY FLAMETHROWER                               |       |       |    |        |    | 14     | 1    | FIRE                                                               | DIRECT TEMPLATE (LARGE TEARDROP, INTUITIVE ATTACK)                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY GRENADE LAUNCHER                           | 0     | SHORT | 8  | MEDIUM |    | 32     | LONG |                                                                    | 48                                                                                        |                   | MAXIMUM | 96 | 14 | 1           | N                                                             | IMPACT TEMPLATE (CIRCULAR), NON-LOOTABLE, SPECULATIVE FIRE                                                       |
|                                                  | -3    |       | 0  |        |    |        | -3   |                                                                    | -6                                                                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY MACHINE GUN (HMG)                          | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 15 | 4           | N                                                             | SUPPRESSIVE FIRE                                                                                                 |
|                                                  | -3    |       | 0  |        | +3 |        | -3   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY PISTOL                                     | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24   |                                                                    |                                                                                           |                   |         | 96 | 14 | 2 (1 IN CC) | SHOCK                                                         | CC                                                                                                               |
|                                                  | +3    |       | 0  |        | -6 |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY FLAMETHROWER                               |       |       |    |        |    | 14     | 1    | FIRE                                                               | DIRECT TEMPLATE (LARGE TEARDROP, INTUITIVE ATTACK)                                        |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY ROCKET LAUNCHER (BLAST MODE)               | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 14 | 2           | FIRE                                                          | IMPACT TEMPLATE (CIRCULAR)                                                                                       |
|                                                  | -3    |       | 0  |        | +3 |        | -3   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY ROCKET LAUNCHER (HIT MODE)                 | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 15 | 2           | FIRE                                                          |                                                                                                                  |
|                                                  | -3    |       | 0  |        | +3 |        | -3   |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY SHOTGUN (AP MODE)                          | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24   |                                                                    |                                                                                           |                   |         | 96 | 15 | 2           | AP                                                            |                                                                                                                  |
|                                                  | +6    |       | 0  |        | -3 |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HEAVY SHOTGUN (BLAST MODE)                       | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24   |                                                                    |                                                                                           |                   |         | 96 | 15 | 2           | N                                                             | IMPACT TEMPLATE (SMALL TEARDROP)                                                                                 |
|                                                  | +6    |       | 0  |        | -3 |        |      |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |
| HYPER RAPID MAGNETIC CANNON (ANTI-MATERIEL MODE) | 0     | SHORT | 8  | MEDIUM | 16 | LONG   |      | 32                                                                 | MAXIMUM                                                                                   |                   | 48      | 96 | 15 | 1           | DA                                                            | ANTI-MATERIEL, LIGHT MULTI, NON-LOOTABLE                                                                         |
|                                                  | -3    |       | 0  |        | +3 |        | 0    |                                                                    |                                                                                           |                   |         |    |    |             |                                                               |                                                                                                                  |

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|------------------------------------------|--|-------|-------|---|--------|----|------|----|---------|---------|---------|--------|----|---------------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| NAME                                     |  | RANGE |       |   |        |    |      |    |         |         |         | DAMAGE | B  | AMMUNITION    | TRAITS                                                                                     |                                                                           |
| HYPER RAPID MAGNETIC CANNON (BURST MODE) |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 5  | AP/ SHOCK     | LIGHT MULTI, NON-LOOTABLE, SUPPRESSIVE FIRE                                                |                                                                           |
| HYPER RAPID MAGNETIC CANNON (STUN MODE)  |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 1  | STUN          | LIGHT MULTI, NON-LETHAL, NON-LOOTABLE                                                      |                                                                           |
| JAMMER                                   |  |       |       |   |        |    |      |    |         |         |         | 13     | 1  |               | COMMS ATTACK, INTUITIVE ATTACK, NO LOF, STATE: ISOLATED, TECHNICAL WEAPON, ZONE OF CONTROL |                                                                           |
| K1 COMBI RIFLE                           |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 12     | 3  | K1            | ANTI-MATERIAL, SUPPRESSIVE FIRE                                                            |                                                                           |
| K1 SNIPER RIFLE                          |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG |    |         | 48      | MAXIMUM | 96     | 12 | 2             | K1                                                                                         | ANTI-MATERIEL                                                             |
| KATYUSHA MRL (BLAST MODE)                |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG |    | 40      | MAXIMUM | 48      | 96     | 14 | 1             | DA                                                                                         | ANTI-MATERIEL, IMPACT TEMPLATE (CIRCULAR), NON-LOOTABLE, SPECULATIVE FIRE |
| KATYUSHA MRL (GUIDED MODE)               |  |       |       |   |        |    |      |    |         |         |         | 14     | 1  | DA            | ANTI-MATERIEL, GUIDED, IMPACT TEMPLATE (CIRCULAR), NON-LOOTABLE                            |                                                                           |
| KNIFE                                    |  |       |       |   |        |    |      |    |         |         |         | PH-1   | 1  | SHOCK         | CC, SILENT                                                                                 |                                                                           |
| LIGHT E/M GRENADE LAUNCHER               |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 13     | 1  | E/M           | IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE                                               |                                                                           |
| LIGHT FLAMETHROWER                       |  |       |       |   |        |    |      |    |         |         |         | 13     | 1  | FIRE          | DIRECT TEMPLATE (SMALL TEARDROP, INTUITIVE ATTACK)                                         |                                                                           |
| LIGHT GRENADE LAUNCHER                   |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 13     | 1  | N             | IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE                                               |                                                                           |
| LIGHT NIMBUS GRENADE LAUNCHER            |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 13     | 1  | NIMBUS        | IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, SPECULATIVE FIRE, TARGETLESS           |                                                                           |
| LIGHT ROCKET LAUNCHER (BLAST MODE)       |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 13     | 2  | FIRE          | IMPACT TEMPLATE (CIRCULAR)                                                                 |                                                                           |
| LIGHT ROCKET LAUNCHER (HIT MODE)         |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 14     | 2  | FIRE          |                                                                                            |                                                                           |
| LIGHT SHOTGUN                            |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |         |         | 96     | 13 | 2             | N                                                                                          | IMPACT TEMPLATE (SMALL TEARDROP)                                          |
| LIGHT SMOKE GRENADE LAUNCHER             |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      |        | 1  | SMOKE         | IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, SPECIAL DODGE, SPECULATIVE FIRE, TARGETLESS        |                                                                           |
| MADTRAP                                  |  |       |       |   |        |    |      |    |         |         |         |        | 1  | ADHESIVE      | DEPLOYABLE, DISPOSABLE (2), NON-LOOTABLE, NON-LETHAL                                       |                                                                           |
| MARKSMAN RIFLE                           |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 13     | 3  | N             | SUPPRESSIVE FIRE                                                                           |                                                                           |
| MEDIKIT                                  |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 |         |         |         | 96     |    | 1             |                                                                                            | NON-LETHAL                                                                |
| MISSILE LAUNCHER (ANTITANK MODE)         |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 14     | 1  | AP+EXP        | ANTI-MATERIEL                                                                              |                                                                           |
| MISSILE LAUNCHER (BLAST MODE)            |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48      | 96      | 14     | 1  | EXP           | ANTI-MATERIEL, IMPACT TEMPLATE (CIRCULAR)                                                  |                                                                           |
| MK12                                     |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 3  | N             | SUPPRESSIVE FIRE                                                                           |                                                                           |
| MOLOTOK                                  |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 13     | 4  | AP            | SUPPRESSIVE FIRE                                                                           |                                                                           |
| MONOFILAMENT CC WEAPON                   |  |       |       |   |        |    |      |    |         |         |         | 12     | 1  | MONO-FILAMENT | CC                                                                                         |                                                                           |
| MONOFILAMENT MINE                        |  |       |       |   |        |    |      |    |         |         |         | 12     | 1  | MONO-FILAMENT | CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK  |                                                                           |
| MULTI HMG (ANTI-MATERIEL MODE)           |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 1  | EXP           | ANTI-MATERIEL, HEAVY MULTI, NON-LOOTABLE                                                   |                                                                           |
| MULTI HMG (BURST MODE)                   |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 4  | AP/SHOCK      | HEAVY MULTI, NON-LOOTABLE, SUPPRESSIVE FIRE                                                |                                                                           |
| MULTI HMG (STUN MODE)                    |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 15     | 1  | STUN          | HEAVY MULTI, NON-LETHAL, NON-LOOTABLE                                                      |                                                                           |
| MULTI RIFLE (ANTI-MATERIEL MODE)         |  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48      | 96      | 13     | 1  | DA            | ANTI-MATERIEL, LIGHT MULTI                                                                 |                                                                           |

# WEAPON CHART

| WEAPONS CHART                                 |       |       |   |        |    |      |    |         |    |    |        |                |             |                                                                                                   |
|-----------------------------------------------|-------|-------|---|--------|----|------|----|---------|----|----|--------|----------------|-------------|---------------------------------------------------------------------------------------------------|
| NAME                                          | RANGE |       |   |        |    |      |    |         |    |    | DAMAGE | B              | AMMUNITION  | TRAITS                                                                                            |
| MULTI RIFLE (BURST MODE)                      | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 13     | 3              | AP/SHOCK    | LIGHT MULTI, SUPPRESSIVE FIRE                                                                     |
| MULTI RIFLE (STUN MODE)                       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 14     | 1              | STUN        | LIGHT MULTI, NON-LETHAL                                                                           |
| MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 2              | DA          | ANTI-MATERIEL, MEDIUM MULTI                                                                       |
| MULTI SNIPER RIFLE (AP MODE)                  | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 2              | AP          | MEDIUM MULTI                                                                                      |
| MULTI SNIPER RIFLE (STUN MODE)                | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 1              | STUN        | MEDIUM MULTI, NON-LETHAL                                                                          |
| NANOPULSER                                    |       |       |   |        |    |      |    |         |    |    | 13     | 1              | NANOTECH    | DIRECT TEMPLATE (SMALL TEARDROP), INTUITIVE ATTACK, NON-LOOTABLE                                  |
| NIMBUS GRENADES                               | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | -      | 1              | NIMBUS      | IMPACT TEMPLATE (CIRCULAR), NON LETHAL, REFLECTIVE, SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON |
| NIMBUS PLUS GRENADES                          | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | -      | 1              | NIMBUS PLUS | IMPACT TEMPLATE (CIRCULAR), NON LETHAL, REFLECTIVE, SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON |
| OJOTNIK                                       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 40 | 96 | 14     | 2              | AP          | -                                                                                                 |
| PANZERFAUST                                   | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 14     | 1<br>(2 USES)  | AP+EXP      | ANTI-MATERIEL, DISPOSABLE (2)                                                                     |
| PISTOL                                        | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48 | 96 | 11     | 2<br>(1 IN CC) | N           | CC                                                                                                |
| PITCHER                                       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24 | MAXIMUM | 48 | 96 | --     | 1              | --          | DISPOSABLE (2), INDISCRIMINATE, NON-LETHAL, SPECULATIVE FIRE, TARGETLESS                          |
| PULZAR                                        |       |       |   |        |    |      |    |         |    |    | 13     | 1              | NANOTECH    | DIRECT TEMPLATE (LARGE TEARDROP), INTUITIVE ATTACK, NON-LOOTABLE                                  |
| PLASMA CARBINE (BLAST MODE)                   | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 40 | 96 | 13     | 2              | PLASMA      | IMPACT TEMPLATE (SMALL TEARDROP)                                                                  |
| PLASMA CARBINE (HIT MODE)                     | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 40 | 96 | 14     | 2              | PLASMA      | -                                                                                                 |
| PLASMA RIFLE (BLAST MODE)                     | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 13     | 3              | PLASMA      | IMPACT TEMPLATE (SMALL TEARDROP), SUPPRESSIVE FIRE                                                |
| PLASMA RIFLE (HIT MODE)                       | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 14     | 3              | PLASMA      | SUPPRESSIVE FIRE                                                                                  |
| PLASMA SNIPER RIFLE (BLAST MODE)              | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 14     | 2              | PLASMA      | IMPACT TEMPLATE (SMALL TEARDROP)                                                                  |
| PLASMA SNIPER RIFLE (HIT MODE)                | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 2              | PLASMA      | -                                                                                                 |
| PORTABLE AUTOCANNON                           | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 2              | AP+EXP      | ANTI-MATERIEL                                                                                     |
| RED FURY                                      | 0     | SHORT | 8 | MEDIUM | 24 | LONG | 40 | MAXIMUM | 48 | 96 | 13     | 4              | SHOCK       | SUPPRESSIVE FIRE                                                                                  |
| RIFLE                                         | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 13     | 3              | N           | SUPPRESSIVE FIRE                                                                                  |
| SEPSITOR                                      |       |       |   |        |    |      |    |         |    |    | WIP    | 1<br>(2 USES)  | -           | DIRECT TEMPLATE (LARGE TEARDROP), DISPOSABLE (2), INTUITIVE ATTACK, NON-LOOTABLE                  |
| SEPSITOR PLUS                                 |       |       |   |        |    |      |    |         |    |    | WIP    | 1              | -           | DIRECT TEMPLATE (LARGE TEARDROP), INTUITIVE ATTACK, NON-LOOTABLE                                  |
| SHOCK CC WEAPON                               |       |       |   |        |    |      |    |         |    |    | PH     | 1              | SHOCK       | CC                                                                                                |
| SHOCK MARKSMAN RIFLE                          | 0     | SHORT | 8 | MEDIUM | 24 | LONG | 40 | MAXIMUM | 48 | 96 | 13     | 3              | SHOCK       | SUPPRESSIVE FIRE                                                                                  |
| SMART MISSILE LAUNCHER (GUIDED MODE)          |       |       |   |        |    |      |    |         |    |    | 14     | 1              | AP+DA       | ANTI-MATERIEL, GUIDED, IMPACT TEMPLATE (CIRCULAR)                                                 |
| SMART MISSILE LAUNCHER (AUTO AIM-MODE)        | 0     | SHORT | 8 | MEDIUM | 24 | LONG | 40 | MAXIMUM | 96 |    | 14     | 1              | AP+DA       | ANTI-MATERIEL, IMPACT TEMPLATE (CIRCULAR)                                                         |
| SMART MULTI SNIPER RIFLE (ANTI-MATERIEL MODE) | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32 | MAXIMUM | 48 | 96 | 15     | 2              | DA          | ANTI-MATERIEL, MEDIUM MULTI                                                                       |

# WEAPON CHART

| WEAPONS CHART                          |       |       |    |        |    |        |    |            |        |
|----------------------------------------|-------|-------|----|--------|----|--------|----|------------|--------|
| NAME                                   | RANGE |       |    |        |    | DAMAGE | B  | AMMUNITION | TRAITS |
| SMART MULTI SNIPER RIFLE (AP MODE)     | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 48 | MAXIMUM    | 96     |
|                                        | -3    | 0     |    | +3     |    |        |    |            |        |
| SMART MULTI SNIPER RIFLE (GUIDED MODE) |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| SMART MULTI SNIPER RIFLE (STUN MODE)   | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 48 | MAXIMUM    | 96     |
|                                        | -3    | 0     |    | +3     |    |        |    |            |        |
| SMART ROCKET LAUNCHER (BLAST MODE)     | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 32 | MAXIMUM    | 48     |
|                                        | -3    | 0     |    | +3     |    |        |    |            |        |
| SMART ROCKET LAUNCHER (GUIDED MODE)    |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| SMOKE GRENADES                         | 0     | SHORT | 8  | MEDIUM | 16 |        |    |            | 96     |
|                                        | +3    | -3    |    |        |    |        |    |            |        |
| SNIPER RIFLE                           | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 48 | MAXIMUM    | 96     |
|                                        | -3    | 0     |    | +3     |    |        |    |            |        |
| SPITFIRE                               | 0     | SHORT | 8  | MEDIUM | 24 | LONG   | 32 | MAXIMUM    | 48     |
|                                        | 0     |       | +3 |        | -3 |        | -6 |            |        |
| STUN GRENADES                          | 0     | SHORT | 8  | MEDIUM | 16 |        |    |            | 96     |
|                                        | +3    | -3    |    |        |    |        |    |            |        |
| STUN LIGHT GRENADE LAUNCHER            | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 | MAXIMUM    | 48     |
|                                        | 0     | +3    | -3 |        | -6 |        |    |            |        |
| STUN PISTOL                            | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | +3    | 0     | -6 |        |    |        |    |            |        |
| SUBMACHINE GUN (AP MODE)               | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 | MAXIMUM    | 32     |
|                                        | +3    | 0     | -3 | -6     |    |        |    |            |        |
| SUBMACHINE GUN (SHOCK MODE)            | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 | MAXIMUM    | 32     |
|                                        | +3    | 0     | -3 | -6     |    |        |    |            |        |
| SUPPRESSIVE FIRE MODE                  | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | 0     | 0     | -3 |        |    |        |    |            |        |
| SYMBIOBUG                              |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| TACTICAL BOW                           | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | +3    | 0     | -6 |        |    |        |    |            |        |
| TEMPLAR CC WEAPON (FORGE 1)            |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| TEMPLAR CC WEAPON (FORGE 2)            |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| T2 BOARDING SHOTGUN (BLAST MODE)       | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | +6    | 0     | -3 |        |    |        |    |            |        |
| T2 BOARDING SHOTGUN (T2 MODE)          | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | +6    | 0     | -3 |        |    |        |    |            |        |
| T2 CC WEAPON                           |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| T2 RIFLE                               | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 32 | MAXIMUM    | 48     |
|                                        | 0     | +3    |    | -3     |    | -6     |    |            |        |
| T2 SNIPER RIFLE                        | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 48 | MAXIMUM    | 96     |
|                                        | -3    | 0     |    | +3     |    |        |    |            |        |
| URAGAN MRL (BLAST MODE)                | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 40 | MAXIMUM    | 48     |
|                                        | 0     | +3    |    | -3     |    | -6     |    |            |        |
| URAGAN MRL (GUIDED MODE)               |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| URAGAN MRL (HIT MODE)                  | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 40 | MAXIMUM    | 48     |
|                                        | 0     | +3    |    | -3     |    | -6     |    |            |        |
| VIRAL CC WEAPON                        |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| VIRAL COMBI RIFLE                      | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 32 | MAXIMUM    | 48     |
|                                        | +3    | +3    |    | -3     |    | -6     |    |            |        |
| VIRAL MINES                            |       |       |    |        |    |        |    |            |        |
|                                        |       |       |    |        |    |        |    |            |        |
| VIRAL PISTOL                           | 0     | SHORT | 8  | MEDIUM | 16 | LONG   | 24 |            | 96     |
|                                        | +3    | 0     | -6 |        |    |        |    |            |        |

## WEAPON CHART

| WEAPONS CHART               |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |
|-----------------------------|-------|-------|---|--------|----|------|--------|---------|------------|--------|----|---|--------------|----------------------------------|
| NAME                        | RANGE |       |   |        |    |      | DAMAGE | B       | AMMUNITION | TRAITS |    |   |              |                                  |
| VIRAL RIFLE                 | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 32     | MAXIMUM | 48         | 96     | 13 | 3 | VIRAL        | SUPPRESSIVE FIRE                 |
|                             |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |
| VIRAL SNIPER RIFLE          | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 48     | MAXIMUM | 96         |        | 15 | 2 | VIRAL        |                                  |
|                             |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |
| VORPAL CC WEAPON            | 0     | SHORT | 8 |        |    |      |        |         |            | 96     | 12 | 1 | MONOFILAMENT | CC, THROWING WEAPON              |
|                             |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |
| VULKAN SHOTGUN (AP MODE)    | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24     |         |            | 96     | 14 | 2 | AP           |                                  |
|                             |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |
| VULKAN SHOTGUN (BLAST MODE) | 0     | SHORT | 8 | MEDIUM | 16 | LONG | 24     |         |            | 96     | 14 | 2 | FIRE         | IMPACT TEMPLATE (SMALL TEARDROP) |
|                             |       |       |   |        |    |      |        |         |            |        |    |   |              |                                  |