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Basics

Shadowrun[®] is set in a near-future fantasy/cyberpunk world, where magic has returned to the world and creatures of myth walk the streets. Note, as in **Cyberpunk 2020**[®], many modern weapons seem under-powered compared to their **Shadowrun** equivalents, namely Heavy Pistols and Shotguns.

Tech Level

Shadowrun is solidly TL12, in **3G**³ terms. Most 20th century weapons listed are TL11, although many designs from 1990 on may qualify as TL12. The cutting edge of technology might have some TL13 developments, but these will always be state of the art military grade weapons, only available to "responsible" mega-corporations and larger governments (right...).

Name

This is the common name of the weapon.

Туре

This is the classification of the weapon in **Shadowrun** terms. It is used to determine which skill is used, which range table applies and what type of ammunition the weapon loads.

As each weapon skill in **Shadowrun** covers a range of weapon types, it is easier to type a converted $3G^3$ weapon purely on range and inherent accuracy. As the weapon type also determines which range table is used, the type should also be determined based upon range. If this differs from the actual type, it should be enclosed in parentheses. The actual calculated values of ranges based on comparisons with $3G^3$ and **Shadowrun** range values gave a somewhat poor correlation.

The following table is based on a rule-of-thumb matching of **3G**³ stats to **Shadowrun** weapon types. Some weapons will fall into certain range categories, regardless of Range Class and Inherent Accuracy. For instance, grenade launchers are always grenade launchers for skill and range bands. Likewise, the addition of autofire, autoburst or certain types of recoil compensation (like bipods or tripods) will be what separates things like sport rifles from assault rifles from light machineguns.

Aiming RC	Damage RC	IA	Shadowrun Weapon Type (by range)
1	any	any	Hold-out
2	1-2	any	Light
2	3+	any	Heavy
3	1-3	1	Shotgun
3	1-3	2+	SMG
3	4+	any	Grenade Launcher
3-4	any	any	Assault Rifle
4	4	1-2	LMG
4	4	2-3	Sport Rifle
4+	4+	4+	Sniper Rifle
5	1-4	1-2	MMG
5	4	3	HMG
5	4	4+	Assault Cannon
5	5	1-2	Missile Launcher
5	5-7	3+	Autocannon
5	8	any	L-ATGM
6	1-6	any	Autocannon
6	7	any	Light Naval Gun
6	8	any	Medium Naval Gun
7	any	any	Medium Naval Gun
8	any	any	Heavy Naval Gun

Example - Using the previous table, a pistol with a Range Class of 2/2 would use the Light Pistol range tables, regardless of caliber or actual power.

Note that any tethered projectile weapons uses the Taser range table. For guided missiles, see the missiles section (q.v.).

Concealability

This is derived using the following equation:

Concealability = Bulk value - number of Locations

Where Bulk value =10 for VS weapons, 8 for S weapons, and 4 for M weapons. If the weapon is L or VL, or the Concealability is less than 2, the weapon cannot be concealed. For simplicity, use the table below.

No. of	C	oncealability by Bulk	class
Locations	VS	S	Μ
1	9	7	3
2	8	6	2
3	7	5	none
4	6	4	none
5	5	3	none
6	4	2	none
7	3	none	none
8	2	none	none
9+	none	none	none

Example - An S/4 weapon would have a concealability of 4.

Ammunition

This is the normal ammunition load of the weapon. The **Shadowrun** ammunition stat also includes the type of clip, which is listed in the $3G^3$ receiver action stat, after the slash. Ammunition can be generalized, as in **Shadowrun**, or made specific to a limited class of weapons as in $3G^3$. Note that **Shadowrun** has highly simplistic (and unrealistic) rules on ammunition interchangability, in that all weapons of the same type share the same ammunition.

Mode

The **Shadowrun** fire mode can be derived from the **3G**³ Receiver Action, and ROF stats, according to the following table.

Action	Reload system	ROF	Weapon Action	Fire Mode
##/I	Magazine	<3	SS, RV, B, P, LA	SS
##/E	Belt ¹	3-4	RV, SA	SA
##/C	Clip	2-4	AB	BF ²
RV/n	Cylinder	5-7	AB, FA	BF
SS/n	Break	8+	AB, FA	FA
4				

¹or (box) as appropriate.

²BF indicates that the weapon can fire a three-round burst as a complex action as opposed to a simple action.

For weapons with very high rates-of-fire (>10) see the optional section on rate-of-fire (q.v.).

Example - A $3G^3$ weapon with an action of SA/C and holding 15 rounds per clip would be a **Shadowrun** weapon with a Fire Mode of SA and a magazine type of 15(clip).

Fire Modes

The typical fire modes available to weapons are shown on the Firing Mode Table, on page 117 of the **Shadowrun** Third Edition rulebook. The **Shadowrun** fire mode can be derived from this or from the **3G**³ receiver and ROF stats. To determine the full range of fire modes available first read the weapons description, and examine any other literature describing that weapon that might be available. If this does not help, simply assume that most hand-held weapons have all fire modes available (except for single-shot) up to the one determined, while heavy weapons only have the fire mode determined from the rate of fire.

Damage Code

A weapon's Damage Code consists of a number for the Power followed by a letter for the Damage Level, as explained on page 114 of the **Shadowrun** Third Edition rulebook.

Power

A weapon's Power can be considered a measure of its penetration, as it is reduced by armour and barriers, so it is converted from the **3G**³ Damage Value (DV). The following formula gives a reasonable match (with a few notable exceptions).

Power = $(0.37 \times DV^{.58}) + 3.99(n)$

This gives a reasonably good match (in most cases) for DVs of 23 or more, for weapons with DVs of less than 23, the alternative formula is used.

Power = $1.02 \times DV^{.58}(n)$

For ease of reference, consult the table below. The sample weapons reflect **Shadowrun** numbers, not $3G^3$ numbers, and discrepancies are most notable for **Shadowrun** heavy pistols.

Damage Value	Shadowrun Power	Sample weapon
1	1	
2-4	2	
5-8	3	
9-12	4	hold-out pistol
13-18	5	
19-27	6	light pistol, SMG
28-48	7	sport rifle, LMG
49-74	8	assault rifle
75-105	9	heavy pistol, MMG
106-140	10	HMG
141-179	11	
180-222	12	autocannon
223-269	13	
270-320	14	
321-374	15	
375-432	16	rocket/missile
433-494	17	
495-558	18	assault cannon
559-626	19	
627-698	20	
699-772	21	
773-850	22	
851-931	23	
932-1015	24	
1016-1101	25	

To upgrade a weapon across a TL range (say up to TL12 for contemporary **Shadowrun** weapons), use the table on page 81 of **More Guns!** to adjust the DV, then reconvert it to **Shadowrun** damage. This will only make a difference for weapons on the edge of a damage range.

Damage Level

This represents the severity of the injury inflicted by the weapon, and is thus converted from the energy-based DV (i.e. the DV calculated *without* factoring in the round calibre or beam diameter, abbreviated to DVE). If the DVE is not listed (e.g. for most weapons in **More Guns!**, it can be determined by multiplying the DV by the square root of the calibre, or by using the table on page 188 of **More Guns!**). For most weapons, given that a Damage Level of L(ight) = 1, M(edium) = 2, (S)erious = 3 and (D)eadly = 4, the best conversion equation is:

Damage Level = $(2.49 \times \log_{DVE}) - (DVE/400) - 1.56(n)$

If the DVE is greater than 400, use the following equation instead:

Damage Level = $(2.49 \times \log_{DVE}) - 2.56(n)$

If the Damage Level rounds to less than zero, then the weapon inflicts no damage, while if the damage level rounds to 0, then the Power is halved and the Damage Level is Light. If the Damage Level number exceeds 4, then the weapon inflicts Antivehicle or Naval scale damage. For simplicity, use the table below.

DVE	Damage Level
1-6	F(lesh)*
7-17	L(ight)
18-47	M(edium)
48-153	S(erious)
154-684	D(eadly)
685-1725	Anti-vehicle
1726-4350	LN (Light Naval)
4351-10968	MN (Medium Naval)
10969-27654	SN (Serious Naval)
27655-69722	DN (Deadly Naval)
*treat as Light, but all d	amage is staged down one level after all other staging has been applied.

Example - A TL12 7.62mm NATO round (from the Historical Ammo section of **3G**³) has a DV of 59 and DVE of 51. This gives a **Shadowrun** damage code of 8S. A .460 Magnum has a DV of 82 and DVE of 89, which gives a **Shadowrun** damage code of 9S. A .454 Casull (the heaviest 20th century pistol round) has a DV of 42 and DVE of 45, for a damage code of 7M.

Anti-Vehicle and Anti-Ship Weapons

If a weapon has a Damage Level of LN, MN, SN, or DN, and a Power of 20 or more, then it is considered an anti-vehicle (AV) weapon. Halve the Power rating, and note that the weapon inflicts anti-vehicle Deadly damage. The weapon uses all of the rules for AV weapons given on page 149 of the Shadowrun Third Edition rulebook. If the weapon's Power is 30 or more, then it is also (or primarily) an anti-ship or naval weapon, to determine its naval-scale power, divide the calculated power by 5. For weapons with base Power ratings in the range 20-60, it may well be worth recording both AV and naval damage codes.

Weight

This is the mass of the weapon plus 1 full load of normal ammo or loaded clip, as appropriate. Some ammunition types in **Shadowrun** are heavy enough to make a significant difference in loaded weapon mass as compared to normal ammo.

Availability

This is always a GM call, but consider the following guidelines. The availability code consists of a target number and a base time. For details, see Purchasing Gear, on page 272 of the **Shadowrun** Third Edition rulebook. Note that these numbers should be altered for especially rare or common weapons.

Weapon type	Target #	Base time
Hold-out/light pist	ol 3	12 hours
Other civilian firea	arm 3	24 hours
-if burst-fire cap	able +0	+24 hours
Restricted	Power-2	((Power+7) x Lvl) - 20 days (min. 24hrs)
Missiles	Power	((Power+7) x Lvl) - 14 days (min. 24hrs)
Tech Level <12	+(12-TL) x 2	+(12-TL) x 4 days
Tech Level 13	x5	x30

Cost

Simply count the cost in **Shadowrun** Nuyen (¥) as being equal to the cost in **3G**³ Credits, times the following modifiers.

Weapon type	Cost markup
Civilian pistol	x1
Machine pistols and SMG's	x2
Longarms	x2
Heavy weapons	x1.5
Explosives (grenades and mines)	x1.5
Air to air missiles	x1
All other missiles	x4
Vehicle weapons	x6
Naval scale weapons	x10
Lasers	x20
Masers	x1
Particle beams	x1
Ammunition	x8
Any TL13 weapons	x4

Street Index

While the cost mark listed previously represents the difference in pricing structure between $3G^3$ and **Shadowrun**, the Street Index is the typical price difference when items are purchased through less than legal channels (and yes, some items are cheaper that way). As with Availability this is largely a GM call. However, based on published statistics, use the following to determine the Street Index:

Weapon Type	Street Index
Hold-out pistol	.75
Light pistol	.8
Other civilian firearm	1
Most Military/Security weapons	2
Miniguns	3.5
Grenade Launcher	4
Missile Launcher	Power/4
Autocannons	5
Experimental/prototype	GM discretion

Legality Code

Again, this is always a GM call, however, the following guidelines can be used. The Legality Code consists of two parts. First is a number indicating the Restriction Level, which is followed by a 'P' if permits are available, then there is a separating hyphen, then there is a letter representing the Restriction Category. The Restriction Level can be determined below. For the equation, use the number calculated earlier to determine the Damage Level.

For civilian firearms:

Restriction Level = 13 - (.67 x (Power + Damage Level))(n)

For automatic and military weapons:

Restriction Level = 8 - (.5 x (Power + Damage Level))(n)

In both cases, the Restriction Level can never be less than 1. If the weapon has integral sound suppression reduce the Restriction Level by 1. Launch weapons always have a Restriction Level of 1. The Restriction Categories that apply to weapons is given on the table below.

Weapon type	Restriction	Weapon type	Restriction
Pistol	-E	Heavy weapon	–H
Sport rifle or shot	gun –F	Explosives/Grena	des –J
Automatic Weapo	on –G	Other Military wea	apon –K
		Military Ammunitio	on –M

For the meaning of the Legality Code, see page 273 of the **Shadowrun** Third Edition rulebook.

Recoil

Most Shadowrun weapons suffer a recoil penalty as given on pages 110-111 of the **Shadowrun** Third Edition rulebook. For the sake of these conversion notes, a 'Heavy Weapon' is defined as any weapon with a DVE of \geq 50. Optionally, the recoil penalty per shot is equal to DVE/25 (round down).

Recoil Compensation

This is derived from the weapon description and the accessories suffix. Look up the recoil compensation values on the following table, and sum all that apply. If some only apply part of the time, such as folding stocks or bipods, then record two values, the first that does not include such modifiers, followed by the total including all such features, in parentheses. For details on recoil compensation, see page 113 of the **Shadowrun** Third Edition rulebook.

Weapon feature	Recoil Compensation
f – folding/collapsing stock	(1)
d - detachable stock	(1)
t - stock detachable with tools	(1)
Fixed stock	1
Bipod	(2)
Tripod	(6)
Muzzle brake	2
Gyro-stabilisation	3*
*can also be used to reduce movement penalties.	

Example - A machine pistol with an integral muzzle brake and a folding stock would have a recoil compensation of 2(3).

Weapon Value

This is the amount of space taken up within a vehicle turret by the weapon, (see **Rigger 2**, page 134-135). The Weapon Value is determined from the weapon bulk, using the table below.

Weapon Bulk	Weapon Value
VS/x	Number of locations ^{.67} x 0.24
S/x	Number of locations ^{.67} x 0.38
M/x	Number of locations ^{.67} x 0.60
L/x	Number of locations ^{.67} x 0.95
VL/x	Number of locations ^{.67} x 1.51

 $\mbox{Example}$ - A rifle with a $\mbox{3}\mbox{G}^3$ Bulk of S/5 would have a Weapon Value of 1.1.

Explosives

Explosives are one of the problem areas in **Shadowrun**, especially the rules on commercial explosives. The Power of an explosive-based weapon is determined using this formula:

Power = $0.43 \times DV^{.74}(n)$

Note that in **3G**³, explosive DVs are denoted by an 'E' suffix. The Damage Level is determined using the formula below.

Damage Level = $(2.2 \times \log_{DV}) - 0.5(n)$

For quantities of explosive, the rating of the explosive is determined as follows:

Rating = $0.43 \times DV^{(1)}(n)$

Where DV"1kg" is the **3G**³ Damage Value of a 1kg mass of the explosive. For simplicity, the Damage Level is assumed to be Deadly, staged up using the optional rule on page 119 of the **Shadowrun** Third Edition rulebook. If the explosive power equals 40 or more, it is capable if inflicting naval-scale damage. If used against a ship, divide the power by 5, and use the aforementioned staging rule to determine the Damage Level, where LN is the first level above D.

Example - A 1kg charge of TL12 explosive has a **3G**³ DV of 201. This converts to a Power of 22 and a Damage Level of D, for a final rating of 22D. Don't let it go off in your hand...

Blast/Power Reduction

The amount by which the power drops off with distance for an explosive or fragmentation weapon is listed variously as the Power Reduction, or the Blast. If you find a particular power reduction scale not to your liking, pick one that gives a wider or smaller blast radius.

Explosion type	Blast/Power Reduction
Explosive(wide)	-1/(1.46 x log _{Power}) per meter(n)
Explosive (average)	-3/(1.46 x log _{Power}) per meter(n)
Explosive (narrow)	-6/(1.46 x log _{Power}) per meter(n)
Fragmentation	-(5 x Power)/Fragments ^{.5} per meter(n)
HEAT(primary)	-2.63 x Power HEAT/Power Secondary per meter(n)

Example - The previous 1kg explosive charge with a damage code of 22D will drop by 1 per 2 meters if using the "wide" type. If this is unbalancing in your opinion, you could use the "average" type, which would drop the blast by 3 per 2 meters, or the "narrow" type, which would drop the blast by 3 per meter.

Fragmentation

If there are less than 25 fragments (in total), then calculate the effects as if the weapon was purely an explosion. If there are 25 or more fragments, then the Power equals the Power of an individual fragment, +1, with an additional +1 every time the number of fragments doubles above 50. For directional fragmentation weapons (for example, claymore mines), if the fragment cone is 30° , multiply the total number of fragments by x6, if the cone is 15° , multiply the total number by x12. If the total number of fragments is unknown, assume it to be 25x the number of fragments given in the frag rating.

Total No. of Fragments	Increase to Power
25-99	+1
100-199	+2
200-399	+3
400-799	+4
800-1599	+5
1600-3199	+6
3200-6399	+7
6400+	+8

The level of a fragmentation weapon is equal to the level of the explosive charge, staged up one level. Fragmentation damages are treated in the same way as flechette rounds, see page 116 of the **Shadowrun** Third Edition rulebook, and should be indicated by appending (f) to the Damage Code.

Example - A grenade with 50 grams of TL12 explosive and 2000 fragments would have a base explosive damage of 7L, which goes up one level to 7M, and +6 power for the number of fragments, for a final damage code of 13M. Using the previous blast dropoff rule, this fragmentation grenade would have a blast reduction of 3 per 2 meters.

Shaped Charge Explosives

The damage rating of shaped charge (HEAT) weapons is calculated in the same was as for conventional firearms, however, DVE = DV. For dual-purpose HEAT/fragmentation weapons two Damage Codes should be determined, one for the primary shaped charge damage, and the other for the secondary fragmentation effect.

Special Ammunition (optional)

Armour piercing ammunition (as opposed to APDS) reduces the ballistic armour rating of the target by one quarter (round final armour rating down), as well as any applicable barrier ratings.

Hollow point ammunition functions as described on page 38 of the **Cannon Compainion**.

Exploding and APDS ammunition functions as described on page 116 of the **Shadowrun** Third Edition rulebook.

Self-forging warheads have their Power calculated as normal, while their Damage Level is calculated using half the explosion DV.

Stacked projectiles are handled as follows. Duplex rounds reduce the weapon power by 1, but give the user 1 additional die to their skill roll, while triplex rounds reduce the weapon power by 2, and give two additional dice to the user's skill roll.

For +P and +P+ ammunition, this is ammunition with a higher power rating than standard. To determine the power, adjust the DV of the round and see if the increase is enough to adjust the **Shadowrun** power of the weapon.Given the coarse scale of **Shadowrun** damage codes forpistols and rifles, this will never increase the power more than a point.

Firepower ammunition is a special form of high-power ammunition available only for heavy pistols, and is in fact the standard ammunition sold for heavy pistols in **Shadowrun**, and the given damage codes in the game assume its use. Firepower ammunition increases the power of a weapon by 1 for each 10 points of power, rounding nearest. The power of this ammo decreases weapon reliability. As **Shadowrun** heavy pistols are built on the assumption that they will fire such ammunition, their reliability is decreased one level. Other weapons (such as 20th century weapons) firing this ammo would have thier reliability decreased at least two levels.

Historical note: in the first edition of **Shadowrun** heavy pistols were not very powerful, so Firepower was introduced to soup them up a bit. When the second edition was produced, heavy pistols were given a much more powerful damage code, and Firepower ammo was removed from the game.

Note that **Shadowrun** uses a standard weight value for most small-arm rounds, if more realistic values are required, use the $3G^3$ ammunition weights.

Shotguns (optional)

As an alternative to the standard **Shadowrun** rules on flechette ammunition (page 116) and shotguns (page 117), determine the Power and Damage Level of a single projectile (shot or flechette). For 6 or more projectiles, increase the Power by +1, adding a further +1 every time the number of projectiles quadruples. For 3 or more projectiles, stage the Damage Level up by one, plus a further one every time the number of projectiles doubles, to a maximum Damage Level of Deadly.

Total No. of Projectiles	Power Increase	Level Staging
1-2	+0	+0
3-5	+0	+1
6-11	+1	+2
12-23	+1	+3
24-47	+2	+4
48-95	+2	+4
96+	+3	+4

The damage code should have an (f) suffix appended to it to denote that the shot/flechette damage rules on page 116 of the **Shadowrun** Third Edition rulebook should be used.

Example - If a shotgun fired 12 pellets with a damage code of 6M each, the total load of shot would have a damage code of 7D(f).

Rate of Fire (optional)

Shadowrun uses 3 second combat turns, divided into one or more initiative phases. In general, it can be assumed that the maximum number of rounds a weapon can fire in one phase is equal to its rate of fire per second.

Shadowrun only uses a few standardized rates of fire. For more detail, if an autofire weapon has a rate of fire other than 10, append the rate of fire to the fire mode. For instance, if an autofire weapon fires 12 shots per second, its fire mode becomes FA_{12} . Likewise, **Shadowrun** assumes all autoburst weapons fire 3 round bursts. If a weapon description states otherwise, then append the number of shots to the BF part of the fire mode.

The basic Rate of Fire equals the **3G**³ RoF stat, but can never be more than the ammunition capacity of the weapon. **Shadowrun** listed rates of fire for automatic weapons tend to be lower than those for real-life equivalent weapons, for example, minigun-type weapons have a listed rate of fire of 15 per second, compared to real values of 50-100 per second. According to the **Fields of Fire** supplement, this is for reasons of "Playability and Survivability". Also, the **Shadowrun** method of handling recoil penalties breaks down for very high rates of fire.

So, if the Rate of Fire is greater than 10, use the following conversion.

Shadowrun Rate of Fire = $7.85 \times \log_{3G^3 \text{ BoF}} + 2.15(n)$

If the weapon only has burst-fire as its automatic fire mode, then each burst fires a number of rounds equal to half the Rate of Fire.

Clip Weight and Extended Clips(optional)

Shadowrun uses a single standard weight for ammunition clips, which can lead to absurd results (pull the clip out of a hold-out pistol and the remaining weapon has a negative weight!). For more accurate results, the Clip Mass from $3G^3$ can be used, noting that this is the mass of a loaded clip. The clip mass is indicated by appending it to the Ammunition rating, surrounded by parentheses.

Example - A heavy pistol might have a weight of 1.0(.2),where .2 indicates the mass of an extra clip.

Extended clips can be purchased for most clip-fed weapons, these usually increase the ammunition capacity by +10% (round up), increase the weight by +10% of the clip mass, and cost +5% if commonly available (GM decision), or +20% if custom made.

Very large clips may be obtained for some weapons (again, GM decision). These typically hold 30+ rounds, and reduce the weapon's Concealability rating by 1 per 50 rounds for most small arms ammunition.

Initiative (Optional)

Shadowrun does not normally apply weapon-related initiative modifiers. If desired, the **Shadowrun** initiative modifier is equal to the $3G^3$ weapon initiative modifier -4. This modifier is added to the user's Reaction attribute whenever they use the weapon.

Body and Armour Rating (optional)

This has no equivalent weapon stat in **Shadowrun**. Treat the AV as a Damage Value, and calculate the equivalent Power. This gives the weapon's Armour rating. The weapon's Body rating in **Shadowrun** is determined by dividing the **3G**³ Body Points by 10 (round nearest). The armour rating acts as composite armour (both ballistic and impact) and as a barrier rating against attempts to damage the weapon, while the Body rating is used to resist any damage that penetrates the armor. The weapon has a condition monitor, and suffers physical damage in the same way as characters. The penalties to target numbers from damage apply to attacks made with the weapon and reliability checks (q.v.).

Reliability (optional)

Shadowrun does not have any rules on weapon reliability. If desired use the following: Each weapon has a Reliability Rating determined as from the $3G^3$ Reliability stat using the following formula.

Reliability = 8.47 - 1.23 x 3G³ Reliability(n)

Or use the following table.

3G ³ Reliability	Shadowrun Reliability
VI	1
V	2
IV	4
III	5
	6
1	7

The weapon's reliability rating is the number of dice that should be rolled whenever a 'Rule of Oops' occurs (i.e. half or more of the dice rolled are ones), or the weapon is mishandled (GM decision). Combat pool or other pool dice cannot be used to augment this roll, however the Karma pool can be used as normal.

The outcome depends upon the number of successes rolled on the reliability test (if any), as follows:

Effect
Critical; the weapon explodes, inflicting
damage on the wielder.
Critical; the weapon breaks and requires
repair.
Roll 1d6, on a 1-2 the shot is a dud; the shot
is wasted, requiring a complex action to
clear, on a 3-6 the weapon jams; which
takes one round to clear.
No effect.

The effects of a Rule of One result are handled in the same way as those for malfunctioning explosive rounds given on page 116 of the **Shadowrun** Third Edition rulebook. If the weapon is firing explosive rounds, then treat normal critical failures as if a Rule of One had been rolled.

If a spirit uses the Accident power (**Shadowrun** Third Edition, page 262) to attempt to make a weapon malfunction, the weapon should make a reliability test with a target number equal to the force of the spirit. Likewise, the Guard power can be used to reduce the chance of weapon malfunctioning, to increase the reliability of the weapon by the force of the spirit.

Sighting Aids

Telescopic sights, laser sights, and gyrostabilizers are adequately covered by the **Shadowrun** rules (however, laser sights weigh far to much). The rating of an image magnification system (i.e. telescopic sight) is determined from its magnification power using the table below.

Magnification Power	Image Magnification Rating
less than 2x	0
2x to 4x	1
5x to 8x	2
9x or more	3

Smart Weapons

The standard smart weapon targeting system in Shadowrun is the 'smartlink' system. This is roughly equal to a +6 targeting system built at Tech Level 12, however cost values are somewhat off. Other targeting systems may designed using the $3G^3$ system, however, multiply the prices given by x2.75.

Missiles

Long range (RC6+) missiles use the extended range missile rules given in the **Rigger 2** supplement, and expanded in the **Cyberpirates** supplement. Under these rules, missiles have several additional statistics. Note, for shorter range missiles, the Handling, Body, and Signature ratings can be omitted.

Handling

This is derived from the $3G^3$ Inherent Accuracy stat. using the following conversion.

Handling = 4 - Inherent Accuracy/2(n)

Speed and Range

The missile's Speed rating is based on the **3G**³ Aiming Range Class, and the missile's maximum range is based on the **3G**³ Damage Range Class, using the following table.

Aiming RC	Speed	Damage RC	Range
1	100	1	1,000m
2	200	2	2,500m
3	500	3	4,500m
4	1000	4	10km
5	1600	5	20km
6	2300	6	27km
7	3000	7	70km
8	5000	8	140km

For damage RC8 a more accurate range is determined by the formula below (with a minimum range of 140km)

Range = $133 \times \text{Mass/Diameter}^2(n)$

It should be noted that in **3G**³, the maximum possible range of a guided missile at TL12 is 256km, while that at TL13 is 625km. If real-world values are available, use them instead.

Body

The body rating of the missile (as distinct from the launch system) is based on the weight of the missile.

Missile Weight	Body	
0-5 kg	0	
6-25 kg	1	
26-199 kg	2	
200-750 kg	3	
751+ kg	4	

Signature

The signature of the missile is derived from its weight, as follows:

Signature = 6	- Mass ^{.33} /3(n)
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If the optional footprint rule is in use (see page 87 of **Rigger 2**), the sensor footprint is based on the missile's Intelligence rating.

Footprint = $0.15 \times \text{Intelligence}(n)$
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Intelligence

For simplicity, this is equal to the **3G**³ Guidance stat.

Damage

This is converted as appropriate to the payload. Note that most missiles will be anti-vehicle or anti-ship.

Other Ratings

These are converted in the same way as for conventional weapons.

Laser Weapons

Laser weapons are converted in the same way as conventional firearms. They use the rules on laser weapons given in the **Cannon Companion**. It should be noted that the laser weapons listed in the **Cannon Companion** have inflated power ratings. For compatibility with weapons converted using these rules, halve the power ratings of published Shadowrun laser weapons (rounding up).

A continuous beam laser has its Power and Damage Level calculated is if its DV and DVE were 3.16 x their actual value. It is given a fire mode of FA, and uses all of the standard rules of fully automatic weapons, except that it suffers no penalties due to recoil, and for the purposes of defeating barriers or vehicle armour the total Power, including the bonuses for automatic fire is used, rather than the base Power per shot.

Laser weapons in **Shadowrun** are very expensive. Multiply the $3G^3$ cost by x20.

Railguns

These are mentioned in several **Shadowrun** supplements, but are never given actual game stats. Railguns should be converted using the same rules as for firearms.

Particle Beam Weapons

The only particle beam weapon documented in **Shadowrun** is the ANDREWS naval point-defence system described in the **Cyberpirates** supplement, (which actually could be a very high voltage particle beam 'stunner', from its effects). Particle beams are converted in the same way as lasers. Note that **Shadowrun** does not currently have any mechanic for handling radiation effects.

Maser Weapons

These have not yet been introduced into **Shadowrun**, but could be designed as particle beam weapons, but with the range of a light pistol and using the same spread rules as for shotguns (**Shadowrun** Third Edition page 117). The dispersion or 'choke' setting is either fixed in the design or user selectable. Maser weapons are affected by armour in the same way as Lasers.

Shock Weapons

These include both laser- and particle beam- based stunners, tasers, and energy- enhanced melee weapons (q.v.). The Power of a shock weapon equals:

Power = $1.62 \times DV^{.58}(n)$

The Damage Level of a shock weapon equals:

```
Level = (2.49 \times \log_{DVE}) - .18(n)
```

Shock weapons are assumed to do Stun damage, and have the effects listed on page 124 of the **Shadowrun** Third Edition rulebook. If the Damage Level exceeds 4, calculate the Power as for a conventional firearm, and subtract 4 from the Damage Level and treat the damage as physical, not stun.

Impact Projectile Weapons

Technically, Muscle-powered projectile weapons in $3G^3$ terms. The list given in **Shadowrun** is very small, and has room for expansion.

STR Min

This is the minimum strength required to use the weapon. Weapons that can store the energy (like a crossbow) can be reloaded with a Strength of up to 2 points less, but will require several turns to reload

Damage

The Power of impact projectile weapons is determined using the same formula as for firearms, minus 3, then add the wielder's Strength attribute, for almost all such weapons the formula below is sufficient.

Power = STR Min + (1.02 x DV^{.58}) - 3(n)

The additional component is referred to as the STR mod. The Damage Level is determined in the same way as for conventional firearms.

Example - A bow with a DV of 21 with a Strength minimum of 4 would have a damage code of 7M.

Availability

The Availability is based on the weapon's weight, as follows:

Availability = (Weight + 2)/36 hours

Street Index

Based on the published statistics, the Street Index for any impact projectile weapon is 1.

Legality Code

Again, this is a GM call, but from the examples in the rules, the Legality Code is 6-D if the extreme range is less than STR x 60, or 5-D if it equals STR x 60 or more. Ammunition always has a legality code of 10-D.

Range

For simplicity, use the bow or crossbow range tables, as appropriate.

Melee and Thrown Weapons

Shadowrun has a small list of mélêe weapons, and a smaller list of thrown weapons, leaving room for more additions.

Reach

This equals the weapon length in meters, rounded to the nearest meter, to a maximum of 4.

Damage

The damage power of melee or thrown weapons is determined using the same formula as for impact projectile weapons (q.v.). The damage level is determined using the formula:

Level = $(0.89 \times \log_{(\text{Length x Mass})}) + 2(n)$

If the damage class is III, IV, or V, then the weapon inflicts Stun damage in **Shadowrun**.

Energy Enhanced Weapons

Melee weapons with an electrical charge to do extra damage use the **Shadowrun** rules for shock weapons.

Availability

The availability is determined from the weapon type, as follows.

Weapon type	Availability	
Melee (Reach=0)	2/(4 + STR mod) hours	
Melee (Reach>0)	(Reach+2)/(Reach x 24) hours	
Thrown	2/24 hours	
Energy Enhanced	+0/+12 hours	

Unlike firearms, do not adjust the availability for tech level.

Street Index

As with Availability, this is largely a GM call, however, based on the published statistics, use the guidelines below.

Weapon Type	Street Index
Small Blade (STR mod=0)	.75
Small Blade (STR mod>0)	1
Large Blade	2
Blunt	1
Thrown, Non-Aerodynamic	1
Thrown, Aerodynamic	2

Legality Code

Again, this is a GM call, but the following guidelines can be used. The Restriction Level and Restriction Category are determined as shown on the table below.

Weapon type	Restriction Level	Category
Small Blade	8 – STR mod	-A
Large Blade	5 – Reach	-В
Blunt	7 – Reach	-C
Energy Enhanced	-1	as weapon
Thrown,Non-Aerodynamic	8	–D
Thrown, Aerodynamic	6	-D

Initiative

For melee weapons, modify the user's Reaction attribute by the unmodified $\mathbf{3G}^3$ initiative modifier.

Thrown Weapon Range

For simplicity, use the throwing knife or shuriken range tables, as appropriate.

Other Statistics

All other statistics are converted in the same manner as for ranged weapons.

The Weapon Lists

The following tables are weapon lists from **More Guns!** converted to **Shadowrun** stats. Many weapons come out more or less identical because of the coarser scale used. For instance, the damage and range stats for a wide variety of modern pistols might be the same. While they fire different ammo and have different damage and weights, they are close enough that they all look the same in **Shadowrun** terms.

Pistols # Name Туре Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 6P-E Hand cannon Light Light 4 1(mz) SS 5L 2.1 17/29 dy 70¥ .8 -3 2/4 5 1 2 Hand cannon Light Light 4 3(mz) SS 4L 17/29 dy 7P-E -4 2/4 5 4 115¥ .8 3 Cascade pistol Light Light 6 5(m) SS 4L 1.25 15/25 dy 260¥ .8 7P-E .5 -2 1/4 5 1(mz) SS Cavalry pistol Light 15/25 dy 75¥ 5P-F 75 -3 1/4 4 Light 5 5M 1.5 8 6 Double pistol Light Light 2(mz) SS 4L 15/25 dy 90¥ 7P-E .5 -3 1/4 5 6 -1.75 .8 6 6 Flintlock revolver Light Light 5 5(cy) SS 5L 1.8 15/25 dy 65¥ .8 6P-F .75 -3 1/4 5 Personal pistol Light Light SS 5L 15/25 dy 70¥ .8 6P-E .5 -2 1/4 7 6 1(mz) 1 6 5P-E -2 Br. Pattern 1856 SS 13/3 wk 160¥ .8 (1) 1/4 8 Light Light 6 1(b) 5M 1.1 5 7 t Colt 1861 Light 6 SS 5L 13/3 wk 140¥ .8 6P-E .5 -2 9 Light 6(cy) -1.2 1/47 -10 Colt Dragoon Light Light 6 6(cy) SS 6M 2.1 13/3 wk 190¥ .8 5P-E .5 -3 1/4 7 7P-E 11 Derringer Hold-Out Light 9 1(b) SS 4L .35 13/3 wk 60¥ .75 .25 0/4 6 ---SS -2 12 Duelling Pistol Light Light 6 1(mz) 5M 1.25 13/3 wk 315¥ .8 5P-E 5 1/4 6 Gambler's Ace 0/4 9 SS 5L .5 65¥ 6P-E .25 Hold-Out Light 1(b) 13/3 wk .75 13 _ 6 LeMat Heavy SS 13/3 wk 395¥ 5P-E 14 5 9(cy) 5M 1.7 .75 -3 1/4 7 Heavy 1 -(20ga slug) Light 1(b) SS 6M 7 (00 Buckshot) 5S(f) Light SS 15 Pauley 1812 Hold-Out Light 8 1(b) 5L .7 13/3 wk 140¥ .75 6P-E 5 -2 1/4 7 9 SS 7P-E .25 16 Pepperbox Hold-Out Light 6(cy) 4L 5 13/3 wk 120¥ .75 0/46 Rifles Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes # Name Туре Range Conc Ammo Mode Damage Blast 17 Matchlock musket Sport Light 1(mz) SS 6M 6.05 17/29 dy 240¥ 5P-F 1.5 -6 3/5 6 1 -1 Double wheelock Light 2(mz) SS 6M 8 17/29 dy 860¥ 5P-F 1.5 -6 3/5 6 18 Sport 19 Wheelock carbine Sport Light 2 1(mz) SS 6M 3.9 17/29 dy 200¥ 1 5P-F 1 1.5 -5 2/5 6 5P-F Light FA/SS 15/27 dv 430¥ -5 2/5 R=10 20 Cascade musket Sport 2 11(m) 6M 5.45 1.5 5 2 1 **Brown Bess** SS 6M 13/3 wk 180¥ 5P-F 2 4/4 21 Sport Heavy 1(mz) 4.7 -6 6 1 1 22 French 1777 Sport Heavy 1(mz) SS 6M 4.4 13/3 wk 200¥ 5P-F 1 2 -6 4/5 6 1 Kentucky Rifle SMG 1(mz) SS 7M 13/3 wk 280¥ 4P-F 1.5 -5 3/5 23 Sport 4.1 1 1 6 SMG SS 7M 4P-F -5 2/5 24 Colt Model 1855 Sport 5(cy) 37 13/3 wk 330¥ 1 1 15 6 25 Hall Carbine Sport Shotgun 2 1(mz) SS 7M -3.6 13/3 wk 170¥ 4P-F 1 1.5 -5 2/5 6 26 Henry Rifle Gr Launcher 15(m) SS 6M 4.7 13/3 wk 320¥ 5P-F 1.5 -6 2/4 7 Sport 1 1 20(m) SS 6P-F 3/4 27 Windbuchse Sport Light 5L 4.25 13/3 wk 200¥ 1 1 1.5 -5 6 -28 Whitworth Rifle Sport Gr Launcher 1(b) SS 7M 5.65 13/3 wk 840¥ 1 4P-F 1 1.5 -6 3/5 7 SS 7M 4P-F 29 8(m) 4.2 380¥ 1.5 2/5 Spencer Carbine Sport Gr Launcher 11/17 dy -5 Shotguns Range Name Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes # Туре Conc Ammo Mode Damage Blast Weight Avail. 30 Arquebus Shotgun Light 1(mz) SS 6M 7.3 15/25 dy 90¥ 5P-F 1.5 -6 3/5 6 (00 Buckshot) Light 5S(f) 31 Arquebus Shotgun Light 10(cy) SS 5M 13.2 15/25 dy 160¥ 1 5P-F 1.5 -7 3/5 6 (00 Buckshot) 4S(f) Liaht Heavy 32 Blunderbuss Shotgun 3 1(mz) SS 6M -2.6 13/3 wk 110¥ 5P-F -1 -4 2/5 6 1 (00 Buckshot) 5D(f) Light 33 Fowling piece Shotgun 1(mz) SS 6M 4.8 13/3 wk 240¥ 5P-F 1.5 -5 3/5 7 Heavy 1 --(00 Buckshot) Light 5D(f) 2 5P-F 34 Fowling piece Shotgun Heavy 2(b) SS 6M -13/3 wk 630¥ 1.5 -5 2/5 5 7 (00 Buckshot) Light 5D(f) 35 Volley gun Shotgun Heavy 3 1(mz) SS 6M -10.8 13/3 wk 670¥ 1 5P-F 1 -6 2/5 7 (00 Buckshot) 5D(f) Light Heavy Weapons # Name Туре Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes Grenade launcher Missile Light 5 1(mz) SS 10D(f) -3/m 1.1(.4) 15/25 dy 120¥ 2 1-K .75 -2 1/4 6 36 37 Whaling gun Cannon Light 1(mz) SS 8S 17.(.7) 13/3 wk 480¥ 2 3-H 2 -7 3/5 7 -3/6 38 Harpoon gun Projectile Heavy 1(b) SS 8S 23.(3) 13/3 wk 940¥ 2 3-D 1.5 -8 7 ---Swivel gun 1(mz) SS 8S 29.1(.1) 15/25 dy 308¥ 2 3-H 1.5 -8 3/6 6 39 Cannon Shotgun ---(cannister shot) 7D(f) Light SS Heavy 1(mz) 21D* 1/2m 7000(131)13/3 wk 2 1-H 4 -16 5/7 6 AV 40 Siege mortar Archaic Cn 4500¥ -41 Bombard Archaic Cn Heavy 1(mz) SS 11D* 2500(130)17/29 dy 6000¥ 2 1-H 7 -16 15/8 5 AV ---12 7/7 42 6-pdr. M1839 Archaic Cn Gr Launcher 1(mz) SS 11D -398(2.75) 13/3 wk 2800¥ 2 1-H 5 6 (cannister shot) 10D(f) Shotgun 43 12-pdr. M1841 7D* Archaic Cn Gr Launcher 1(mz) SS -795(5.5) 13/3 wk 7400¥ 2 3-H 6 -14 9/7 6 AV 11D(f) (cannister shot) Shotaun -32-pdr. M1844 Archaic Cn Gr Launcher 1(mz) SS 9D' 1920(14.7)13/3 wk 12000¥ 2 1-H 6 -15 9/7 6 AV 44 --(cannister shot) Gr Launcher 12D(f)

Key

c - civilian version availabled - detachable stock

b - bipod t - stock detaches with tools

T - tripod +2 - dice bonus to skill checks

f - folding stock i2 - rating of integral image magnification

R - maximum number of rounds/phase

Shadowrun

Civilian Pistols

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32 H&X PPS Heavy Heavy 8 9(c) SA 4L - 105(2) 55 dy 60V 1 6PE - 5 2 1/3 7 33<	31	H&K P9S	Heavy		6		SA		-				1	6P-E	-			1/3	7	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	32	H&K P9S			6		SA	5L	-		,	660¥	1	6P-E	-	.5	-2	1/3	7	
34 XP-100 Target Heavy SMG 5 1(b) SS 7M - 1.7 374 hr 6604 1 4P-E - .5 .4 0.3 7 35 357 Mag COP Light 8 1(b) SS 7M - .6 5/8 dy 1404 2 .4-E - .5 .4 0.3 7 36 AM-402 Baton (slug)/Hold-Out Light 8 2(b) SS .6M - .6 3/12 hr 404 2 .4-E - .5 .2 0.4 .7 37 American Model 0 Heavy Heavy 6 7(c) SA 7M - 1.6 3/12 hr 2904 .75 5P-E .5 .5 .2 1/3 .7 38 Auto Mag Heavy Gu Cher 5 100 SS .7 .3 5/5 dy 150/1 12P-E .5 .5 .2 1/3 .7 40 Beretla 92-F Heavy Heavy 6 15(c) SA 6M </td <td>33</td> <td>Chinese Type 67</td> <td>Heavy</td> <td>Heavy</td> <td>8</td> <td></td> <td>SA</td> <td>4L</td> <td>-</td> <td></td> <td>7/13 dy</td> <td>240¥</td> <td>2</td> <td>6-E</td> <td>-</td> <td>.5</td> <td>-2</td> <td>0/3</td> <td>7</td> <td></td>	33	Chinese Type 67	Heavy	Heavy	8		SA	4L	-		7/13 dy	240¥	2	6-E	-	.5	-2	0/3	7	
36 AM-402 Baton (slug)Hold-Out Light 8 10) SS 7M - .6 5/8 dy 140V 2 4.E - .5 .2 0/4 7 30 American Model 6 Hold-Out Light 8 2(b) SS 6M - .6 3/12 hr 290V .75 SP-E - .5 .2 1/4 7 37 American Model 6 Hold-Out Light 8 2(b) SS 6M - .6 3/12 hr 290V .75 SP-E - .5 .2 1/3 7 38 Baset Heavy 6 15(c) SA 6M - 1.5(25) 3/24 hr 70V 1 SP-E - .5 .2 1/3 7 40 Beretta 92-F Heavy Heavy 6 15(c) SA 6M - 1.5(25) 3/24 hr 3004 1 SP-E - .5 -2 1/3 7 42 Calico Model Heavy Heavy 6 <t< td=""><td>34</td><td>XP-100 Target</td><td>Heavy</td><td>SMG</td><td>5</td><td>1(b)</td><td>SS</td><td>7M</td><td>-</td><td>1.7</td><td>3/24 hr</td><td>660¥</td><td>1</td><td>4P-E</td><td>-</td><td>.75</td><td>-3</td><td>1/4</td><td>7</td><td></td></t<>	34	XP-100 Target	Heavy	SMG	5	1(b)	SS	7M	-	1.7	3/24 hr	660¥	1	4P-E	-	.75	-3	1/4	7	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	35	.357 Mag COP	Light	Light	7	4(b)	SA	6M	-	.8	3/12 hr	415¥	.8	5P-E	-	.5	-1	0/3	7	
(stun baq) 4L Stun 37 American Model 6 Hold-Out Light 8 2(b) SS 6M - 6 3/12 hr 2904 7.5 SP-E - .5 -2 1/3 7 38 Auto Mag Heavy Heavy 6 7(c) SA 7M - 1/9(3) 5/5 dy 535 V 1 4P-E - .5 .3 1/4 7 38 Auto Mag Heavy G 7(c) SA 7M - 1/9(3) 5/5 dy 1580V 1 4P-E . .5 .3 1/4 7 40 Beretia 92-F Heavy 6 15(c) SA 6M - 1.5 3/24 hr 706V 1 5P-E . 5 .2 1/3 7 42 Calico M-100 Light Light 5 100(c) SA 5M . 2.0(1/6) 3/24 hr 700V 1 6 .2 .7 .5 .2 1/4 7 44 <td< td=""><td>36</td><td>AM-402 Baton (slug)</td><td>)Hold-Out</td><td>Light</td><td>8</td><td>1(b)</td><td>SS</td><td>7M</td><td>-</td><td>.6</td><td>5/8 dy</td><td>140¥</td><td>2</td><td>4-E</td><td>-</td><td>.5</td><td>-2</td><td>0/4</td><td>7</td><td></td></td<>	36	AM-402 Baton (slug))Hold-Out	Light	8	1(b)	SS	7M	-	.6	5/8 dy	140¥	2	4-E	-	.5	-2	0/4	7	
37 American Model 6 Hold-Out Light 8 2(b) SS 6M - .6 3/12 hr 290Y .75 5P-E - .5 -2 1/3 7 38 Auto Mag Heavy Feavy 6 7(c) SA 7M - 1.9(3) 5/5 dy 535¥ 1 4P-E - .5 -3 1/4 7 39 Beast Heavy Gr Lchr 5 1(b) SS 9S - 7.3 5/5 dy 1580¥ 1 4P-E - 5 -2 1/3 7 40 Beretta 92-F Heavy Heavy 6 13(c) SA 6M - 1.15(2.2) 3/24 hr 360Y 1 5P-E - 5 -2 1/3 7 42 Calco M-110 Light Light 5 100(c) SA 5L - 1.7(7) 3/12 hr 70V 1 5P-E - 5 -2 1/3 7 42 Calco M-100 Light Heavy		(00 Buckshot)						6D(f)												
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$		(stun bag)						4L Stun												
(00 Buckshol) 22M - 38 Auto Mag Heavy Ge T(c) SA 7M - 1.9(3) 5/5 dy 535¥ 1 4P-E - 5 -3 1/4 7 39 Beast Heavy Ge T(c) S 160 SS 95 - 7.3 5/5 dy 1500 1 2P-E 2 .75 5 1/5 7 40 Beretta 92-F Cpt Heavy Heavy 6 13(c) SA 6M - 1.15(25) 3/24 hr 3604 1 5P-E - .5 -2 1/3 7 41 Beretta 92-F Cpt Heavy Heavy 6 15(c) SA 6M - 1.05(23) 3/24 hr 190Y 1 5P-E - 1.4 1/3 7 42 Calco M-100 Light Y Machance 5(cy) SS 7M - 1.8 3/24 hr 180Y 1 4P-E - 5 3 1/4 7 44 Calcal, Astofda <t< td=""><td>37</td><td>American Model 6</td><td>Hold-Out</td><td>Light</td><td>8</td><td>2(b)</td><td>SS</td><td>6M</td><td>-</td><td>.6</td><td>3/12 hr</td><td>290¥</td><td>.75</td><td>5P-E</td><td>-</td><td>.5</td><td>-2</td><td>1/3</td><td>7</td><td></td></t<>	37	American Model 6	Hold-Out	Light	8	2(b)	SS	6M	-	.6	3/12 hr	290¥	.75	5P-E	-	.5	-2	1/3	7	
38 Auto Mag Heavy Heavy 6 7(c) SA 7/M . 1.9(.3) 5/5 dy 535V 1 4P-E . .5 .3 1/4 7 39 Beast Heavy Gr Lchr 5 1(b) SS 9S .7.3 5/5 dy 1580Y 1 2P-E 2 .7.5 .5 1/5 .7 40 Beretta 92-F Cpt Heavy Heavy 6 13(c) SA 6M . 1.05(2S) 3/2 hr 7 .5 .2 1/3 7 42 Calico M-100 Light 5 100(c) SA 6M . 2.6(.16) 3/2 hr 150V .8 6P-E .75 .4 1/3 7 43 Calico M-950 Heavy Meavy 6 5(cy) SS 7M . 1.8 3/2 hr 180V 1 4P-E .5 .2 1/4 7 44 Casull .454 Iond-0ut Light 9 1(b) SS 7M . 1.8 3/2		(.410 slug)						4L												
39 Beast Heavy Gr Lchr 5 1(b) SS 9S · 7.3 5/5 dy 1580¥ 1 2P-E 2 7.5 5 1/5 7 40 Bereita 92-F CH Heavy Heavy 6 15(C) SA 6M - 1.15(25) 3/24 hr 70 1 5P-E - .5 -2 1/3 7 42 Calico M-100 Light Light 5 100(c) SA 6M - 2.6(1.6) 3/24 hr 150(Y 1 5P-E - 1 4 1/3 7 42 Calico M-150 Heavy Heavy 6 5(cy) SS 7M - 1.5 3/24 hr 160 Y 1 4P-E - .75 -3 1/4 7 44 Casull .454 (long) Heavy 6 6(cy) SA 7M - 1.8 3/24 hr 80V 1 4P-E - .75 -3 1/4 7 45 Casull .454 (long) Heavy 6 6(c		(00 Buckshot)						2M	-											
40 Beretta 92-F Heavy Heavy 6 15(c) SA 6M - 1.15(.25) 3/24 hr 720¥ 1 5P-E - .5 -2 1/3 7 41 Beretta 92-F Cpt Heavy Heavy 6 13(c) SA 6M - 1.05(25) 3/24 hr 360¥ 1 5P-E - .5 -2 1/3 7 42 Calico M-950 Heavy SMG 4 100(c) SA 6M - 1.7(7) 3/12 hr 150¥ 8 6P-E - .5 -2 1/4 7 42 Casull 454 (long) Heavy 6 5(cy) SS 7M - 1.8 3/24 hr 780¥ 1 4P-E - .5 .5 .3 1/4 7 45 Casull 454 (long) Heavy 6 6(cy) SA 7M - 1.6 3/24 hr 515¥ 1 4P-E - .5 .3 1/4 7 46 ClA cigarette Hold-Out Lighte	38	Auto Mag	Heavy	Heavy	6	7(c)	SA	7M	-	1.9(.3)	5/5 dy	535¥	1	4P-E	-	.5	-3	1/4	7	
41 Beretta 92-F Cpt Heavy Heavy 6 13(c) SA 6M - 1.05(25) 3/24 hr 360Y 1 5P-E - 5.5 -2 1/3 7 42 Calico M-110 Light Light 5 100(c) SA 5L - 1.7(7) 3/12 hr 150Y 8 6P-E - 7.5 -4 1/3 7 43 Calico M-950 Heavy SMG 4 100(c) SA 6M - 2.6(1.6) 3/24 hr 190Y 1 4P-E - 5.5 -2 1/4 7 45 Casull .454 (long) Heavy G (cy) SS 7M - 1.8 3/24 hr 80Y 1 4P-E - 5.5 -3 1/4 7 46 ClA chacenda Heavy Heavy 6 6(cy) SA 7M - 1.9 3/24 hr 58Y 1 4P-E - 5.5 -3 1/4 7 49 Desert Eagle Heavy Heavy <t< td=""><td>39</td><td>Beast</td><td>Heavy</td><td>Gr Lchr</td><td>5</td><td></td><td>SS</td><td>9S</td><td>-</td><td></td><td></td><td></td><td>1</td><td></td><td>2</td><td></td><td></td><td></td><td>7</td><td></td></t<>	39	Beast	Heavy	Gr Lchr	5		SS	9S	-				1		2				7	
42 Calico M-110 Light Light 5 100(c) SA 5L - 1.7(.7) 3/12 hr 150¥ .8 6P.E - .75 -4 1/3 7 43 Calico M-950 Heavy SMG 4 100(c) SA 6M - 2.6(1.6) 3/24 hr 190V 1 5P.E - 1 -4 1/3 7 44 Casull .454 Heavy Fleavy 6 5(cy) SS 7M - 1.8 3/24 hr 840V 1 4P.E - .75 -3 1/4 7 46 CIA cigarette Hold-Out Light 9 1(b) SS 4L - .05 5/9 dy 260¥ 2 6.E - .25 - .03 5 47 Colt Anaconda Heavy Heavy 6 8(c) SA 7M - 1.6 3/24 hr 585¥ 1 4P.E - .5 -3 1/4 7 48 Colt Anaconda Heavy Heavy	40	Beretta 92-F	Heavy	Heavy	6	15(c)	SA	6M	-	1.15(.25)	3/24 hr	720¥	1	5P-E	-	.5	-2	1/3	7	
43 Calico M-950 Heavy SMG 4 100(c) SA 6M - 2.6(1.6) 3/24 hr 190¥ 1 5P-E 1 -4 1/3 7 44 Casull.454 Heavy 6 5(cy) SS 7M - 1.5 3/24 hr 780¥ 1 4P-E - .5 -2 1/4 7 45 Casull.454 (log) Heavy GF Launcher 5 5(cy) SS 7M - 1.8 3/24 hr 840¥ 1 4P-E - .75 -3 1/4 7 46 CIA cigarette Hold-Out Light 9 1(b) SS 4L - 0.5 5/9 vy 260¥ 2 6.E .25 -3 1/4 7 48 Colt Anaconda Heavy 6 6(cy) SA 7M - 1.63 3/24 hr 580¥ 1 4P-E .5 .3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 7M </td <td></td> <td></td> <td>Heavy</td> <td>Heavy</td> <td>6</td> <td></td> <td>SA</td> <td></td> <td>-</td> <td>1.05(.25)</td> <td></td> <td></td> <td>1</td> <td></td> <td>-</td> <td></td> <td>-2</td> <td></td> <td>7</td> <td></td>			Heavy	Heavy	6		SA		-	1.05(.25)			1		-		-2		7	
44 Casull .454 Heavy Heavy 6 5(cy) SS 7M - 1.5 3/24 hr 780¥ 1 4P-E - .5 -2 1/4 7 45 Casull .454 (long) Heavy Gr Launcher 5 5(cy) SS 7M - 1.8 3/24 hr 840¥ 1 4P-E - .75 -3 1/4 7 46 ClA cigarette Hold-Out Light 9 1(b) SS 4L - .05 5/9 dy 260¥ 2 6-E - .25 -3 1/4 7 47 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 7M - 1.9 3/24 hr 50¥ 1 4P-E - .5 -3 1/4 7 48 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 6M - 1.75(25) 3/24 hr 1300¥ 1 4P-E - .5 -3 1/4 7 50 Desert Eagle Heavy H			•				SA	5L	-				.8		-					
45 Casull .454 (long) Heavy Gr Launcher 5 5(cy) SS 7M - 1.8 3/24 hr 840¥ 1 4P-E - .75 .3 1/4 7 46 CIA cigarette Hold-Out Light 9 1(b) SS 4L - .05 5/9 dy 260Y 2 6-E - .25 - .03 5 47 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 7M - 1.6 3/24 hr 585¥ 1 4P-E - .5 .3 1/4 7 48 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 6M - 1.75(.25) 3/24 hr 50V 1 5P-E - .5 .3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(25) 3/24 hr 1030¥ 1 4P-E .5 .3 1/4 7 51 Desert Eagle Heavy Gr Launcher <td>43</td> <td>Calico M-950</td> <td>Heavy</td> <td>SMG</td> <td>4</td> <td>.,</td> <td></td> <td>6M</td> <td>-</td> <td>2.6(1.6)</td> <td></td> <td>190¥</td> <td>1</td> <td></td> <td>-</td> <td>1</td> <td></td> <td></td> <td>7</td> <td></td>	43	Calico M-950	Heavy	SMG	4	.,		6M	-	2.6(1.6)		190¥	1		-	1			7	
46 CIA cigarette Hold-Out Light 9 1(b) SS 4L - .05 5/9 dy 260¥ 2 6-E - .25 - 0/3 5 47 Colt Anaconda Heavy Heavy 6 6(cy) SA 7M - 1.6 3/24 hr 515¥ 1 4P-E - .5 -3 1/4 7 48 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 6M - 1.65(25) 3/24 hr 585¥ 1 4P-E - .5 -3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 6M - 1.75(25) 3/24 hr 900¥ 1 5P-E - 5 -3 1/4 7 51 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 2.1(25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 52 Desert Eagle (long) Heavy <t< td=""><td></td><td></td><td>2</td><td>5</td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td></t<>			2	5					-						-					
47 Colt Anaconda Heavy Heavy 6 6(cy) SA 7M - 1.6 3/24 hr 515¥ 1 4P-E - .5 -3 1/4 7 48 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 7M - 1.9 3/24 hr 585¥ 1 4P-E - .75 -3 1/4 7 49 Desert Eagle Heavy Heavy 6 9(c) SA 6M - 1.65(2.5) 3/24 hr 860¥ 1 5P-E - .5 -3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(25) 3/24 hr 1030¥ 1 4P-E .5 -3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(25) 3/24 hr 130¥ 1 4P-E .5 -3 1/4 7 51 Desert Eagle (long) Heavy Gr Launcher 5 <td></td>																				
48 Colt Anaconda (long) Heavy Gr Launcher 5 6(cy) SA 7M - 1.9 3/24 hr 585¥ 1 4P-E - .75 -3 1/4 7 49 Desert Eagle Heavy Heavy 6 9(c) SA 6M - 1.65(.25) 3/24 hr 860¥ 1 5P-E - .5 -3 1/4 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 6M - 1.75(.25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 51 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(.25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 52 Desert Eagle Heavy Gr Launcher 5 7(c) SA 7M - 1.8(.25) 3/24 hr 1320¥ 1 4P-E - .5 -3 1/4 7 54 Desert Eagle (long) Heavy		0													-					
49 Desert Eagle Heavy Heavy 6 9(c) SA 6M - 1.65(.25) 3/24 hr 860¥ 1 5P-E - .5 -3 1/3 7 50 Desert Eagle Heavy Heavy 6 8(c) SA 6M - 1.75(.25) 3/24 hr 940¥ 1 5P-E - .5 -3 1/4 7 51 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(.25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 52 Desert Eagle Heavy Gr Launcher 5 8(c) SA 7M - 2.1(.25) 3/24 hr 1320¥ 1 4P-E - .5 -3 1/4 7 53 Desert Eagle Heavy Gr Zauncher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .75 -3 1/4 7 54 <td< td=""><td></td><td></td><td>2</td><td>,</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>•</td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td></td<>			2	,									•		-					
50 Desert Eagle Heavy Heavy 6 8(c) SA 6M - 1.75(.25) 3/24 hr 940¥ 1 5P-E - .5 -3 1/4 7 51 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(.25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 52 Desert Eagle Heavy Gr Launcher 5 8(c) SA 7M - 1.8(.25) 3/24 hr 1270¥ 1 4P-E - .5 -3 1/4 7 53 Desert Eagle Heavy Gr Launcher 5 7(c) SA 7M - 1.85(.3) 3/24 hr 1320¥ 1 4P-E - .5 -3 1/4 7 54 Desert Eagle (long) Heavy Gr Launcher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .75 -3 1/4 7 55 Grendel P-10 <td></td> <td></td> <td>,, ,</td> <td></td>			,, ,																	
51 Desert Eagle Heavy Heavy 6 8(c) SA 7M - 1.8(.25) 3/24 hr 1030¥ 1 4P-E - .5 -3 1/4 7 52 Desert Eagle (long) Heavy GL auncher 5 8(c) SA 7M - 2.1(.25) 3/24 hr 1270¥ 1 4P-E - .75 -3 1/4 7 53 Desert Eagle Heavy Heavy 6 7(c) SA 7M - 1.85(.3) 3/24 hr 1320¥ 1 4P-E - .5 .3 1/4 7 54 Desert Eagle (long) Heavy GL auncher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .75 .3 1/4 7 55 Grendel P-10 Hold-Out Light 9 10(m) SA .5L - .75(.1) 3/12 hr 105¥ .75 6P-E - .55 .22 .0/3 .7 56 Grendel			2							. ,					-					
52 Desert Eagle (long) Heavy Gr Launcher 5 8(c) SA 7M - 2.1(.25) 3/24 hr 1270¥ 1 4P-E - .75 -3 1/4 7 53 Desert Eagle Heavy Heavy 6 7(c) SA 7M - 1.85(.3) 3/24 hr 1320¥ 1 4P-E - .5 -3 1/4 7 54 Desert Eagle (long) Heavy Gr Launcher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .5 -3 1/4 7 55 Grendel P-10 Hold-Out Light 9 10(m) SA 5L - .5 3/12 hr 135¥ .75 6P-E - .55 - 0/3 7 56 Grendel P-30 Hold-Out Light 8 30(c) SA 5L - .75(.1) 3/12 hr 100¥ .75 9P-E - .55 - 0/2 7 58 H&K P2A1 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>. ,</td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>										. ,					-					
53 Desert Eagle Heavy Heavy 6 7(c) SA 7M - 1.85(.3) 3/24 hr 1320¥ 1 4P-E - .5 -3 1/4 7 54 Desert Eagle (long) Heavy Gr Launcher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .75 -3 1/4 7 55 Grendel P-10 Hold-Out Light 9 10(m) SA 5L - .5 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 56 Grendel P-30 Hold-Out Light 8 30(c) SA 5L - .75(.1) 3/12 hr 105¥ .75 6P-E - .5 -2 0/3 7 56 Grendel P-30 Hold-Out Light 9 5(c) SS 2F - .45(.2) 3/12 hr 100¥ .75 9P-E - .5 -1 0/2 7 58 H&K P2A1 <t< td=""><td></td><td></td><td></td><td>,</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>				,																
54 Desert Eagle (long) Heavy Gr Launcher 5 7(c) SA 7M - 2.15(.3) 3/24 hr 1500¥ 1 4P-E - .75 -3 1/4 7 55 Grendel P-10 Hold-Out Light 9 10(m) SA 5L - .5 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 56 Grendel P-30 Hold-Out Light 8 30(c) SA 5L - .75(.1) 3/12 hr 165¥ .75 6P-E - .5 .25 - 0/3 7 56 Grendel P-30 Hold-Out Light 9 5(c) SS 2F - .45(.2) 3/12 hr 100¥ .75 9P-E - .25 - 0/2 7 58 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 - 10/2 7 59 H&K P7M13<		o . o .																		
55 Grendel P-10 Hold-Out Light 9 10(m) SA 5L - .5 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 56 Grendel P-30 Hold-Out Light 8 30(c) SA 5L - .75(.1) 3/12 hr 165¥ .75 6P-E - .5 -2 0/3 7 57 H&K flare gun Hold-Out Light 9 5(c) SS 2F - .45(.2) 3/12 hr 100¥ .75 9P-E - .25 - 0/2 7 58 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -1 0/2 7 59 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -2 1/3 7 60 H&K VP.70Z Heavy		U U	-	,																
56 Grendel P-30 Hold-Out Light 8 30(c) SA 5L - .75(.1) 3/12 hr 165¥ .75 6P-E - .5 -2 0/3 7 57 H&K flare gun Hold-Out Light 9 5(c) SS 2F - .45(.2) 3/12 hr 100¥ .75 9P-E - .25 - 0/2 7 58 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -1 0/2 7 59 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -2 1/3 7 59 H&K P7M13 Heavy Heavy 6 18(c) SA 6M - 1.15(.3) 5/5 dy 360¥ 1 5P-E - .5 -2 1/3 7 61 High Std Citation Light		0 1 0/	2						-											
57 H&K flare gun Hold-Out Light 9 5(c) SS 2F - .45(.2) 3/12 hr 100¥ .75 9P-E - .25 - 0/2 7 58 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -1 0/2 7 59 H&K P7M13 Heavy Heavy 6 13(c) SA 6M - 1.15(.3) 3/24 hr 360¥ 1 5P-E - .5 -2 1/3 7 60 H&K VP-70Z Heavy Heavy 6 18(c) SA 6M - 1.15(.3) 5/5 dy 360¥ 1 5P-E - .5 -2 1/3 7 61 High Std Citation Light Light 6 10(c) SA 5L - 1.3(.1) 5/5 dy 160¥ .8 6P-E - .5 -2 1/3 7 62 NAA mini-revolver Hold-Out									-											
58 H&K P2A1 Hold-Out Light 8 1(b) SS 2F - .5 3/12 hr 100¥ .75 9P-E - .5 -1 0/2 7 59 H&K P7M13 Heavy Heavy 6 13(c) SA 6M - 1.15(.3) 3/24 hr 360¥ 1 5P-E - .5 -2 1/3 7 60 H&K VP-70Z Heavy Heavy 6 18(c) SA 6M - 1.15(.3) 5/5 dy 360¥ 1 5P-E - .5 -2 1/3 7 61 High Std Citation Light 6 10(c) SA 5L - 1.3(.1) 5/5 dy 160¥ .8 6P-E - .5 -2 1/3 7 62 NAA mini-revolver Hold-Out Light 9 5(cy) SS 5L - .2 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 63 Paintball gun Hold-Out				•																
59 H&K P7M13 Heavy Heavy 6 13(c) SA 6M - 1.15(.3) 3/24 hr 360¥ 1 5P-E - .5 -2 1/3 7 60 H&K VP-70Z Heavy Heavy 6 18(c) SA 6M - 1.15(.3) 5/5 dy 360¥ 1 5P-E - .5 -2 1/3 7 61 High Std Citation Light 6 10(c) SA 5L - 1.3(.1) 5/5 dy 1160¥ .8 6P-E - .5 -2 1/3 7 62 NAA mini-revolver Hold-Out Light 9 5(cy) SS 5L - .2 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 63 Paintball gun Hold-Out Light 8 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E - .5 -2 0/2 7 64 Ruger GP-100 Heavy 6																				
60 H&K VP-70Z Heavy Heavy 6 18(c) SA 6M - 1.15(.3) 5/5 dy 360¥ 1 5P-E - .5 -2 1/3 7 61 High Std Citation Light 6 10(c) SA 5L - 1.3(.1) 5/5 dy 1160¥ .8 6P-E - .5 -2 1/3 7 62 NAA mini-revolver Hold-Out Light 9 5(cy) SS 5L - .2 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 63 Paintball gun Hold-Out Light 8 6(cy) SA 1F - .8 2/12 hours 100¥ .75 9P-E - .5 -2 0/2 7 64 Ruger GP-100 Heavy 6 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E - .5 -2 1/3 7															-					
61 High Std Citation Light Light 6 10(c) SA 5L - 1.3(.1) 5/5 dy 1160¥ .8 6P-E - .5 -2 1/3 7 62 NAA mini-revolver Hold-Out Light 9 5(cy) SS 5L - .2 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 63 Paintball gun Hold-Out Light 8 6(cy) SA 1F - .8 2/12 hours 100¥ .75 9P-E - .5 -2 0/2 7 64 Ruger GP-100 Heavy 6 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E - .5 -2 1/3 7															-					
62 NAA mini-revolver Hold-Out Light 9 5(cy) SS 5L - .2 3/12 hr 135¥ .75 6P-E - .25 - 0/3 7 63 Paintball gun Hold-Out Light 8 6(cy) SA 1F - .8 2/12 hours 100¥ .75 9P-E - .5 -2 0/2 7 64 Ruger GP-100 Heavy Heavy 6 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E - .5 -2 1/3 7			,								,									
63 Paintball gun Hold-Out Light 8 6(cy) SA 1F - .8 2/12 hours 100¥ .75 9P-E - .5 -2 0/2 7 64 Ruger GP-100 Heavy 6 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E - .5 -2 1/3 7		•	•																	
64 Ruger GP-100 Heavy Heavy 6 6(cy) SA 6M - 1.3 3/24 hr 215¥ 1 5P-E5 -2 1/3 7				•					-											
		v							-											
05 Magui 105 Maavy Maavy 0 13(5) SM 0181 - 1.13(23) 3/24111 300# 1 3P-E3 -2 1/3 /		-				-			-											
	00	Nuger I 05	neavy	neavy	U	13(6)	54	UW	-	1.13(.23)	J/∠4 III	000Ŧ	I	JI -L	-	.5	-2	1/3	'	

SI	nadow	run																	
Civili	an Pistols																		
#	Name	Туре		Conc	Ammo		Damage		Weight				0		Wp. Value				Notes
	S&W Ladysmith SIG P226	Light Heavy	Light Heavy	7 6	8(C)	SA SA	6M 6M	-	.85(.2) 1(.25)	3/12 hr 3/24 hr	345¥ 720¥	.8 1	5P-E 5P-E	-	.5 .5	-1 -2	0/3 1/3	7 7	
	Spectre pistol	Heavy	Heavy	5	15(c) 50(c)	SA	6M	-	3.4(.7)	3/24 m 3/24 hr	720¥ 360¥	1	5P-E		.5	-2 -4	1/3	7	
	Stallard Arms JS-	,	Heavy	6	8(c)	SA	6M	-	1.35(.2)	5/5 dy	90¥	1	5P-E		.5	-2	1/4	6	
	Star M31PK	Heavy	Heavy	6	15(c)	SA	6M	-	1.1(.25)	3/24 hr	345¥	1	5P-E	-	.5	-2	1/3	7	
	Norinco Type 86	Hold-Out	Light	8	4(b)	SA	5L	-	.45	3/6 dy	150¥	2	5-E	-	.5	-1	0/3	6	
	3 shot Norinco Walther GSP	Hold-Out Heavy	Light SMG	9 6	3(m) 5(c)	SA SA	4L 5L	-	.3 1.35(.1)	3/5 dy 3/24 hr	120¥ 2320¥	2 1	6-E 6P-E	-	.25 .5	- -2	0/3 1/3	6 7	
	Wildey .475		F Launcher		7(c)	SA	7M	-	2.05(.3)		1440¥		4P-E	-	.5	-3	1/4	7	
	Zip pistol	Light	Light	7	1(b)	SS	5L	-	.7	3/12 hr	10¥	.8	6P-E	-	.5	-1	0/3	1	
	Glock 17L	Heavy	Heavy	6	19(c)	SA	6M	-	.95(.25)	3/24 hr	750¥	1	5P-E	-	.5	-2	1/3	7	
	Glock 19	Heavy	Heavy	6	17(c)	SA	6M	-	.85(.25)	3/24 hr	720¥	1	5P-E	•	.5	-2	1/3	7	
	Glock 20 Glock 21	Heavy Heavy	Heavy Heavy	6 6	17(c) 15(c)	SA SA	6M 5M	-	.9(.3) .9(.3)	3/24 hr 3/24 hr	820¥ 660¥	1	5P-E 5P-E	-	.5 .5	-2 -2	1/3 1/3	7 7	
	Glock 23	Heavy	Heavy	6	15(c)	SA	6M	-	.9(.3)	3/24 m 3/24 hr	690¥	1	5P-E		.5	-2	1/3	7	
		-																	
	ine Pistols & SM Name		Dango	Conc	۸mmo	Mode	Damage	Rlast	Woight	Avail	Cost	St. Index	ادمما	PC	Wp. Value	Init	R/A	Dol	Notes
		Type Machine Pistol	Range Heavy	6	Ammo 20(c)	SA/BF/FA	5	-	Weight 1.3(.2)		750¥	2	5-G	(1)	.5	-2	1/3	6 Kei.	R<9, d
	M3 "Grease Gun"	SMG	Heavy	2		SA/BF/FA		-		7/2 wk	210¥	2	5-G	(1)	1.5	-5	2/4	6	R<8, f
	MP-40 Schmeisse	er SMG	Shotgun	2	32(c)	SA/BF/FA	6M	-	4.5(.5)	10/19 dy	470¥	2	4-G	(1)	1.5	-5	2/4	7	R<8, f
	Owen Mk1/42	SMG	Shotgun	3		SA/BF/FA		-	4.3(1)	8/15 dy	240¥	2	4-G	-	1	-5	1/4	6	D 44
	PPsH MP41	SMG	Shotgun	2		SA/BF/FA		-	5.45(1.75	· ,	240¥	2	5-G	-	1.5	-5	2/4	6	R<11
	Sten Thompson	SMG SMG	Heavy Heavy	3 2		SA/BF/FA SA/BF/FA		-	3.45(.05)	10/19 dy	220¥ 860¥	2	4-G 5-G	-	1 1.5	-4 -6	2/4 2/4	6 7	R<9 R<11, t
	Beretta 12S	SMG	SMG	3	• • •	SA/BF/FA		-		6/11 dy	490¥	2	4-G	(1)	1	-4	1/4	7	R<9,f
		Machine Pistol		6		SA/BF/FA		-		6/11 dy	900¥	2	4-G	-	.5	-3	1/4	6	,
90	MAT-49	SMG	SMG	3		SA/BF/FA		-	3.95(.45)	6/11 dy	510¥	2	4-G	(1)	1	-4	1/4	7	f
	Mendoza HM-3	SMG	SMG	3		SA/BF/FA		-	3.35(.65)	2	260¥	2	4-G	(1)	1	-4	1/4	-	f
		Machine Pistol	,	6		SA/BF/FA		-	. ,	5/10 dy	1570¥		5-G	(1)	.5	-2	1/3		R<11,d
	Sterling L2A3 Uzi	SMG SMG	SMG SMG	3 3		SA/BF/FA SA/BF/FA		-	3.3(.6) 4.1(.6)	4/7 dy 4/7 dy	490¥ 540¥	2	4-G 4-G	(1) (1)	1	-4 -5	1/4 1/4	7 7	C,f f
74	Mini-Uzi	SMG	Heavy	4		SA/BF/FA		-	2.7(.6)	4/7 dy	540¥	2	4-G	(1)	1	-5	1/4	7	' R<11,f
95	Vz-61 Skorpion			6		SA/BF/FA		-	2(.4)	5/10 dy	720¥	2	5-G	(1)	.5	-3	1/3	7	R<12,f
96	Air SMG	Machine Pistol	Light	6	1200(m)SA/BF/FA	3F	-	1	5/6 dy	570¥	2	8-G		.5	-2	1/3	6	R<14
		Machine Pistol	,	4	. ,	SA/BF/FA		-	2.4(.3)	6/11 dy	1020¥		4-G	(1)	1	-3	1/3		f
		Machine Pistol	,	4		SA/BF/FA SA/BF	6M 6M	-	2.15(.3)	4/7 dy	1020¥		4-G 4-G	(1) (1)	1 .5	-3 -2	1/3 1/3	7 6	f d
		Machine Pistol Machine Pistol	,	6 5	20(c)	SA/BF/FA			1.2(.25) 2.5(.5)	4/7 dy 4/7 dy	2260¥ 540¥	2	4-G 4-G	(1)	.5 .75	-2 -3	1/3		u R<11
	H&K MP5A5	SMG	SMG	3		SA/BF/FA		-	3.2(.5)	4/7 dy	620¥	2	4-G	(1)	.73	-4	1/3	7	R<11,f
102	H&K VP-70	Machine Pistol	Heavy	6	18(c)	SA/BF	6M	-		6/11 dy	1080¥	2	4-G	(1)	.5	-2	1/3	6	c,d
	ILARCO 180	SMG	SMG	2	• • •	SA/BF/FA		-	4.3(.85)	,	820¥	2	5-G	-	1.5	-5	2/4		R<12
104	ILARCO Short	SMG	SMG	5	• • •	SA/BF/FA		-	3.35(.85)	,	790¥	2	5-G	(1)	.75	-3	1/4		R<12,f
105	ILARCO Magnum Ingram M-10	SMG Machine Pistol	SMG Heavy	2	. ,	SA/BF/FA SA/BF/FA		-	4.3(.85) 3.45(.6)	4/7 dy 4/7 dy	820¥ 490¥	2	5-G 4-G	(1)	1.5 .5	-5 -3	2/4 1/3	7 5	R<14 R<12,f
	0	Machine Pistol	,	6	. ,	SA/BF/FA		-	2.1(.5)	3/6 dy	490≆ 380¥	2	4-G 5-G	(1)	.5	-3 -3	1/3		R<12,1 R<12 f
	Jati-Matic	SMG	Heavy	3		SA/BF/FA		-	2.25(.6)	4/7 dy	1070¥		4-G	-	.0	-4	1/3	7	113121
108	MGV 176	SMG	SMG	3		SA/BF/FA		-	3.45(.8)	3/6 dy	410¥	2	5-G	(1)	1	-4	1/3	7	R<12,f
	Spectre	SMG	Heavy	4		SA/BF/FA		-	3.6(.7)	4/7 dy	940¥	2	4-G	(1)	1	-4	1/3	7	R<11,f
110	Steyr MPi 69	SMG	SMG	3		SA/BF/FA		-	3.6(.45)	4/7 dy	560¥	2	4-G	(1)	1	-4	1/3	7	R<9,f
111	Steyr MPi 81 Benelli CB-M2	SMG SMG	SMG SMG	3 4		SA/BF/FA SA/BF/FA		-	3.6(.45) 3.75(.35)	,	560¥ 560¥	2	4-G 4-G	(1) (1)	1	-4 -4	1/3 1/3	7 7	R<11,f R<11,f
		Machine Pistol		6		SA/BF/FA		-	.9(.25)	4/7 dy 4/7 dy	1960¥		4-G 4-G	-	.5	-4 -2	1/3		R<11,1 R<12
112			neavy	U	17(0)	5/401/11	UNI		. /(.23)	H/ Uy	1700+	2	40		.5	2	1/5	5	11312
Civili	an Rifles																		
#	Name	Туре	0	Conc	Ammo		Damage	Blast	Weight				-		Wp. Value				Notes
	Model 98 Mauser	Sport	Sport	-	5(m)	SS	8S	-	4.1	11/17 dy		1	3P-F	1	1.5	-5	2/5	7	
	Sharps 1874		Fr Launcher		1(b)	SS	7M	-		11/17 dy		1	4P-F	1	1.5	-5	2/5	7	
	Winchester M94 Beeman 55S	Sport Sport	Sport Light	-	6(m) 1(b)	SS SS	7M 3F	-	3 2.25	3/24 hr 3/24 hr	570¥ 210¥	1 1	4P-F 8P-F	1 1	1.5 1.5	-5 -4	2/5 2/3	7 7	
	M1 Carbine	Sport	Sport	3	30(c)	SA	3r 7M	-	2.25	3/24 m 5/5 dy	720¥	1	4P-F	1	1.5	-4 -4	2/3	7	
	M6 Springfield	Sport	Shotgun	3(5)	1(b)	SS	5L	-	1.5	5/5 dy	230¥	1	6P-F	1	1	-3	1/4	6	
	(.410ga slug)		Light	.,	1(b)	-	5L	-		,				-					
	(00 Buckshot)					-	3M	-						-					+2
	Rossi M59	Sport	SMG	-	10(m)	SS	5L	-	2.5	3/24 hr	230¥	1	6P-F	1	1.5	-4	1/3	7	10
	Weatherby Mk. V	Sport Sport	Sport	2	2(m)	SS SA	9S 5L	-	4.75	3/24 hr 3/24 hr	3780¥	1	2P-F 6P-F	1	1.5 1.5	-5 2	2/5 1/3	7	12
121	AR-7 Survival Rifl	e Sport	Shotgun	2	8(c)	SA	JL JL	-	1.15(.1)	3/24 hr	160¥		UP-F		1.0	-3	1/3	0	

SI	nadowr	un																	
122	Barrett Model 82A1	Sport	HMG	-	11(c)	SA	10S	-	17.9(1.1)	3/24 hr	4780¥	1	1P-F	3(5)	2	-8	2/5	7	i3,b
123	(bullpup version)	Sport	HMG	-	10(c)	SA	10S	-	15.4(1.1)	3/24 hr	4780¥	1	1P-F	1	1.5	-7	2/5	7	
124	Barrett Ti variant	Sport	HMG	-	10(c)	SA	10S	-	8.9(1)	3/24 hr	19200¥	1	1P-F	3(5)	2	-7	2/4	7	i3,b
125	Browning M78	Sport	Assault	-	1(b)	SS	8M	-	3.85	3/24 hr	1640¥	1	3P-F	1	1.5	-5	2/4	7	
126	Calico M-100	Sport	SMG	2	100(c)	SA	5L	-	2.6(.7)	3/24 hr	320¥	1	6P-F	(1)	1.5	-4	1/3	7	f
	Calico M-900	Sport	SMG	-	100(c)	SA	6M	-	3.25(1.6)		430¥	1	5P-F	(1)	1.5	-5	1/3	7	f
	Colt AR-15	Sport	Assault	-	30(c)	SA	8M	-	3.65(.45)		1160¥	1	3P-F	1	1.5	-5	2/4	7	
129	Crossfire	Sport	Sport	-	20(c)	SA	8S	-	5.15(.45)	5/5 dy	1850¥	1	3P-F	1	1.5	-5	2/4	7	
	(12ga slug) (00 Buckshot)	Shotgun	<u> </u>		7(c)	SS -	7M 6D(f)	-					0.0.5	-				_	
	FR-F2	Sport	Sport	-	10(c)	SS	8S	-	5.65(.45)	,	2300¥	1	3P-F	1	1.5	-6	2/4	7	i2
	H&K M770	Sport	Sport	-	10(c)	SA	8S	-	3.85(.25)		1590¥	1	3P-F	1	1.5	-5	1/4	7	
	Paintball Rifle	Sport	Light	2	200(c)	SA	1F	-	3.5(.5)	2/12 hr	400¥	1	9P-F	1	1.5	-5	1/2	6	
	Ruger 10/22	Sport	SMG	-	50(c)	SA	5L	-	2.5(.2)	3/24 hr	330¥	1	6P-F	1	1.5	-4	1/3	7	10
	Ruger M-77	Sport	Sport	-	3(m)	SS	8S	-	4.1	3/24 hr	2580¥	1	3P-F	1	1.5	-5	2/4	7	i2
	Ruger Mini-14	Sport	Assault	-	30(c)	SA	8M	-	3.3(.4)	3/24 hr	1200¥	1	3P-F	1	1.5	-5	1/4	7	10
	Sako Sporter	Sport	Assault	-	1(b)	SS	8M	-	3.1	3/24 hr	750¥	1	3P-F	1	1.5	-5	1/4	7	i2
	SSG 69	Sport	Sport	-	5(m)	SS	8S	-	4	3/24 hr	1640¥	1	3P-F	1	1.5	-5	1/4	7	i2
	Ultralight Arms	Sport	Assault	-	3(m)	SS	8M	-	2.05	3/24 hr	9180¥	1	3P-F	1	1.5	-4	1/4	7	12
	Winchester 9422	Sport	SMG	-	15(m)	SS	5L	-	2.9	3/24 hr	230¥	1	6P-F	1	1.5	-5	1/3	7	_
140	Zip rifle	Sport	Heavy	3	1(b)	SS	7M	-	3.15	3/24 hr	30¥	1	4P-F	1	1	-4	2/4	1	
	ry Rifles Name	Туре	Range	Conc	Ammo	Mode	Damage	Rlast	Weight	Avail	Cost	St. Index	Legal	RC	Wp. Value	Init	R/A	₽۵I	Notes
	Chauchat	Assault	LMG	-	30(c)	SA	8S	DIdSI		12/3 wk	470¥	2	3-G	1	1.5	-7		4	110163
	Lewis Gun	Assault	Sport	-	. ,					12/3 wk		2	3-G	1	1.5	-7	2/5	7	R<9
	Browning Auto Rifle		Sport		20(c)	SA/BF/FA			. ,	8/13 dy	1950¥	2	3-G	1	1.5	-6	2/4	7	R<9
	M2 Carbine	Sniper	Sport	3		SA/BF/FA		-	• •	7/12 dy	720¥	2	3-G 4-K	(1)	1.5	-0 -4	2/4 1/4	7	R<11,c,f
	M-14				. ,	SA/BF/FA		-	. ,	,		2	3-G	1	1.5	-4	2/4	6	
		Assault	Sport	- ว				-	5.1(.7)	6/9 dy	1610¥			(1)					C
	AK-47	Assault	LMG	2	30(c)	SA/BF/FA		-	5.3(.9)	5/8 dy	810¥	2	4-G	• • •	1.5	-5 -5	2/4		c,f
	FN-FAL 50-64	Assault	Sport	-		SA/BF/FA		-	5(.75)	6/9 dy	1720¥	2	3-G	1 1	1.5		2/4	6	C
	AK-74 Armscor 37 (slug)	Assault Sniper	Assault Light	3	30(c) 1(b)	SA/BF/FA SS	3L	-	4.15(.55) 3.7	5/8 dy 3/4 dy	610¥ 120¥	2	4-G 6-K	1	1.5 1	-5 -4	2/4 1/3	6 7	
150	(pellets) Steyr AUG carbine	Assault	Assault	3	42(c)	- SA/BF/FA	3S(f) 8M	-	4(.7)	6/9 dy	1510¥	2	3-G	- 1	1	-4	1/3	6	c,i1
151	Steyr AUG HB	Assault	Assault	2	42(c)	SA/BF/FA	8M	-	6.1(.7)	6/9 dy	3220¥	2	3-G	1	1.5	-5	1/4	6	С
152	Dragunov SVD	Sniper	Sport	-	10(c)	SA	8S	-	4.6(.3)	6/9 dy	3480¥	2	3-K	1	1.5	-6	2/4	7	
153	Enfield L85A1	Assault	Assault	3	30(c)	SA/BF/FA	8M	-	5(.5)	6/9 dy	1510¥	2	3-G	1	1	-5	1/4	6	R<11,i1
154	FAMAS	Assault	Assault	3	25(c)	SA/BF/FA	7M	-	4(.4)	5/8 dy	1680¥	2	4-G	1	1	-4	1/4	6	R<11,c
155	Galil SAR	Assault	Assault	2	50(c)	SA/BF/FA	7M	-	4.65(1)	5/8 dy	1360¥	2	4-G	(1)	1.5	-5	1/4	6	R<11,c,f
156	H&K G343	Assault	Sport	-	20(c)	SA/BF/FA	8S	-	5.15(.75)	6/9 dy	1830¥	2	3-G	1	1.5	-5	2/4	6	С
157	H&K HK33E	Assault	SMG	-	25(c)	SA/BF/FA	7M	-		5/8 dy	1360¥	2	4-G	(1)	1.5	-5	2/4	6	R<11,c,f
	H&K MZP-1 (slug) (pellets)	Sniper	Light	3	1(b)	SS 3S(f)	3L -	-	2.65	3/4 dy	120¥	2	6-K -	1	1	-4	1/3	7	
159	M-16A2 HBAR	Assault	Assault	-	30(c)	SA/BF/FA	8M	-	4.05(.45)	6/9 dv	3020¥	2	3-G	1	1.5	-5	2/4	6	С
	M-16A2 "Shorty"	Assault	SMG	2	30(c)	SA/BF/FA		-	3.25(.45)	,	1180¥	2	4-G	1	1.5	-4	1/4	6	
	M-16A3	Assault	Assault	-	30(c)	SA/BF	8M	-	3.85(.45)	2	1740¥		3-G	1	1.5	-5	2/4	6	С
	SIG 550	Assault	Assault	-	• • •	SA/BF/FA		-	• • •	6/9 dy	1740¥	2	3-G	1	1.5	-5	2/4	6	
	Ultimax 100	Assault	Assault	-	100(c)	FA	8M	-	6.15(1.75	,	1510¥	2	3-G	1(3)	1.5	-6	2/4	7	
	Vaime SSR1	Sniper	Sport	-	5(c)	SS	8M	-	4.25(.15)	, ,	1320¥	2	3-K	1	1.5	-5	2/4	7	i2
	Walther WA2000	Sniper	Sniper	-	6(c)	SA	8S	•	8.3(.4)	,	8860¥		3-K	1(3)	1.5	-6	2/4		i2,b
Shot	5																		
#	Name	Туре	0	Conc	Ammo	Mode	Damage	Blast	Weight			St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
166	4ga Shotgun (00 Buckshot)	Shotgun	Gr Launcher	-	1(b)	SS -	8S 7D(f)	-	14.2	11/17 dy	750¥	1	3P-F	-	2	-7	3/5	7	
167	8ga Shotgun	Shotgun	Gr Launcher	•	1(b)	SS	8S	•	9.5	11/17 dy	750¥	1	3P-F	-	1.5	-6	2/5	7	
168	(00 Buckshot) Double Shotgun	Shotgun	Heavy	-	2(b)	SS	6D(f) 7M	-	4.3	11/17 dy	720¥	1	4P-F	-	1.5	-5	2/4	7	
169	(00 Buckshot) Ithaca Autoburglar	Heavy	Light	5	2(b)	- SS	5D(f) 6M	-	2.25	11/17 dy	140¥	1	5P-E	-	.75	-3	1/3	6	
	(00 Buckshot) Winchester 1901	,	5			SS	5S(f) 7M	-	4.1	9/13 dy	390¥	1	4P-F	-	1.5	-5		7	
	(00 Buckshot)	Shotgun	Heavy	-	5(m)	-	5D(f)	-		2				-					
171	Stevens 150C (00 Buckshot)	Shotgun	Light	3	3(m)	SS -	5L 2M	-	2.6	7/9 dy	220¥	1	6P-F	-	1	-4	1/4	7	+2
172	Ithaca Mag 10 (00 Buckshot)	Shotgun	Heavy	-	3(m)	SS -	7M 5D(f)	-	5.1	3/24 hr	1320¥	1	4P-F	-	1.5	-6	2/4	7	
173	Remington 870	Shotgun	Heavy	-	7(m)	SS	7M	-	4.1	3/24 hr	820¥	1	4P-F	-	1.5	-5	2/4	7	
174	(00 Buckshot) Sawed-off Shotgun	Heavy	Light	4	2(b)	SS	5D(f) 7M	-	2.5	3/24 hr	185¥	1	4P-E	-	1	-5	1/4	6	
	(00 Buckshot)					-	5D(f)	-						-					

Sł	nadowr	un																	
175	Remington 7188 (00 Buckshot)	Shotgun	Heavy	-	8(m)	SA/BF -	7M 6D(f)	-	4.3	7/12 dy	1650¥	2	4-F	-	1.5	-5	2/4	6	R<7
176	Beretta M3P (00 Buckshot)	Shotgun	Heavy	-	5(c)	SA -	7M 6D(f)	-	3.85(.65)	3/24 hr	1270¥	1	4P-F	(1)	1.5	-5	2/4	7	f
177	Krieghoff Trumpf (00 Buckshot)	Shotgun	Heavy	-	2(b)	SS -	7M 6D(f)	-	3.55	3/24 hr	11800¥	1	4P-F	-	1.5	-5	2/4	7	
	(rifle)		Sniper		1(b)	SS	8S	-						-				7	
178	LAW 12 (00 Buckshot)	Shotgun	Heavy	•	7(m)	SA -	7M 6D(f)	-	4.25	3/24 hr	1270¥	1	4P-F		1.5	-5	2/4	7	
179	Mossburg 500 (00 Buckshot)	Shotgun	Heavy	-	8(m)	SS -	7M 6D(f)	-	3.5	3/24 hr	890¥	1	4P-F	-	1.5	-5	2/4	7	
180	Mossburg 500 bp (00 Buckshot)	Shotgun	Heavy	4	8(m)	SS -	7M 6D(f)	-	3.85	3/24 hr	890¥	1	4P-F	-	1	-4	1/4	7	
181	PA3 riot shotgun (00 Buckshot)	Shotgun	Heavy	3	3(m)	SS -	7M 5D(f)	-	2.4	3/24 hr	430¥	1	4P-F	(1)	1	-4	1/4	7	f
182	SPAS 12 civilian (00 Buckshot)	Shotgun	Heavy	-	7(m)	SA -	7M 6D(f)	-	4.75	3/24 hr	1270¥	1	4P-F	:	1.5	-5	2/4	7	
183	SPAS 12 military (00 Buckshot)	Shotgun	Heavy	2	6(m)	SA -	7M 6D(f)	-	4.55	5/8 dy	1270¥	2	4-F	(1)	1.5	-5	1/4	7	f
184	Striker (00 Buckshot)	Shotgun	Heavy	2	12(cy)	SS	7M 5D(f)	•	5	3/24 hr	290¥	1	4P-F	(1)	1.5	-5	1/4	7	f
185	The Brute (00 Buckshot)	Shotgun	Heavy	3	2(b)	SS	7M 6D(f)	-	2	3/24 hr	440¥	1	4P-F	-	1	-3	1/4	7	
186	USAS-12	Shotgun	Heavy	-	28(c)	- SA/BF	7M	-	6.5(2)	5/8 dy	830¥	2	4-F	-	1.5	-6	2/4	6	С
187	(00 Buckshot) Witness Prot. Gun	Shotgun	Heavy	4	3(m)	SS	6D(f) 7M	-	2.1	5/8 dy	390¥	2	4-F	-	1	-3	1/4	7	
	(00 Buckshot)					-	5D(f)	-						-					
	ineguns	-										o							
	Name	Туре	5	Conc	Ammo		· ·	Blast					0	RC	Wp. Value				Notes
	.45/70 Gatling Degtyarev DP	MMG LMG	Gr Launcher LMG	-	200(c) 47(c)	FA BF/FA	7M 8M	-	38.1(7.2) 12.6(2.8)	,		2	4-H 3-H	- 1	2 1.5	-8 -7	2/4 3/5	7	
	Maxim Gun	LMG	HMG	-	200 Belt	BF/FA	8S	-		14/25 uy 12/3 wk		2	3-⊓ 3-H	1	1.5	-7 -8	3/5 2/5	7	
	.30 cal Browning	LMG	HMG	_	200 Belt		8S	_	• • •	10/17 dy		2	3-H	1	1.5	-7	2/4	7	
	KPV	HMG	MMG	-	200 Belt	FA	10S	-	86.(36.9)	,		2	2-H	-	3.5	-10	5/5	7	
	MG-34	LMG	Sport	-	200 Belt	BF/FA	8S	-		10/17 dy		2	3-H	1	1.5	-7	2/5	6	
	M2 Browning	HMG	HMG	-	200 Belt	FA	10S	-		8/11 dy		2	2-H	-	3	-9	4/5	7	
	M60 LMG	LMG	Sport	-	200 Belt		8S	-	16.3(5.8)	,		2	3-H	1	1.5	-7	2/4	7	R<9
	M60 Maremont	LMG	Sport	-	200 Belt		8S	-	14.4(5.8)	,		2	3-H	1	1.5	-7	2/4	7	R<9
	MG-42	LMG	Sport	-	200 Belt	BF/FA	8S	-	16.3(5.8)	2	1463¥	2	3-H	1	1.5	-7	2/4	7	R<11
	M134 Minigun FN Minimi	LMG LMG	LMG Assault	-	4000 Belt 200 Belt		8M 7M	-	120(102)	,	2055¥ 1095¥	2 2	3-H 4-H	1 1	2 1.5	-7 -6	2/4 2/4	7 7	R<18 R<11
	y weapons									5									
	Name	Туре	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
	16" naval gun (HE)			-	1(b)	SS	19LN		100t(1t)			2	1-K	-	43		165/8		
	(APHE)					-	28D/11SN	-		Í				-				7	AV
	(APFSDS)					-	28D/11SN	-						-				7	AV
201	M20 "Bazooka"	Missile	Heavy	-	1(b)	SS	14D*	-5/m	9.55(4.05))20/40 dy	600¥	3	1-K	-	2	-7	3/5	6	AV
202	RPG-7	Missile	Gr Launcher	r -	1(b)	SS	14D*	-3/m	9.25(2.25))16/32 dy	540¥	3	1-K	-	1.5	-6	2/4		AV
	M72 LAW	Missile	Heavy	2	1(b)	SS	12D*	-6/m	2.15	14/30 dy	660¥	3	1-K	-	1.5	-4	1/3	5	AV
204	Stinger	Missile	L-ATGM	-	1(b)	SS	16D*	-1/2m	18.3(13.4)			4	1-K	-	2	-8			AV
	ARES (APFSDS) (HE)	Lt Naval	Lt Naval	-	20 Belt	SS -	9D* 18D	- -1/m	1140(312)	, j		2	2-K	:	7		11/7	7	AV
206	GAU-8 (AP)	Autocan.	MMG	-	1170 Belt		13D	-	1720(1050))11/3 wk	166k¥	5	1-H	-	8		11/6		R<17
207	GIAT CN105 (HE) (APFSDS)	Lt Naval	L-ATGM	-	1(b) S	SA/BF/F -	A 14D* 13D*	-	2470(19.1)12/22 dy	282k¥	2	1-K	-	11	-17	18/7	7	R<8,AV AV
	(HEAT)					-	18D/7LN							-					AV
	Hellfire	Missile	L-ATGM	-	1(b)		30D/12MN		70.4(42.8)				1-K	-	3		4/6		AV
	LAW 80		Gr Launcher		1(b)	SS	15D*	-5/m		15/29 dy		3	1-K	-	2	-7			AV
	Mecar 90mm (HE) (HEAT)	Lt Naval	Gr Launcher	-	1(b)	SA/BF -	12D* 15D*	-5/m	274(5.15)	10/20 dy	24800¥	2	1-K	•	5	-13	6/6	7	AV AV
	(Cannister)				F6 5	-	9D(f)	-	400/	0/62	1105-	-		-			e /=	7	D 44
	Oerlikon KAA (AP) Oerlikon KCA (AP)		HMG Autocan.	-	50 Belt 50 Belt	FA FA	11D 13D	-	109(21.) 213(56.6)	,			1-H 1-H	-	4 5		5/5 7/6	7 7	R<12

Add PESD3 ·<	SI	nadowi	run																	
214 MAMP Mostle LATGM - 200 SAMP Mile Multiple Multiple<	213	(APFSDS)	Med Naval	Med Naval	-	1(b)	-	14D*	-	3020(23.5)14/24 dy	354k¥	2	1-K	-	11	-17	17/7	7	
θ Name Type Rong Conc Name Mode Dame Dame Dame D		AIM-9P			-	• •	SS	19D*			5				-				7	AV
216 WMI T - SS 800 - 1024 by 154 2 2 1 - 7.5 4 102 6 MV 216 MAIG Campute Explosive - 6 - 55 1000 - 11 1025 by 2 1.4 - 7.5 4 10 7.7 - 10 7 - 7			Type	Range	Conc	Ammo	Mode	Damage	Blast	Weiaht	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
218 MBA Lag MBA M				0																
219 MCD 07 SP 100/0 SP 100/0 SP 100/0 SP 200/0 20 4 17. 7. 1.0. 7 (stand alone) - - 75 10 21(23) 201/21 201 2 - 1 3 - 7 221 Anchribelit MP 800 55 700 - 7.0 20 2 1,1 - 5.0 2 0.2 7 - 20 - 8 - 7 3 7		0		J		-					,									AV
(HEAT) ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·< ·		,						.,			,				-		-			
220 Absolution Light 8 20(c) SS 71M - 71/2 92/4 hr 20/4	219	(HEAT)	GI Launchei	Light	5	T(D)	-	19D/9D(f)	-3/m		,	240‡	2	I-K	-			1/3	/	AV
221 Regular grenade Gen de Light 7 SS 110 (b) 1/m 35 919 dy 300 (c) 2 1.1 5 2 0.2 7 222 Margenade Genade Light 9 - SS 9001 -1/m 1.5 171 dy 154 2 2 6.F - 2.5 0.0 7 2223 Singgrenade Genade Light 7 - SS 8.55 M.S -1/m 4 3.6 M.2 4 1.4 1.5 - 2.0 7 2.2 2.0 1.5 - 2.0 7 7 7.0 7.0 7.0 4.7 My 2.0 2.4 1.4 1.5 - 2.0 7 7 7.0 <td< td=""><td>220</td><td></td><td>Club</td><td>Light</td><td>8</td><td>20(c)</td><td></td><td></td><td></td><td>. ,</td><td></td><td>220¥</td><td></td><td>4-1</td><td>-</td><td></td><td></td><td>0/2</td><td>6</td><td></td></td<>	220		Club	Light	8	20(c)				. ,		220¥		4-1	-			0/2	6	
222 Mary ensade Grand Uph 9 - SS PD() -1m -5 717 dy 19/4 2 2 -7 20 20 </td <td></td> <td>Regular grenade</td> <td>Grenade</td> <td>0</td> <td></td> <td></td> <td>SS</td> <td>11D(f)</td> <td>-1/m</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>		Regular grenade	Grenade	0			SS	11D(f)	-1/m						-					
222 12ga grenade Shopu Light 9 - - 31.4 -// - 34.4 7 2 3 3 1 2 2 3 3 2 2 3 3 3 2 2 3	222			Light	9					.15	7/17 dy	15¥	2	2-J	-	.25	-1	0/2	6	
222 Sum grenade Carl Particle General Light P - - SS 64/L M 6 47.49 30% 2 3.4 - 5 3 0.2 7 222 Markh F-1 Gr Launcher Light 2 1 1 5 5 5 5 7 <		0				-	-	3M	-1/m		,				-					
222 Probabe door Explosive - - - S 8.8 - 1 7 40 dp 162 dp 80 dp - 1.5 - 2.7 7 228 Tochnogr VARM0 Explosive - 9 - SS 6.0 1 47 dp 28 - 1.5 - 1.0 - 1.0 - 1.0 - 1.0 7 AV 228 Technogr VARM0 - 6.0 - SS - 1.0 1.0 - 5.0 - 1.0 7 AV 229 Provide Fixeory - 6.0 - SS - 1.2 7.0 </td <td></td> <td>•</td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td>,</td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>		•				-					,				-					
227 MRAH F-1 Gr Launcher Light 2 1(b) SS 66 1/m 1 47 drg 28 2 4.1 25 0 7 AV 228 FLM003/MARME Explosive - 3 - SS 66 1/m 1 47 drg 28 2 1.1 - 5 - 0/2 7 AV 228 FLM028 Explosive - 6 - SS 60 1/m 3 7 7/27 47 8 2 1.1 - 5 - 1/2 7 AV Valuar Pistols # Name Type Range Conc Armo Mode Damage Bast Weight Avait Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 2 Spinx AT-20005 Heavy 6 15(c) SA M - 1.5(2) 3/24 Type - 5 -2 0/3 7 2 Spinx AT-20005 Heavy Heavy 6 <td< td=""><td></td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>		0																		
228 Terbonar VARVD Equipose 2 9 258 Step 5700M 238 238 2 1,J 255 - 0/2 7 230 Valmara 69 Explosive - 6 - SS 26010M 4 75 2 1,J - 5 - 0/2 7 VV 230 Valmara 69 Explosive - 6 - SS 17000 1 5 - 1/2 7 VV 230 Valmara 69 Explosive - 6 - SS 17000 1 5 - 1/2 7 7 V 2 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 7 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 1/3 <td></td> <td>,</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>											,									
230 Valmara 69 Explosive - 6 - S -1920 -370 370 1727 dy 984 2 1 J - 5 - 1 IZ 7 Divilian Platolis * Name Type Rane Conc Ammo Mode Damage Blast Weight Avail Cost St. Index Legal RC W. Value Init BA A - 1.12(2) Spin X T Spin X Spin X T Spin X Spin X Spin X Spin X T Spin X				0		. /					,									
Hame Type Range Conc Armon Mode Damage Blast Weight Avail. Cost SL <index< th=""> Legal RC Wp. Value Init. B/A Rel. Notes 1 Sphinx A1-2000S Heavy 6 15(c) SA 6M - 1.2(z) Spitu 1 SP-E - 5 - 1/3 7 3 Colt 2000 Heavy 6 15(c) SA 6M - 1.15(z) SG W 1 SP-E - 5 - 1.03 7 4 Grend P-12 Light 1 Sigl S.15(z) 3.21/H 395V 1 SP-E - 5 - 0.3 7 5 Steyr SPP Heavy Heavy 6 15(c) SA 6M - 1.5(z) 3.21/H Yrav 90V 2 4-G - 1.4 1/3 6 - 7 A 1.4 7</index<>	229	FFV 028	Explosive	-	3	-	SS 2	26D/10MN	-4/m	7.5	24/2 mo	75¥	2	1-J	-	.5	-	0/2	7	AV
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wplaue Intl. B/A Rel. Notes 3< phths AT-2000S	230	Valmara 69	Explosive	-	6	-	SS	-19D(f)	-3/m	3.7	17/27 dy	98¥	2	1-J	-	.5	-	1/2	7	
1 Sphrk AT-2000S Heavy Heavy 6 15(c) SA 6M - 12(2) 5/5 ty 726* 1 5PE - 5 2 1/3 7 3 Colt 200 Heavy Heavy 6 15(c) SA 6M - 116/(5) 5/6 ty 755* 1 5PE - 5 2 1/3 7 3 Colt 200 Heavy Heavy 6 15(c) SA 6M - 116/(5) 5/6 ty 755* 1 5PE - 5 2 1/3 7 4 Grendel P-12 Light Light 7 11(c) SA 5L - 5(1) 3/12 hr 270* 8 6PE - 5 2 0/3 7 achine Pistols & SMGs # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost SL index Legal RC Wp Value Int. B/A Rel. Notes 6 Bushman IDW Machine Pistol Light 6 4 100(c) SABF 6M - 335(4) 4/7 dy 980 Y 2 4.G - 7.5 4 1/4 7 R-7 8 Calco M-50A Machine Pistol Heavy 5 28(c) SABF 6M - 335(4) 4/7 dy 980 Y 2 4.G - 7.5 4 1/4 7 R-7 8 Calco M-50A Machine Pistol Heavy 5 28(c) SABF 6M - 335(4) 4/7 dy 980 Y 2 4.G - 1 4 1/3 6 c 9 Hax MP5/10 SMG 3 30(c) SABF 6M - 335(5) 4/7 dy 704Y 2 4.G - 1 4 1/3 7 f 10 HaK MP5/40 SMG 3 30(c) SABF 6M - 335(5) 4/7 dy 704Y 2 4.G - 1 4 1/3 7 f 11 Black Pistol Machine Pistol Heavy 5 28(c) SABF 6M - 335(5) 4/7 dy 704Y 2 4.G - 5 20 0/3 7 12 Bushman IDW Machine Pistol Heavy 5 28(c) SABF 6M - 335(5) 4/7 dy 704Y 2 4.G 7.5 3 1/3 7 f 11 Black Pistol Machine Pistol Heavy 6 25(c) SABF 6M - 335(5) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 f 12 Bushman IDW Machine Pistol Heavy 6 28(c) SABF 6M - 332(4) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 13 FN P-90 SMG SMG 3 30(c) SABF 6M - 132(2) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 14 Steyr TMP Machine Pistol Heavy 6 25(c) SABF 6M - 132(2) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 13 FN P-90 SMG SMG 5 5 29(c) SABF 6M - 132(2) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 14 Steyr TMP Machine Pistol Heavy 6 25(c) SABF 6M - 132(2) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 13 FN P-90 SMG SMG 5 5 29(c) SABF 6M - 132(2) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 14 Steyr TMP Machine Pistol Heavy 6 25(c) SABF 6M - 32(4) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 15 N P-90 SMG SMG 5 5 2/2 (0 SABF 6M - 32(4) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 14 Steyr TMP Machine Pistol Heavy 6 25(c) SABF 6M - 32(4) 4/7 dy 1020Y 2 4.G 7.5 3 1/3 7 R-71 13 R ClaACR			Type	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail	Cost	St Index	Lenal	RC	Wn Value	Init	R/A	Rel	Notes
2 Sphinx AT-2000S Heavy Heavy 6 11(c) SA 6M - 1.15(15) 5/5 yr 75× 1 SF - 5 5 - 2 0/3 7 3 Colt 200 Heavy 6 15(c) SA 6M - 1.05(2) 3/24 hr 755× 1 SF - 5 5 - 2 0/3 7 4 Grandel P-12 Light 7 11(c) SA 5L - 5.5(15) 3/12 hr 270¥ .8 6PE - 5.5 -2 0/3 7 achine Pistols & SMGs # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost SL Index Legal RC Wp. Value Init. B/A Rel. Notes 6 Bushman IDW Machine Pistol Light 6 28(c) SA/BF 6M - 3.35(4) 4/7 dy 900Y 2 4-G - 5.5 -3 1/4 7 R-7 7 BushInDW (ong) Machine Pistol Heavy 5 28(c) SA/BF 6M - 3.35(4) 4/7 dy 900Y 2 4-G7.5 -4 1/4 7 R-7 7 BushInDW (ong) Machine Pistol Heavy 5 28(c) SA/BF 6M - 3.35(5) 4/7 dy 900Y 2 4-G7.5 -4 1/4 7 R-7 9 H&K MP5/10 SMG SMG 3 30(c) SA/BF 6M - 3.35(5) 4/7 dy 7047 2 4-G7.5 -3 1/3 7 f 11 Black Pistol Machine Pistol Heavy 5 28(c) SA/BF 6M - 1.25(25) 4/7 dy 1000Y 2 4-G7.5 -3 1/3 7 f 11 Black Pistol Machine Pistol Heavy 6 10(c) SA/BF 6M - 1.25(25) 4/7 dy 1000Y 2 4-G7.5 -3 1/3 7 f 12 Bushman IDW Machine Pistol Heavy 6 10(c) SA/BF 6M - 1.25(25) 4/7 dy 1000Y 2 4-G7.5 -3 1/3 7 R <7 12 Bushman IDW Machine Pistol Heavy 6 10(c) SA/BF 6M - 1.25(25) 4/7 dy 1000Y 2 4-G7.5 -3 1/3 7 R <7 13 FN P-90 SMG SMG 5 3 SO(C) SA/BF 6M - 1.25(25) 4/7 dy 1000Y 2 4-G7.5 -3 1/3 7 R <7 14 Steyr TMP Machine Pistol Heavy 6 29(c) SA/BF 6M - 1.65(35) 4/7 dy 1020¥ 2 4-G7.5 -3 1/3 7 R <7 15 Voree VEC91 Sport Assault - 5(c) SS 7/M - 2 7/(05 3/24 hr 5000Y 1 4PF 1 1.5 -5 1/4 1/3 6 HILARY RIFLS # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost SL Index Legal RC Wp. Value Init. B/A Rel. Notes 16 AM ACR Assault Assault - 30(c) SA/BF RA 6M - 3.3(5/(2) 4/7 dy 1020¥ 2 4-G (1) 1.5 -5 1/4 6 17 AMR 5075 Camoon LATGM - 5(c) SS 7/M - 2.7(105) 3/24 hr 5000Y 1 4PF (1) 1.5 -5 1/4 7 18 Colt ACR Assault Assault - 30(c) SA/BF RA 6M - 3.3(5/(2) 4/7 dy 1020¥ 2 4-G (1) 1.5 -5 1/4 6 17 AMR 5075 Camoon LATGM - 5(c) SS 7/M - 2.4(5/(5) 5/8 dy 1200Y 2 4-G (1) 1.5 -5 1/4 7 17 BA/B 5075 Camoon LATGM - 5(c) SS 7/M - 4.2(5/(5) 5/8 dy 1200Y 2 4-G	1									0										Notes
4 Grendel P-12 Lighí Lighí 7 11(c) SA 5L - 5,1(z) 3/12 hr 2704 8 6P-E - 5 - 0.3 7 achine Pistols & SMGs # Name Type Range Conc Ammo Mode Damage Blast Weight Avait. Cost St. Index Legal RC Wp. Value Init. B/A Re. Nets 6 Bush.IDW (long) Machine Pistol Light 6 28(c) SAMF 6M - 335(4) 4/7 dy 900V 2 4-G - 5 -3 1/4 7 Re.7 8 Calco M50M Machine Pistol SMG 4 100(c) SAMF AM - 2.4(16) 4/7 dy 900V 2 4-G - 1 -4 1/3 7 R 7 1 1/4 7 8/c 7 7 7 1 1/4 7 8/c 7 7 7 1 1/3 7 7 7 1	2		2	2					-		2		1		-					
5 Steyr SPP Heavy 6 15(c) SA 6M - 15(2) 3/24 hr 395 ⁴ 1 5P.E - 5 -2 0/3 7 lachine Pistols & SMGs # Name Type Range Conc Armo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Wp. Int. B/A Rel. Notes 6 Bushan DW (long) Machine Pistol Leavy 5 28(c) SA/BF 6M - 355(4) 4/7 dy 9004 2 4-G - 1 4 1/3 6 C 7 R 7 R 7 6 33(c) SA/BF 6M - 33(c) A/7 7 4 1/4 7 R 7 7 1 1 1/3 7 R 7 7 1 1 1/3 7 R 7 7 7 3 1/3 7 R 7 7 7 3 1/3 7 R 7			,	,					-						-					
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost SL Index Legal RC Wp. Value Init. B/A Rel. Notes 6 Bush.IDW (long) Machine Pistol Have S 24/5 6 - .5 -3 1/4 7 R 7	-									. ,										
6 Bushman IDW Machine Pistol Light 6 28(c) SA/BF 6M - 3,25(.4) 4/7 dy 980¥ 2 4-G - .75 -4 1/4 7 R<7	/lach	ine Pistols & SMG	S																	
7 BushDW (long) Machine Pistol Heavy 5 28(C) SAVBF 6M - 355(A) 4/7 dy 980% 2 4.G - 7.5 4 1/4 7 R<7	#	Name	Туре	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
8 Calico M-950A Machine Pistol SMG 4 100(c) SA/BF 6M - 2,6(1,6) 4/7 dy 490¥ 2 4-G - 1 -4 1/3 6 c 9 Hak MP5/10 SMG SMG 30(c) SA/BF 6M - 335(c) 4/7 dy 200¥ 2 4-G (1) 1 -4 1/3 7 r 10 Hak MP5/10 SMG SMG 30(c) SA/BF 6M - 125(2:5) 4/7 dy 260¥ 2 4-G - .75 -3 1/3 7 R 12 Bushman IDW Machine Pistol Heavy 6 25(c) SA/BF 6M - 1.65(.35) 4/7 dy 1020¥ 2 4-G - .75 -3 1/3 7 R <t< td=""> 13 N P.90 SMG SMG 5 50(c) SS 7/M - 2.7(G) 3/24H 4/7 dy 4040¥ 2 4-G - .5 .7 .7 .7 .7 .7</t<>	6			5					-		,				-					
9 H&K MP5/10 SMG SMG 3 30(c) SA/BF 6M - 3.35(.5) 4/7 dy 20 4-G (1) 1 -4 1/3 7 f 10 H&K MP5/40 SMG SMG 3 30(c) SA/BF 6M - 3.35(.5) 4/7 dy 620V 2 4-G (1) 1 -4 1/3 7 f 11 Black MP5/40 SMG SMG 5 28(c) SA/BF 6M - 1.5(2,5) 4/7 dy 900V 2 4-G - .75 -3 1/3 7 R<7	7	· 0/		,																
10 H&K MP5/40 SMG SMG 3 30(c) SA/BF 6M - 3.35(c) 4/7 dy 620V 2 4-G (1) 1 -4 1/3 7 f 11 Black Pistol Machine Pistol Heavy 6 10(c) SA/BF 6M - 1.25(.25) 4/7 dy 600V 2 4-G - .5 -2 0/3 7 R 12 Bushman Div Machine Pistol Heavy 5 50(c) SA/BF 6M - 3.2(.4) 4/7 dy 1020¥ 2 4-G - .5 -3 1/3 7 R 7											,									
11 Black Pistol Machine Pistol Heavy 6 10(c) SA/BF 6M - 1.25(.25) 4/7 dy 3600Y 2 4.6 - .5 -2 0/3 7 12 Bushman DW Machine Pistol Heavy 5 28(c) SA/BF 6M - 1.65(.4) 4/7 dy 1020Y 2 4.6 - .75 -3 1/3 7 R<7									-											
13 FN P-90 SMG SMG 5 50(c) SA/BF/FA 6M - 3.2(4) 4/7 dy 640¥ 2 4-G - .75 -3 1/3 7 R<11									-							.5				
14 Steyr TMP Machine Pistol Heavy 6 25(c) SA/BF/FA 6M - 1.65(35) 4/7 dy 1020¥ 2 4-G - 5. -3 0/3 6 c ivilian Rifles # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 15 Voere VEC91 Sport Assault - 5(c) SS 7M - 2.7(.05) 3/24 hr 5000¥ 1 4P.F 1 1.5 -4 1/3 6 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 17 AMR 5075 Cannon L-ATGM - 30(c) SA/BF/FA 6M - 3.9(.3) 4/7 dy 1460¥ 2 4-G 1 1.5 -5 1/3				,					-	. ,	,				-					
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 15 Voere VEC91 Sport Assault - 5(c) SS 7M - 2.7(.05) 3/24 hr 5000V 1 4P-F 1 1.5 .4 1/3 6 Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040V 2 3.6 1 1.5 .5 1/3 6 1.11.15 .6 1.11.5 .6 1.11.5 .6 1.11.15 .6 1.11.15 .6 1.11.15 .6 1.11.15 .6 1.11.15 .6 1.11.1,1.15 .6 1.11.1,1.1.1.1.1.1.1.1.1.1 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>. ,</td> <td>,</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>										. ,	,									
15 Voere VEC91 Sport Assault - 5(c) SS 7M - 2.7(.05) 3/24 hr 5000¥ 1 4P-F 1 1.5 -4 1/3 6 lillitary Rifles # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 17 AMR 5075 Cannon L-ATGM 5(c) SS 13D - 20.(9) 11/3 wk 18900¥ 2 1-H 2 - -8 2/5 7 i3 6 +1/1,1 1 1.5 -5 1/3 6 +1/1,1 1 1.5 -5 1/3 6 +1/1,1 1 1.5 -5 1/3 6 +1/1,1 1 1.5	ivili	an Rifles																		
Illitary Rifles # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 17 AMR 5075 Cannon L-ATGM - 5(c) SS 13D - 20.(9) 11/3 wk 18900¥ 2 1-H 2 - -6 2/4 7 13 6 11.1,1,1,1,1,1 1 1 1.5 -5 1/3 6 11 1.5 -5 2/4 6 2/4 7 2 2 Grendel S-16 Assault Assault 3			51	0										-						Notes
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 17 AMR 5075 Cannon L-ATGM - 5(c) SS 13D - 20.(9) 11/3 wk 18900¥ 2 1.H 2 - -8 2/5 7 i3 18 Colt ACR Assault Assault - 30(c) SA/BF/FA 6M - 3.9(3) 4/7 dy 1460¥ 2 4-G 1 1.5 -6 2/4 7 10 Covert PM Sniper Gr Launcher 20(c) SA/BF/FA 7M - 4.2(5(3) 5/8 dy 2000¥ 2 4-G 1 1.5 -5 1/4 5 11 18<	15	Voere VEC91	Sport	Assault	-	5(c)	SS	7M	-	2.7(.05)	3/24 hr	5000¥	1	4P-F	1	1.5	-4	1/3	6	
16 AAI ACR Assault Sport - 30(c) SA/BF 8M - 3.75(.2) 6/9 dy 2040¥ 2 3-G 1 1.5 -5 1/3 6 17 AMR 5075 Cannon L-ATGM - 5(c) SS 13D - 20.(9) 11/3 wk 18900¥ 2 1-H 2 - -8 2/5 7 i3 18 Colt ACR Assault Assault - 30(c) SA/BF/FA 6M - 3.9(.3) 4/7 dy 1460¥ 2 4-G (1) 1.5 -5 1/3 6 +1,1,1 19 Covert PM Sniper Gr Launcher - 20(c) SA/BF/FA 7M - 4.8(.5) 5/8 dy 2000¥ 2 4-G 1 1.5 -5 2/4 6 20 Grendel S-16 Assault Assault 3 50(c) SA/BF 7M - 4.2(5,35) 5/8 dy 1800¥ 2 4-G 1 1 -4 1/3 5 11			Type	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail	Cost	St Index	Legal	RC.	Wn Value	Init	B/A	Rel	Notes
17 AMR 5075 Cannon L-ATGM - 5(c) SS 13D - 20.(9) 11/3 wk 18900¥ 2 1-H 2 - -8 2/5 7 13 18 Colt ACR Assault Assault - 30(c) SA/BF/FA 6M - 3.9(.3) 4/7 dy 1460¥ 2 4-G (1) 1.5 -5 1/3 6 +1,1,1,1 19 Covert PM Sniper Gr Launcher - 10(c) SS 7M - 6.7(.25) 5/8 dy 2000¥ 2 4-K 1 1.5 -6 2/4 7 20 Grendel S-16 Assault Gr Launcher - 20(c) SA/BF/FA 7M - 4.8(5) 5/8 dy 2000¥ 2 4-G 1 1.5 -5 2/4 6 21 H&K G-11 Assault Assault 3 50(c) SA/BF/FA 7M - 4.25(.35) 5/8 dy 1800¥ 2 3-G 1 1.5 -4 1/3 5 11	_			5				0		0				0						
19 Covert PM Sniper Gr Launcher - 10(c) SS 7M - 6.7(.25) 5/8 dy 2004 2 4-K 1 1.5 -6 2/4 7 20 Grendel S-16 Assault Gr Launcher - 20(c) SA/BF/FA 7M - 4.8(.5) 5/8 dy 2004 2 4-G 1 1.5 -6 2/4 6 21 H&K G-11 Assault Assault 3 50(c) SA/BF/FA 7M - 4.8(.5) 5/8 dy 1800¥ 2 4-G 1 1 -4 1/3 5 i1 22 Steyr ACR Assault Sport 2 24(c) SA/BF 8M - 3.05(.2) 6/9 dy 2240¥ 2 3-G 1 1.5 -4 1/3 6 i1 23 SPAS-15 Shotgun SMG - 6(c) SS 7M - 4.2(.3) 3/24 hr 660¥ 1 4P-F (1) 1.5 -5 1/4 7 23						5(c)	SS	13D		• • •	5									i3
20 Grendel S-16 Assault Gr Launcher - 20(c) SA/BF/FA 7M - 4.8(.5) 5/8 dy 2000¥ 2 4-G 1 1.5 -5 2/4 6 21 H&K G-11 Assault Assault 3 50(c) SA/BF/FA 7M - 4.8(.5) 5/8 dy 1800¥ 2 4-G 1 1 -4 1/3 5 i1 22 Steyr ACR Assault Sport 2 24(c) SA/BF/FA 7M - 4.25(.35) 5/8 dy 1800¥ 2 4-G 1 1 -4 1/3 5 i1 22 Steyr ACR Assault Sport 2 24(c) SA/BF 8M - 3.05(.2) 6/9 dy 2240¥ 2 3-G 1 1.5 -4 1/3 6 i1 hotguns # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. <											,									+1,i1,f
21 H&K G-11 Assault 3 50(c) SA/BF/FA 7M - 4.25(.35) 5/8 dy 1800¥ 2 4-G 1 1 -4 1/3 5 i1 22 Steyr ACR Assault Sport 2 24(c) SA/BF 8M - 3.05(.2) 6/9 dy 2240¥ 2 3-G 1 1.5 -4 1/3 6 i1 hotguns # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 23 SPAS-15 Shotgun SMG - 6(c) SS 7M - 4.2(.3) 3/24 hr 660¥ 1 4P-F (1) 1.5 -5 1/4 7 f (00 Buckshot) - 6D(f) - - 4.05(.35) - 1 -5 1/4 7 7 6 24 Olin/H&K CAWS Shotgun SMG						• • •				. ,	,									
22 Steyr ACR Assault Sport 2 24(c) SA/BF 8M - 3.05(.2) 6/9 dy 2240¥ 2 3-G 1 1.5 -4 1/3 6 i1 hotguns # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 23 SPAS-15 Shotgun SMG - 6(c) SS 7M - 4.2(.3) 3/24 hr 660¥ 1 4P-F (1) 1.5 -5 1/4 7 f 24 Olin/H&K CAWS Shotgun SMG 3 10(c) SA/BF 7S - 4.3(.6) 5/8 dy 120¥ 2 3-F - 1 -5 1/4 7 (flechette) (flechette) SMG 3 10(c) SA/BF 7S - 4.25(.5) - 1 -5 1/4 7 25 Pancor Jackhamm. Shotgun SMG																				i1
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 23 SPAS-15 Shotgun SMG - 6(c) SS 7M - 4.2(.3) 3/24 hr 660¥ 1 4P-F (1) 1.5 -5 1/4 7 f 00 Buckshot) - 6D(f) - - - 4.3(.6) 5/8 dy 1202¥ 2 3-F - 1 -5 1/4 7 r 24 Olin/H&K CAWS Shotgun SMG 3 10(c) SA/BF 7S - 4.3(.6) 5/8 dy 1220¥ 2 3-F - 1 -5 1/4 7 (flechette) 8D(f) - 4.05(.35) - 7M(f) - 4.25(.55) - 1 -5 1/4 7 25 Pancor Jackhamm. Shotgun SMG 2 10(c) SA 7M <td< td=""><td></td><td></td><td></td><td></td><td></td><td>. ,</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>						. ,														
23 SPAS-15 Shotgun SMG - 6(c) SS 7M - 4.2(.3) 3/24 hr 660¥ 1 4P-F (1) 1.5 -5 1/4 7 f (00 Buckshot) - 6D(f) - - - 4.3(.6) 5/8 dy 120¥ 2 3-F - 1 -5 1/4 7 24 Olin/H&K CAWS Shotgun SMG 3 10(c) SA/BF 7S - 4.3(.6) 5/8 dy 120¥ 2 3-F - 1 -5 1/4 7 (flechette) 8D(f) - 4.05(.35) - - - - 1 -5 1/4 7 (pellets) 7M(f) - 4.25(.55) - - - 5 1/4 6 25 Pancor Jackhamm. Shotgun SMG 2 10(c) SA 7M - 5.6(1) 5/8 dy 730¥ 2 4-F - 1.5 -5 1/4 6		•	Ŧ		0	•	. ·	Dat		14/ 1 1 2	A	C .	CL 1 1		D 2	Mr. 14		D./*	с ,	NL 1
24 Olin/H&K CAWS Shotgun (flechette) SMG 3 10(c) SA/BF 7S - 4.3(.6) 5/8 dy 1220¥ 2 3-F - 1 -5 1/4 7 (flechette) 8D(f) - 4.05(.35) - 4.25(.55) - - 1 -5 1/4 7 25 Pancor Jackhamm. Shotgun SMG 2 10(c) SA 7M - 5.6(1) 5/8 dy 730¥ 2 4-F - 1.5 -5 1/4 6			21											<u> </u>						
(flechette) 8D(f) - 4.05(.35) (pellets) 7M(f) - 4.25(.55) 25 Pancor Jackhamm. Shotgun SMG 2 10(c) SA 7M - 5.6(1) 5/8 dy 730¥ 2 4-F - 1.5 -5 1/4 6	24	. ,	Shotaun	SMG	3	10(c)	SA/BF			4.3(6)	5/8 dv	1220¥	2	3-F		1	-5	1/4	7	
25 Pancor Jackhamm. Shotgun SMG 2 10(c) SA 7M - 5.6(1) 5/8 dy 730¥ 2 4-F - 1.5 -5 1/4 6	2 7	(flechette)	Shotyun	JIVIO	J	10(6)	JAIDI	8D(f)	-	4.05(.35)	,	12207	2	J-I	-	1	-0	1/4	1	
(00 Buckshot) 5D(f) - 5.6(1)	25	4 /	. Shotgun	SMG	2	10(c)	SA	.,	-	. ,		730¥	2	4-F	-	1.5	-5	1/4	6	

SI	hadowr	un																	
Mach	nine Guns																		
	Name	Туре		Conc	Ammo		Damage		Weight					RC	Wp. Value				Notes
		Gr Launche	0	-	15(c)	SA	7S	-1/m	20.(8)	5/8 dy	1240¥	4	3-K	-	2	-7	1/3	7	
	H&K LMG	LMG	Assault	2	300(c)	BF/FA	8M	-	7(1.3)	6/9 dy	2700¥	2	3-H	1	1.5	-6	1/3	4	R<8
	ARES TARG	HMG	HMG	-	200 Belt	FA	10S	-	35.7(15.3	, ,	4710¥	2	2-H	-	2.5	-8 10	2/4	7	R<13
29	BRG-15	HMG	Autocannon	-	70x2 Belt	FA	11D	-	70.(23.5)) 9/19 dy	8175¥	2	1-H	-	3.5	-10	4/5	7	
	y Weapons	_	_				_	_									_		
	Name	Туре	Range	Conc	Ammo		Damage	Blast	Weight						Wp. Value				Notes
	REA 40mm AGL		5	3	6(c)	SA/BF	7S	-1/m	3.4(1.8)	2	940¥	4	3-K	-	1	-4	1/3	7	R<5
		Gr Launche	5	2	6(Cy)	SS	7S	-1/m	6.5	5/8 dy	240¥	4	3-K	-	1.5	-5	1/3	7	A\/
	Panzerfaust III	Missile	Gr Launcher		1(b)	SS	18D/7LN	-5/m		18/60 dy 12/22 dv		4	1-K	•	1.5	-7	2/4	6 7	AV
33	B ⁻ hler C6 (HE)	Mortar	Heavy	-	1(b)	SS	14D 11D(f)	-1/m -3/m	5.1(.5)	12/22 dy	590¥	2	1-K	-	1.5	-5	1/4	/	
	(fragmentation) (HEAT)(68E, frag 2	5/5)					11D(i) 11D*	-6/m											AV
	(cannister)	5/5)					9D(f)	-0/111											ΛV
34	Guided Bomb(+6)	Mortar	Gr Launcher	r -	special	special	19D/7MN	-5/m	17 (17.)	17/55 dy	670¥	2	1-K	-	1.5		1/2	7	AV,s
0.	(Secondary Blast)	montai	or Edunomor		opoolai	opoolai	11D*	-1/m	(,	.nee aj	0/01	-						•	AV
	(,																		
Othe	r																		
	Name	Туре	Range	Conc	Ammo		Damage	Blast	Weight						Wp. Value				Notes
35	AD1 Grenade	Grenade	Light	7	1(b)	SS	11D(f)	-2/m	.5	9/19 dy	30¥	2	1-J	-	.5	-2	0/2	7	
	(HE)	-1					13D	-1/m			20¥								
	(White phosphorous	S)					71.4				20¥								
	(Thermite)						7M				20¥								
Civili	an Pistols																		
#	Name	Туре	Range	Conc	Ammo		Damage	Blast				St. Index		RC	Wp. Value				Notes
1	Colt Mamba	Heavy	Heavy	6	6(cy)	SS	7M	-	1.55	3/24 hr	610¥	1	4P-E	-	.5	-3	1/3	7	
	Colt Mamba (long)	Heavy	Gr Launcher		6(cy)	SS	7M	-	1.7	3/24 hr	635¥	1	4P-E	-	.75	-3	1/3	7	
	FN P-96	Light	Light	6	25(c)	SA	6M	-	1.05(.2)		450¥	.8	5P-E	-	.5	-2	0/3	7	
4	Liberator II	Hold-Out	Light	9	1(b)	SS	9S	-12/m	.3	7/10 dy	75¥	2	2-E	-	.25	-	0/3	6	
E	(stun bag)	Hold-Out	Light	9	1(b)	SS	5M	-	.3	3/12 hr	75¥	.75	5P-E 5P-E	-	.25	-	0/3	6	
	Ruger P-8 SK-5 Giant Killer	Light Heavy	Light Gr Launcher	7 r 5	10(c) 5(cy)	SA SA	6L 9S	-	.65(.05) 3.35	3/12 hr 3/24 hr	395¥ 7020¥	.8 1	эр-е 2Р-Е	- 2	.5 .75	-1 -4	0/3 1/4	7 7	
7	Weedburner	Light	Light	7	5(cy) 5(m)	SS	73 -	-	.65	always	45¥	.8	Legal	-	.75	-4 -1	0/2	4	
, 8	Dolch H21	Hold-Out	Light	, 9	15(c)	SA	5L			15/15 dy			6P-E	-	.25	- 1	0/2	7	
9	TMI-8 Hideout	Hold-Out	Light	9	5(cy)	SS	5L	-	.35	15/15 dy		.75	6P-E	-	.25	-	0/2	6	
	Viper	Light	Light	7	5(c)	SS	7S Stun	-	.7(.3)	15/15 dy		.8	3P-E	-	.5	-1	0/3	6	
	Entiires C9	Light	Light	6	100(c)	SA	7M			Unavail.	1050¥	.8	4P-E	-	.5	-3	0/3	7	
12	Thornet	Heavy	Heavy	6	10(c)	SA	12D	-9/m		Unavail.	300¥	2	1-E	-	.5	-2	0/3	7	S
	(impact damage)					-	5M	-						-					
	(regular explosion)					-	4M	-1/m						-					
	(stun round)					-	5L Stun	-	.9(.2)					-				7	
13	Zeus Thunderwand	Light	Light	7	250(m)	SA	7S Stun	-	.55	Unavail.	755¥	2	3-E	-	.5	-1	0/2	7	
	(medium power)				50(m)		11S Stun	-						-					
	(high power)		0.1	6	10(m)		18D Stun	-	4.05/1.5		FCON	-	4 -	-		~	0.15	-	
	Assassin	Heavy	Gr Launcher		1(b)	SS	16D		1.95(1.05		500¥	2	1-E	-	.75	-3	0/3	7	S
15	Cybors K	Heavy	Heavy	6	50(m)	SA	13L	-	1.6	Unavail.	62000	£ 2	1-E	-	.5	-3	0/2	7	
1/	(stunner)	المعامل	Light	1	10(m)	C 1	19D Stun	-	1 25 (2)	Ungual	2001	0		-	F	2	0/2	1	
10	Punisher	Light	Light	6	5(c)	SA	7M Stun	-		Unavail.		.8 2	4P-E 4-E	-	.5	-2		6	c .
17	TMI Stormer	Light Heavy	Light Heavy	6 7	10(c) 25(m)	SA SA	7M Stun 7M	-	1.8(.4)	Unavail. Unavail.		2 4 1	4-E 1P-E	-	.5 .5	-3 -1	0/3 0/2	7 7	2
	Vapotech Mil-2	Heavy	Heavy	6	25(m) 100(m)	SA SA	7 IVI 8M		.55 1.9	Unavail.			тр-е 1Р-Е	-	.5 .5	-1 -3	0/2		c
10	(half damage)	neavy	neavy	U	400(m)	ЭА	7M	-	1.7	Undvail.	100001	· I	II -L	-	.0	-0	υz	U	ა
	(naii uamaye)				400(11)		7 (VI	-						-					

Brance Status Status<		laaowi																		
19 Buzzew Shife Lipit 5 100(c)SABF7A AF 200 - 55(3) 47.9 409 2 4 4 5	Mach	nine Pistols & SMG	'S																	
20 Ans. Mich. 2 Machine Fabial Using in A 300, 35.08FFA 70, 57.05 2 4.6G 1 1.3 1.0 6 1 3 1.0 6 1 3 1.0 6 1 3 1.0 6 1 3 1.0 6 5 5 3 1.0 6 5 5 3 0.0 7 7 5 5 3 0.0 7 7 7 5 7			51	0				0	Blast						RC		Init.			
21 Bealtingescapert SMG SMG Matchine Piscal Light 6 1 3 14 5 11 13 13 15 14 5 14 5 14 5 14 5 16 13 14 5 16				0					-		,									
22 Philones Corp. SM 5 Shofgun 4 40(2) SMB7 47 7 1 - 12(2) 9 16 av 50(0) 2 12(2) 14 - 5.61 2 10 7 - 21 Statesbare (bit) Machine Pisial 6 50(0) SABF 7 - 12(2) 0115 mol 328000 2 1.62 - 5 30 7 c Res Continuous beam 2000(0)(SABF7A State - 55(1) 30 700 800 2 3.6 - 5 200 6 R-11 25 State 7 100(0) SABF 74 5 - 6 100(0) SABF 74 - 2.50 3.6 2.5 - 100 5 6 R-11 2.202 6 - 5 - 1000 5 6 R-11 2.502 - 1000 5 - 1000 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 <t< td=""><td></td><td></td><td></td><td>0</td><td>4</td><td></td><td></td><td></td><td>-</td><td>1.55(.3)</td><td>,</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>				0	4				-	1.55(.3)	,									
22 Bog Pet J Machine Petol Upin 6 100(°) SABB 64 - 1.2(2) 47(9) 2000° 2 1.6 5 2 0.7 7 R-5 SABD VS SABB 70 SABB 70 2 1.6 5 2 1.6 5 2 0.7 7 R-5 SABD VS SABB 74 7 SABD 74 5 2 1.6 5 2 0.7 7 R-5 25<						• • • •		.,	-	• • •	,				(1)					
24 Sincersbare(Phil) Machine Pisol Hony 6 50(m) SAMEF 78 - 2 - 5 - 3 7 7 R-6 Continuous beam) 2000(m)SAMEFA AFA - - 2 - - - R-6 PUS3C (Que Machine Pisol Lipht 7 00(5) SAMEFA AS - - 2 - - - - - R-6 R-6 25 Singeri Machine Pisol Lipht 8 50(5) SAMEFA AS - - - - - - 2 0 6 R-10 - - 2 10 - 2 0 6 R-12 - <td></td> <td></td> <td>SMG</td> <td>Shotgun</td> <td>4</td> <td>40(c)</td> <td></td> <td></td> <td>-</td> <td>. ,</td> <td>9/16 dy</td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td>SH</td>			SMG	Shotgun	4	40(c)			-	. ,	9/16 dy				-					SH
State SAGE P SS Sun - 2 -	23	Ruger P-4 Ma	achine Pisto	ol Light		100(c)	SA/BF		-	1.2(.2)	4/7 dy	2700¥			-					
Instrumuous beam 2000/mSABFFA 4f - 2 0 C 0 C 0 C <thc< th=""> C<</thc<>	24	Streetsaber(leth) Ma	achine Pisto	ol Heavy	6	50(m)	SA/BF	7M	-	2.1	60/15 mc	332800	≨ 2	1-G	-	.5	-3	0/2	7	R<5
25 PolSci Quel Machine Piski Light 7 300(c) SABE/FA 55 25 25 25 25 <td< td=""><td></td><td>• •</td><td></td><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td>R<5</td></td<>		• •							-						-					R<5
25 Stargert M Machine Pistal Light 9 100(n) SABFFA 5. - 2.5 6.6 - 2.5 - 0.2 5 - 0.0 5 - 0.0 5 - 0.0 6 R-15 - 0.0 8 0.0 6 R-15 - 0.0 8 - 0.0 1.0 0.0 8 - 0.0 1.0 0.0 8 - 0.0 1.0 0.0 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>2000(m</td> <td>)SA/BF/FA</td> <td>4F</td> <td>-</td> <td></td> <td></td> <td></td> <td>2</td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>						2000(m)SA/BF/FA	4F	-				2		-					
27 Singeri II Machine Pistol Light 8 500(c) SABEF 7A SL - 6(1) Unavail 23000 2 5.6 - 5 - 2 0.2 6 6.5 (BTAT) 95 -107(5) - <td>25</td> <td>PolSci Cquel Ma</td> <td>achine Pisto</td> <td>ol Light</td> <td>7</td> <td>300(c)</td> <td>SA/BF/FA</td> <td>8S Stun</td> <td>-</td> <td>.55(.1)</td> <td>30/9 mo</td> <td>8800¥</td> <td>2</td> <td>3-G</td> <td>-</td> <td>.5</td> <td>-1</td> <td>0/2</td> <td>6</td> <td>R<11</td>	25	PolSci Cquel Ma	achine Pisto	ol Light	7	300(c)	SA/BF/FA	8S Stun	-	.55(.1)	30/9 mo	8800¥	2	3-G	-	.5	-1	0/2	6	R<11
28 Synol (122(-4)) Machine Pistol Heavy 6 15(c) SAUF 7M - 215(2) Unwall 18104 2 4.G - 5 -3 03 6 c.s. (HEAT) - <td>26</td> <td>Screamer BM Ma</td> <td>achine Pisto</td> <td>ol Light</td> <td>9</td> <td>100(m)</td> <td>SA/BF/FA</td> <td>5L</td> <td>-</td> <td>.25</td> <td>Unavail.</td> <td>290¥</td> <td>2</td> <td>6-G</td> <td>-</td> <td>.25</td> <td>-</td> <td></td> <td>5</td> <td>R<14</td>	26	Screamer BM Ma	achine Pisto	ol Light	9	100(m)	SA/BF/FA	5L	-	.25	Unavail.	290¥	2	6-G	-	.25	-		5	R<14
BM I PS(15) I </td <td></td> <td>0</td> <td></td> <td>5</td> <td></td> <td>500(c)</td> <td>SA/BF/FA</td> <td>5L</td> <td>-</td> <td>.6(.1)</td> <td>Unavail.</td> <td>2320¥</td> <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td>6</td> <td>R<15</td>		0		5		500(c)	SA/BF/FA	5L	-	.6(.1)	Unavail.	2320¥			-				6	R<15
(HEAT)	28			ol Heavy	6	15(c)	SA/BF	7M	-	. ,		1810¥	2	4-G	-	.5	-3	0/3	6	C,S
29 Entires K30A2 Machine Pistol Heavy 6 100(c) SABF/FA N - 22(B) Unavail. 50000V 2 2.6 - 5. -1 0/2 7 (coninuous beam) - 75 <shn< td=""> - - 2 -</shn<>		(3mm discarding sa	ibot)	-				8M	-	1.95(.15)					-					
30 Lazer Lash(eht) Machine Pistol Light 7 1000(m) SA/BE/FA SL - .65 Unavail. 50000V 2 2-G - .5 -1 0/2 7 SL 13 Sauerbosk RK (+6) SMG Gr Laurcher 5 100(2) SA/BE/FA RM - 2 9/95(3) 0/10 × 10 2 3-G - .5 -1 0/2 7 c.5 Villan Riffes * Name Type Rage Conc Ammo Mode Damage Blast Weight Avail Lost St. Index Legal RC W/V. Value Init. B/A RA RA - 2.95(95) Unavail. 2.017 B/A 1 1.5 -7 1.2 7 RA 7 1.3 7 RA RA		(HEAT)						9S	-13/m	1.95(.15)					-					
(tun) ····································	29	Entiires K30A2 Ma	achine Pisto	ol Heavy	6	100(c)	SA/BF/FA	7M	-	2.2(.8)	Unavail.	4700¥	2	4-G	-	.5	-3	0/3	6	R<12
Tordinuous beam) 1000(m)SA/BF/R 3F . 2 . <th< td=""><td>30</td><td>Lazer Lash(leth) Ma</td><td>achine Pisto</td><td>ol Light</td><td>7</td><td>100(m)</td><td>SA/BF/FA</td><td>5L</td><td>-</td><td>.65</td><td>Unavail.</td><td>50000¥</td><td>2</td><td>2-G</td><td>-</td><td>.5</td><td>-1</td><td>0/2</td><td>7</td><td></td></th<>	30	Lazer Lash(leth) Ma	achine Pisto	ol Light	7	100(m)	SA/BF/FA	5L	-	.65	Unavail.	50000¥	2	2-G	-	.5	-1	0/2	7	
31 Sauer-Bosk RK (+6) SMG Gr Launcher 5 100(c) SA/BF/FA BM - 2.95(95) Univalia 35004 2 3-G - 75 -3 0/3 7 c.s. Willan Rifles # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Re.7 77 7.8 7 12.7 7 R-7 77 7.8 7 12.7 7 R-7 7.8 7 7.8 7 7.8 7 7.8 7 7.8 7 7.8 7.9 7.8 7.9 7.8 7.9 7.8 7.9 7.8 7.9 7.8 7.9 7.		(stun)							-						-					
Villar Riffes * Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 20 Off-hesshoff Special Sport 2 Off-hesshoff Special Sport 1 1 1 -5 7 R 2 R 2 31 Ghetolalisster Sport Sport 3 10(c) SA 8S - 3.95(15) 15/30 dy 15120V 1 3P+F 1 1 -4 1/3 6 35 Newn A-O2 Sport Sport 3 10(c) SS 1/4 - 2.8 1 3P+F 1 1 -5 1/3 7 1 36 Optical Sport 3 </td <td></td> <td>(continuous beam)</td> <td></td> <td></td> <td></td> <td>1000(m</td> <td>)SA/BF/FA</td> <td>3F</td> <td>-</td> <td></td> <td></td> <td></td> <td>2</td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>		(continuous beam)				1000(m)SA/BF/FA	3F	-				2		-					
# Name Type Range Conc Amode Damage Bial Weight Avail Const Lindex Legal RC Wp. Value Init. K/A RC 20 Off-Ine-shelf special Sport Sport Sport 10000 Pack SARP 4F 1 1.5 -7 1/2 7 RC 33 Ghethoshelf special Sport Sport <td>31</td> <td>Sauer-Bosk RK (+6)</td> <td>) SMG (</td> <td>Gr Launche</td> <td>r 5</td> <td>100(c)</td> <td>SA/BF/FA</td> <td>8M</td> <td>-</td> <td>2.95(.95)</td> <td>Unavail.</td> <td>3500¥</td> <td>2</td> <td>3-G</td> <td>-</td> <td>.75</td> <td>-3</td> <td>0/3</td> <td>7</td> <td>C,S</td>	31	Sauer-Bosk RK (+6)) SMG (Gr Launche	r 5	100(c)	SA/BF/FA	8M	-	2.95(.95)	Unavail.	3500¥	2	3-G	-	.75	-3	0/3	7	C,S
# Name Type Range Conc Amode Damage Bial Weight Avail Const Lindex Legal RC Wp. Value Init. K/A RC 20 Off-Ine-shelf special Sport Sport Sport 10000 Pack SARP 4F 1 1.5 -7 1/2 7 RC 33 Ghethoshelf special Sport Sport <td></td>																				
32 Off-the-sheft special Sport Sport 10000 PackSAVBF 4F - 2.6 (2) (1) (3/48 hr 3/400K) 2 4PF 1 1.5 -7 1/2 7 R<7	Civili	an Rifles																		
G33 wersion Sport Sport Sport Market Sport	#	Name	Туре	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
33 CheltoBlaster (half damage) Sport 3 Sport 3 The Sport 3 10(c) SA 9S - 4.95 15/30 dy 166400V 1 1P-F 1 1 4 1/3 6 34 Remingtion BR7 Sport 3Sport 3 10(c) SA 8S - 3.95(15) 15/30 dy 15/20V 1 3P-F 1 1 4 1/3 6 35 Nevin A-02 Sport Assault 5 50(m) SS 120 - 8.(8, 5) Unavail. 2000(t) 1 1P-F 1 1 5 1/3 7 1 36 Okympica Verminex Sport SMG 5 50(m) SA 7/M 2.86 Unavail. 4600¥ 1 1P-F 1 .5 1/3 7 1 38 Okympica Verminex Sport SMG 5 50(m) SA 7/M 2.86 10/400 1 1P-F 1 .5 1/3 7 1 1 1/4 1/4 1	32	Off-the-shelf special	I Sport	Sport	-	10000 Pa	ickSA/BF	4F	-					4P-F	1	1.5	-7	1/2		R<7
33 CheltoBlaster (half damage) Sport 3 Sport 3 The Sport 3 10(c) SA 9S - 4.95 15/30 dy 166400V 1 1P-F 1 1 4 1/3 6 34 Remingtion BR7 Sport 3Sport 3 10(c) SA 8S - 3.95(15) 15/30 dy 15/20V 1 3P-F 1 1 4 1/3 6 35 Nevin A-02 Sport Assault 5 50(m) SS 120 - 8.(8, 5) Unavail. 2000(t) 1 1P-F 1 1 5 1/3 7 1 36 Okympica Verminex Sport SMG 5 50(m) SA 7/M 2.86 Unavail. 4600¥ 1 1P-F 1 .5 1/3 7 1 38 Okympica Verminex Sport SMG 5 50(m) SA 7/M 2.86 10/400 1 1P-F 1 .5 1/3 7 1 1 1/4 1/4 1		(3G3 version)	Sport	Sport	2	10000 Pa	ickSA/BF	4F	-	13.3(8.7)	3/48 hr	34400¥	2	4P-F	1	1.5	-7	1/2	7	R<7
34 Remington BR7 Sport Sport 3 10(c) SA 8.S - 3.95(15) 15/30 dy 151204 1 3P-F 1 1 4 1/3 6 35 Nevin A-02 Sport Assault 5 50(m) SS 81M - 2.2 Unavail. 120V 1 3P-F 1 1 -5 1/3 7 1 36 Karchang Sport 3 200(m) SS 81M - 7.95(35) Unavail. 106V 1 1P-F 1 1 5 1/3 7 1 38 Olympica Verminex Sport SMG 5 50(m) SA 7M - 2.8 Unavail. 464004 1 1P-F 1 .5 1/3 7 1 3P 7 13 13 7 13 13 7 1 3P/F 1 .5 1/4 6 6 6 1 1 1 .5 1/4 6 1 .5 1/4 6 1 1 .5 1/4 <td>33</td> <td>GhettoBlaster</td> <td>Sport</td> <td>LMG</td> <td>3</td> <td>5(m)</td> <td>SA</td> <td>9S</td> <td>-</td> <td>4.95</td> <td>15/30 dy</td> <td>166400</td> <td>∉ 1</td> <td>1P-F</td> <td>1</td> <td>1</td> <td>-5</td> <td>1/3</td> <td></td> <td></td>	33	GhettoBlaster	Sport	LMG	3	5(m)	SA	9S	-	4.95	15/30 dy	166400	∉ 1	1P-F	1	1	-5	1/3		
35 Newin A-02 Sport Assault 5 50(m) SS 8M - 2.2 Unavail 12504 1 3P.F 1 7.5 -3 0.3 6 36 Karchang Sport Spor		(half damage)				20(m)		8M	-						-					
36 Karchang Sport Sport Sport 3 200(m) SS 12D - 8(,85) Unavail 3000V 1 1P-F 1 1.5 -6 1/4 7 30 Uzprice 2 Sport Sport </td <td>34</td> <td>Remington BR7</td> <td>Sport</td> <td>Sport</td> <td>3</td> <td>10(c)</td> <td>SA</td> <td>8S</td> <td>-</td> <td>3.95(.15)</td> <td>15/30 dy</td> <td>15120¥</td> <td>1</td> <td>3P-F</td> <td>1</td> <td>1</td> <td>-4</td> <td>1/3</td> <td>6</td> <td></td>	34	Remington BR7	Sport	Sport	3	10(c)	SA	8S	-	3.95(.15)	15/30 dy	15120¥	1	3P-F	1	1	-4	1/3	6	
37 Lizzie Type 2 Sport Sport 3 200(m) SS 8M - 7.95(,35) Unavail. 3060Y 1 3P-F 1 1 -5 1/3 7 1 38 Olympica Verminex Sport SMG 5 50(m) SA 7M - 2.8 Unavail. 3060Y 1 1P-F 1 .75 -3 0/2 7 13 (quarter damage) (quarter damage) 800(m) 4L - 1 1.6 - 1.6 6 1.1 - 5 1/4 6 1 - 5 1/4 6 1 - 5 1/4 6 1 1.6 1 1.5 -5 1	35	Nevin A-02	Sport	Assault	5	50(m)	SS	8M	-	2.2	Unavail.	1250¥	1	3P-F	1	.75	-3	0/3	6	
38 Olympical Verminex Sport (nalf damage) (quarter damage) SMG 5 50(m) SA 7M - 2.8 Unavail. 46400¥ 1 1P.F 1 .75 -3 0/2 7 i3 Illifary Riffles # Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 39 Kalashnikov AK-9 Assault LMG 4 70(c) SA/BF/FA SS - 6.5(1.1) 6/9 dy 1100¥ 2 3-G 1 1 -5 1/4 6 c 40 Thumper Sniper Light 5 10(c) SA/BF/FA 8S - 6.5(1.1) 6/9 dy 3102 2 3-G 1 1.5 -5 1/4 6 i	36	Ka'chang	Sport	HMG	-	3(c)	SS	12D	-	8(.85)	Unavail.	35000¥	1	1P-F	1	1.5	-6	1/4	7	
(haif damage) 200(m) 6L - (quarer damage) 800(m) 4L - </td <td>37</td> <td>Lizzie Type 2</td> <td>Sport</td> <td>Sport</td> <td>3</td> <td>200(m)</td> <td>SS</td> <td>8M</td> <td>-</td> <td>7.95(.35)</td> <td>Unavail.</td> <td>3060¥</td> <td>1</td> <td>3P-F</td> <td>1</td> <td>1</td> <td>-5</td> <td>1/3</td> <td>7</td> <td>i1</td>	37	Lizzie Type 2	Sport	Sport	3	200(m)	SS	8M	-	7.95(.35)	Unavail.	3060¥	1	3P-F	1	1	-5	1/3	7	i1
(quarter damage) 800(m) 4L - <td>38</td> <td>Olympica Verminex</td> <td>Sport</td> <td>SMG</td> <td>5</td> <td>50(m)</td> <td>SA</td> <td>7M</td> <td>-</td> <td>2.8</td> <td>Unavail.</td> <td>46400¥</td> <td>1</td> <td>1P-F</td> <td>1</td> <td>.75</td> <td>-3</td> <td>0/2</td> <td>7</td> <td>i3</td>	38	Olympica Verminex	Sport	SMG	5	50(m)	SA	7M	-	2.8	Unavail.	46400¥	1	1P-F	1	.75	-3	0/2	7	i3
Hillary Rifles + Name Type Range Cor. Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 39 Kalashnikov AK-9 Assault LMG 4 70(c) SA/BF/FA 8S - 6.5(1.1) 6/9 dy 1100V 2 3-G 1 1 -5 1/4 6 c 40 Thumper Sniper Light 5 10(c) SA/BF/FA 8S - 5.9(50/6) 6/9 dy 2 3-G 1 1.5 -5 1/4 6 1 (half damage) 200°(c) 7M - 7.3(1.90/6) - - - 5 42 MR-40 Gauss rifle Assault Sport 2 100(c) SA/BF/FA 8S - 4.2(6) 30/9 mo 19200V 2 3-G 1 1.5 -7 1/4 7 41 Aratech 7/c Assault Sport 2 50(C) SA/BF/FA 8S<		(half damage)				200(m)		6L	-						-					
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 39<		(quarter damage)				800(m)	1	4L	-						-					
# Name Type Range Conc Ammo Mode Damage Blast Weight Avail. Cost St. Index Legal RC Wp. Value Init. B/A Rel. Notes 39<																				
39 Kalashnikov AK-9 Assault LMG 4 70(c) SA/BF/FA 8S - 6.5(1,1) 6/9 dy 1100¥ 2 3-G 1 1 -5 1/4 6 c 40 Thumper Sniper Light 5 10(c) SA 4L 1.1(.45) 3/5 dy 240¥ 2 6-K 1 .75 .3 1/3 7 41 Enfield L22A1 Assault Sport 2 50°(c) SA/BF/FA 8S - 5.9(.50/.6) d/9 dy 3120¥ 2 3-G 1 1.5 .5 1/4 6 i1 (haid damage)		,	Tuno	Danaa	Cono	Ammo	Mada	Domogo	Dlact	Wolaht	Avail	Cast	Ct. Indov	Logol		Mp Value	Init		Del	Natao
40 Thumper Sniper Light 5 10(c) SA 4L Stun - 1.1(.45) 3/5 dy 240¥ 2 6-K 1 .75 .3 1/3 7 41 Enfield L22A1 Assault Sport 2 50°(c) SA/4L Start 59(.50/.6) 6/6 9(.4) 3120¥ 2 3-G 1 1.5 .5 1/4 6 11 (half dmange) 50°(c) SA/BF/FA 8S .59(.50/.6) . . .5 1/4 7 .5 .1 .6 1/3 7 .5 .5 1/4 6 .1 .5 .				0				<u> </u>		0										
41 Enfield L22A1 (half damage) (high damage) Assault Sport 2 50°(c) SA/BF/FA 8S - 5.9(50/.6) - - - 5.7 7 42 MR-40 Gauss rifle Assault Sport 2 100(c) SA/BF 8M - 6.9(.4) 30/9 mo 1200V 2 3.6 1 1.5 -5 1/4 6 i1 42 MR-40 Gauss rifle Assault Sport 2 100(c) SA/BF 8M - 6.9(.4) 30/9 mo 1920V¥ 2 3.6 1 1.5 -6 1/3 7 R<5											,									С
(half damage) 200°(c) 7M - 7.3(1.90/.6) - - 7 (high damage) 50°(c) 9S - 5.9(50/.6) - 5 22 MR-40 Gauss rifle Assault Sport 2 100(c) SA/BF 8M - 6.9(4) 30/9 mo 19200¥ 2 3-G 1 1.5 -6 1/3 7 R<5				0						. ,	1									:1
(high damage) 50°(c) 9S - 5.9(50/.6) - - 5.9(20/.6) - 5.9(20/.6) - 5.9(20/.6) - 5.9(20/.6) - 5.9(20/.6) 2 3-G 1 1.5 -6 1/3 7 R<5	41		Assault	Sport	2							3120¥	2	3-G	I	1.5	-5	1/4		11
42 MR-40 Gauss rifle Assault Sport 2 100(c) SA/BF 8M - 6.9(.4) 30/9 mo 19200¥ 2 3-G 1 1.5 -6 1/3 7 R<5										•	,				-					
43 Long Tom Cannon Autocannon - 20(c) SS 11S - 15.7(.45/3.25)45/12 mo154800¥ 2 1-H - 1.5 -7 1/4 7 44 Aratech 7/c Assault Sport 4 50(c) SA/BF/FA 8S - 4.2(.6) 30/9 mo 9280¥ 2 3-G 1 1 -4 1/3 6 45 HBAR Assault Sport 2 50(c) SA/BF/FA 8S - 5.6(.6) 30/9 mo 9280¥ 2 3-G 1 1.5 -5 1/3 6 45 HBAR Assault Sport 2 200 BeltSA/BF/FA 8S - 5.15(.15) 30/9 mo 17760¥ 2 3-H - 1.5 -6 1/3 7 47 HBAR/et Assault Sport 2 200 BeltSA/BF/FA 9S - 8.6(2.65)35/10 mo 28000¥ 2 2-G 1 1 -3 1/3 6 49 PolSci CAR-7 Assault Sport 4 5	40		Assault	Cmart	n				-			10000	2	20	-	1 Г	1	1/2		
44 Aratech 7/c Assault Sport 4 50(c) SA/BF/FA 8S - 4.2(.6) 30/9 mo 9280¥ 2 3.G 1 1 -4 1/3 6 45 HBAR Assault Sport 2 50(c) SA/BF/FA 8S - 5.6(.6) 30/9 mo 11840¥ 2 3.G 1 1.5 -5 1/3 6 46 Sniper HBAR Cannon Cannon 2 10(c) SA 8S - 5.15(.15) 30/9 mo 1760¥ 2 3.H - 1.5 -5 1/3 7 47 HBAR/et Assault Sport 2 200 BeltSA/BF/FA 9S - 8.6(2.65) 35/10 mo 28000¥ 2 2.6 1 1 -6 1/3 7 48 Aratech Exp-4 Assault Sport 4 500(c) SA/BF 9S - 13.5(9.5) Unavail. 1310¥ 2 2.6 1 1 -6 1/3 7 R<5,5						.,			- 1	• • •					-					R<5
45 HBAR Assault Sport 2 50(c) SA/BF/FA 8S - 5.6(.6) 30/9 mo 11840¥ 2 3-G 1 1.5 -5 1/3 6 46 Sniper HBAR Cannon Cannon 2 10(c) SA 8S - 5.15(.15) 30/9 mo 17760¥ 2 3-H - 1.5 -5 1/3 7 47 HBAR/et Assault Sport 2 200 BeltSA/BF/FA 9S - 8.6(2.65)35/10 mo 28000¥ 2 2-G 1 1.5 -6 1/3 7 48 Aratech Exp-4 Assault Assault 4 100(c) SA/BF/FA 7M - 2.05(.45) Unavail. 1310¥ 2 4-G 1 1 -6 1/3 7 R<5,		-							- 1											
46 Sniper HBAR Cannon Cannon 2 10(c) SA 8S - 5.15(.15) 30/9 mo 17760¥ 2 3-H - 1.5 -5 1/3 7 47 HBAR/et Assault Sport 2 200 BeltSA/BF/FA 9S - 8.6(2.65)35/10 mo 28000¥ 2 2-G 1 1.5 -6 1/3 7 48 Aratech Exp-4 Assault Assault 4 100(c) SA/BF/FA 7M - 2.05(.45) Unavail. 1310¥ 2 4-G 1 1 -6 1/3 7 49 PolSci CAR-7 Assault Sport 4 500(c) SA/BF 9S - 13.5(9.5) Unavail. 7800¥ 2 2-G 1 1 -6 1/3 7 R<<5,									-	• • •										
47 HBAR/et Assault Sport 2 200 BeltSA/BF/FA 9S - 8.6(2.65)35/10 mo 28000¥ 2 2-G 1 1.5 -6 1/3 7 48 Aratech Exp-4 Assault Assault Assault 4 100(c) SA/BF/FA 7M - 2.05(.45) Unavail. 1310¥ 2 4-G 1 1 -6 1/3 7 49 PolSci CAR-7 Assault Sport 4 500(c) SA/BF 9S - 13.5(9.5) Unavail. 7800¥ 2 2-G 1 1 -6 1/3 7 R<5, 50 (light duty) <t< td=""><td></td><td></td><td></td><td>•</td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>				•					-											
48 Aratech Exp-4 Assault Assault 4 100(c) SA/BF/FA 7M - 2.05(.45) Unavail. 1310¥ 2 4-G 1 1 -3 1/3 6 49 PolSci CAR-7 Assault Sport 4 500(c) SA/BF 9S - 13.5(9.5) Unavail. 7800¥ 2 2-G 1 1 -6 1/3 7 R<5,										· · ·										
49 PolSci CAR-7 Assault Sport 4 500(c) SA/BF 9S - 13.5(9.5) Unavail. 7800¥ 2 2-G 1 1 -6 1/3 7 R<5,																				
50 (light duty) 300(c) BF 9.7(5.7) 2 - -5 s 51 (belt pack) 500(c) - 5.1(10.2) - -5 s 52 PolSci CAR-9 Assault Sport 4 500(c) - 9(5.65) Unavail. 7800¥ 2 2-G 1 1 -5 0/3 7 s 53 Taxxon AWC Assault Sniper - 5(m) SA/BF 12S - 12. Unavail. 1160k¥ 2 1-G 1 1.5 -7 1/3 7 R<5,s						. ,														D -
51 (belt pack) 500(c) - 5.1(10.2) - -5 52 PolSci CAR-9 Assault Sport 4 500(c) SA/BF/FA 9S - 9(5.65) Unavail. 7800¥ 2 2-G 1 1 -5 0/3 7 s 53 Taxxon AWC Assault Sniper - 5(m) SA/BF 12S - 12. Unavail. 1160k¥ 2 1-G 1 1.5 -7 1/3 7 R<5,s			Assault	Sport	4				-		Unavail.	1800¥		2-G	1	1		1/3	1	
52 PolSci CAR-9 Assault Sport 4 500(c) SA/BF/FA 9S - 9(5.65) Unavail. 7800¥ 2 2-G 1 1 -5 0/3 7 s 53 Taxxon AWC Assault Sniper - 5(m) SA/BF 12S - 12. Unavail. 1160k¥ 2 1-G 1 1.5 -7 1/3 7 R<5,s							BF			• • •			2		-					S
53 Taxxon AWC Assault Sniper - 5(m) SA/BF 12S - 12. Unavail. 1160k¥ 2 1-G 1 1.5 -7 1/3 7 R<5,s			A - "	<u> </u>			CAIDEIE					70000	^		-	4		0.10	-	
(half damage) 20(m) SA/BF/FA 9S - 2 - 54 (mounted version) Autocan. 5* Pack SA/BF 12S - 2 - -7 R<5				•																
54 (mounted version) Autocan. 5* Pack SA/BF 12S - 2 - -7 R<5	53		Assault	Sniper	-	• • •				12.	Unavail.	1160k¥		1-G	1	1.5	-7	1/3	7	R<5,s
55 Tori Novafire II Assault Sport 4 50(c) SA/BF/FA 9S - 7.25(4) Unavail. 280000¥ 2 1-G 1 -5 0/2 7 i3,s (half damage) 200(c) SA/BF/FA 8M - 2 - - 56 (lightweight version) Assault Sport 4 50(c) SA/BF/FA 9S - 6.2(3.8) Unavail. 400000¥ 2 1-G 1 -5 0/2 7	_	· 57							-						-					_
(half damage) 200(c) SA/BF/FA 8M - 2 - 56 (lightweight version) Assault Sport 4 50(c) SA/BF/FA 9S - 6.2(3.8) Unavail. 400000¥ 2 1-G 1 -5 0/2 7				-						_					-					
56 (lightweight version) Assault Sport 4 50(c) SA/BF/FA 9S - 6.2(3.8) Unavail. 400000¥ 2 1-G 1 1 -5 0/2 7	55		Assault	Sport	4				-	7.25(4)	Unavail.	280000		1-G	1	1	-5	0/2	7	i3,s
									-						-					
(half damage) 200(c) SA/BF/FA 8M - 2 -	56) Assault	Sport	4	• • •			-	6.2(3.8)	Unavail.	400000		1-G	1	1	-5	0/2	7	
		(half damage)				200(c)	SA/BF/FA	8M	-				2		-					

	hadowr	un																	
Shot	guns																		
#	Name	Туре	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
57	Wristbreaker I (fl.)	Shotgun	Gr Launcher	-	10x2(m)	SA/BF/FA	A 7D(f)	-	4.35	5/15 dy	2900¥	2	3-F	(1)	1	-5	1/3	6	f
	(slug)					-	7M	-						-					
58	Wristbreaker II (fl.)	Heavy	Heavy	3	5x2(m)	SA	7D(f)	-	2.8	5/15 dy	1450¥	2	3-E	-	.5	-3	0/3	7	
	(slug)					-	7M	-						-					
59	Eisensturm (sl)(+6)	Shotgun	Gr Launcher	4	50(c)	SA/BF	7S	-	```	Unavail.	1310¥	2	3-F	-	1	-5	1/3	6	S
	(flechette)					-	7D(f)	-	4.45(1.5)					-		-5			
	(HEAT)					-	10S	-8/m	4.05(1.1)					-		-4			
(0	(4mm discarding sal		<u> </u>	-	50()	-	8M	-	3.75(.85)			0	0.5	-	75	-4	0.10	-	
60	Deathwind	0	Gr Launcher	5	50(c)	SA/BF	7D(f)	-	•)Unavail.	6660¥	2	3-F	-	.75	-4	0/3	7	S
	(DP flechette - prima	ary)				-	7M	-	5.45(2.15)				-					
	(secondary)					-	7S(f)	-	1 == (4 0=	、				-					
	(HEAT/HE)					-	10S	-12/m	4.55(1.25)				-					
	ine Guns	Tuno	Dongo	Cono	Ammo	Mada	Domogo	Diact	Waight	Avail	Cost	Ct Indov	Logol	DC	Wp Volue	Init	D/A	Del	Noto
	Name	Type LMG	5	Conc			Damage		Weight				3-H	RC 1	Wp. Value 2.5				Note
	Vehiclar CIWS		Sport	-	200x2 Bel 200 Belt		8S 12D	-	140(4.80◊	, ,		2	3-⊟ 1-H	-	2.5	-10 -10	2/4 2/5	7	R<12
	Browning-Maskei H3	HMG	MMG Autocannon	-	200 Beil	FA FA	12D 15D	-	36.5)50/20 mc Unavail.		2	1-H	-	2.5	-10 -9	2/5 1/3	6 7	c
63 64	Allied Lightsword Tori PDS	MMG		-	-	SS	15D 10S	-	29.8	Unavail.			1-⊓ 1-H	-	2 1.5	-9 -7	0/2		S S
04	(continuous beam)	WIWG	Sniper	-		ss SA/BF/FA		-	29.0	Ullavall.	1300K‡	2	I-N	-	1.0	-7	0/2	/	3
65	Entiires M40B	LMG	Autocannon	-	200 Belt		14D	-	14 4(1 3)	Unavail.	52200¥		1-H	1	1.5	-7	1/3	7	R<12
	Devastator	LMG	Autocannon	-	10 Pack		18D	-	· · ·)Unavail.		2	1-H	1	2.5	-8	2/3	7	11.12
00	(half power)	LINIC	/ latooannon		40 Pack	DIMA	14D	-	00.1(00.7	/onavaii.	ooooni	-		-	2.0	Ŭ	2/0	,	
leav	y Weapons																		
#	Name	Туре	Range	Conc	Ammo	Mode	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal	RC	Wp. Value	Init.	B/A	Rel.	Notes
67	TAGLAW 30	Missile	Sniper	-	1(b)	SS	16D*	-5/m	7.25	16/30 dy	1480¥	4	1-K	-	1.5	-6	1/4	7	AV
68	Cobra	Missile	Sniper	-	1(b)	SS	16D*	-5/m	7.25	80/30 mo	6880¥	4	1-K	-	1.5	-6	1/4	7	AV
69	Tronskaal	Missile	Sniper	-	1(b)	SS	16D/6LN	-5/m	7.05	Unavail.	2600¥	4	1-K	-	1.5	-6	1/4	7	AV
70	ZetaTech 8c	Missile	Sniper	-	1(b)	SS	17D/7LN	-5/m	5.9	Unavail.	2600¥	4	1-K	-	1.5	-6	1/3	7	AV
71	MAPAG	Missile	L-ATGM	-	1(b)	SS	11D*	-1/m	19.4(16.1)11/25 dy	10560¥	2	1-K	-	1.5	-8	2/4	7	AV
72	Loompanic-A	Missile	L-ATGM	-	1(b)	SS	11D*	-1/m	19.2(16.1)55/25 ma	56000¥	2	1-K	-	1.5	-8	2/4	7	AV
12	Vortex 2					<u> </u>	12D*	1/m				2	1-K	-	1.5	-8	1/3	7	AV
	VUILEX Z	Missile	L-ATGM	-	1(b)	SS	120	- 1/111	18.2(16.1)Unavail.	20680¥	3	1-15						
73	Teradyl-4a	Missile Missile	L-ATGM L-ATGM	- 3	1(b) 1(b)	SS	12D 12D*		18.2(16.1 17.6(16.1			3	1-K	-	1.5	-8	1/3	7	AV
73 74	Teradyl-4a								•		28000¥				1.5 4		1/3 2/5	7 7	AV
73 74 75	Teradyl-4a Mk48 Particle Cn.	Missile	L-ATGM			SS	12D*	-1/2m	17.6(16.1)Unavail.	28000¥	3	1-K		-				AV
73 74 75 Othe	Teradyl-4a Mk48 Particle Cn.	Missile	L-ATGM Autoc.			SS SS Mode	12D*	-1/2m	17.6(16.1)Unavail. Unavail.	28000¥ 290m¥	3 2	1-K 1-K	-	4 Wp. Value	-12	2/5	7	AV Note:
73 74 75 Othe #	Teradyl-4a Mk48 Particle Cn. r Name	Missile Lt. Naval	L-ATGM Autoc.	3	1(b) -	SS SS	12D* 16D/6LN	-1/2m -	17.6(16.1 175 Weight)Unavail. Unavail.	28000¥ 290m¥ Cost	3 2	1-K 1-K	-	4	-12	2/5	7	
73 74 75 Othe # 76	Teradyl-4a Mk48 Particle Cn. r Name TL13 grenade	Missile Lt. Naval Type	L-ATGM Autoc. Range	3 - Conc	1(b) -	SS SS Mode	12D* 16D/6LN Damage	-1/2m - Blast	17.6(16.1 175 Weight .35)Unavail. Unavail. Avail.	28000¥ 290m¥ Cost 120¥	3 2 St. Index	1-K 1-K Legal	-	4 Wp. Value	-12 Init.	2/5 B/A	7 Rel.	Note
73 74 75 Othe # 76 77	Teradyl-4a Mk48 Particle Cn. r Name TL13 grenade	Missile Lt. Naval Type Grenade	L-ATGM Autoc. Range Light	3 - Conc 7 7 7 7	1(b) - Ammo	SS SS Mode SS SS SS	12D* 16D/6LN Damage 13D(f)	-1/2m - Blast -1/m	17.6(16.1 175 Weight .35 .45 .8)Unavail. Unavail. Avail. 55/21 mo 40/18 mo 45/19 mo	28000¥ 290m¥ Cost 120¥ 240¥ 2320¥	3 2 St. Index 2	1-K 1-K Legal 1-J	- RC	4 Wp. Value .5	-12 Init. -2	2/5 B/A 0/2 0/2 0/2	7 Rel. 7 7 7 7	Note
73 74 75 Othe # 76 77 78	Teradyl-4a Mk48 Particle Cn. r Name TL13 grenade Smart grenade	Missile Lt. Naval Type Grenade Grenade	L-ATGM Autoc. Range Light Light	3 - Conc 7 7 7	1(b) - Ammo -	SS SS Mode SS SS	12D* 16D/6LN Damage 13D(f) 10D	-1/2m - Blast -1/m -1/m	17.6(16.1 175 Weight .35 .45 .8)Unavail. Unavail. Avail. 55/21 mo 40/18 mo	28000¥ 290m¥ Cost 120¥ 240¥ 2320¥	3 2 St. Index 2 2	1-K 1-K Legal 1-J 1-J	- RC -	4 Wp. Value .5 .5	-12 Init. -2 -2	2/5 B/A 0/2 0/2	7 Rel. 7 7	Note
73 74 75 Othe # 76 77 78 79	Teradyl-4a Mk48 Particle Cn. Name TL13 grenade Smart grenade APAM grenade	Missile Lt. Naval Type Grenade Grenade Gr Lchr	L-ATGM Autoc. Range Light Light Light	3 - Conc 7 7 7 7	1(b) - - - - - -	SS SS Mode SS SS SS	12D* 16D/6LN Damage 13D(f) 10D 11D	-1/2m - Blast -1/m -1/m	17.6(16.1 175 Weight .35 .45 .8)Unavail. Unavail. Avail. 55/21 mo 40/18 mo 45/19 mo	28000¥ 290m¥ Cost 120¥ 240¥ 2320¥ 320¥	3 2 St. Index 2 2 4	1-K 1-K Legal 1-J 1-J 1-K	- RC - -	4 Wp. Value .5 .5 .5	-12 Init. -2 -2 -3	2/5 B/A 0/2 0/2 0/2	7 Rel. 7 7 7 7	Note