

WEAPONS

Weapon	RANGE				Damage	B	Ammunition	Template	E/M Vulnerability	CC
	Short	Medium	Long	Maximum						
Akrylat-Kanone	0-8/0	8-32/+3	32-48/-3	48-96/-6	--	1 (2 Uses)	Adhesive	No	No	No
Assault Pistol	0-8/+3	8-16/-6	--	--	13	4	N	No	No	Yes
Blitzen	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	E/M2	No	No	No
Contender	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	1	DA	No	Yes	No
DA Close Combat Weapon (DA CCW)	--	--	--	--	PH	--	DA	No	No	Yes
D.E.P.	0-8/+3	8-16/0	16-24/-3	24-48/-6	14	1 (1 Use)	AP+EXP	No	No	No
E/M Light Grenade Launcher (E/M Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	1	E/M (13)	Circular	No	No
E/Mitter	0-8/+3	8-16/0	16-24/-3	24-48/-6	14	1	E/M	No	Yes	No
Feuerbach	0-8/0	8-24/+3	24-32/0	32-48/-6	14	2	AP+DA	No	Yes	No
Flash Grenades	0-4/+3	4-8/0	8-12/-3	--	13	1	Flash	Circular	No	No
Flash Light Grenade Launcher (Flash Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	Flash	Circular	No	No
Flash Pulse	0-8/+3	8-32/0	32-48/-3	48-96/-6	13	1	Flash	No	Yes	No
Katyusha MRL	0-8/0	8-16/0	16-24/-3	24-48/-6	13	1	DA	Triple Circular	No	No
Marker	0-8/0	8-16/+3	16-24/-3	24-48/-6	--	1 (2 Uses)	Dep. Repeater	No	Yes	No
Mk12	0-8/0	8-24/+3	24-32/-3	32-48/-6	15	3	N	No	No	No
Zero-V Smoke Light Grenade Launcher	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	1	Zero-V Smoke	Circular	No	No
Spitfire	0-8/+3	8-24/+3	24-32/-3	32-48/-6	14	4	N	No	Yes	No
T2 Boarding Shotgun	0-8/+3	8-16/0	16-24/-3	--	14	2	T2/N	Small Teardrop	No	No
T2 Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	T2	No	No	No
T2 Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	T2	No	No	No
Templar CCW (AP+Shock)	--	--	--	--	PH	--	AP+Shock	No	No	Yes
Uragan MRL	0-8/0	8-16/0	16-24/-3	24-48/-6	13	3 (Same target)	AP	Circular	No	No
Viral CCW	--	--	--	--	PH	--	Viral	No	No	Yes
Viral Mines	--	--	--	--	13	--	Viral	Circular/Small Teardrop	Yes	No
Viral Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	Viral	No	No	No
Viral Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	Viral	No	No	No
Zero-V Smoke Grenade	0-4/+3	4-8/0	8-12/-3	--	--	1	Zero-V Smoke	Circular	No	No
Arma CC Viral (Viral CCW)	--	--	--	--	FIS	--	Viral	No	No	SI