AMMO

351 – ID, Data: 8 = pistol

Data: 9 = SMG Data: 10 = Sniper

Data: 5 = Shotgun

Data: 13 = Assault Rifle

Data: 12 = Special (Rocket ammo)

Data: 6 (Grenade ammo)

WEAPON

Pistol 1 (ID: 288, DATA: 0)

SMG 1 (ID: 295, DATA: 0)

Sniper 1 (ID: 318, DATA: 0)

Assault Rifle 1 (ID: 289, DATA: 0)

Shotgun 1 (ID: 296, DATA: 0)

Baseball Bat / Knife – NEEDS PROGRAMMING

Rocket Launcher (ID: 334, DATA: 0)

Molotov Cocktail (ID: 337, DATA: 0)

Grenade (ID: 339, DATA: 0)

Grenade Launcher: (ID: 341, DATA: 0)

EXTRA

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