

# Weapons

#items

## Melee

Name	Damage	Range	Type	Value
Fist	5	1	Blunt	
Bionic Fist	12	1	Blunt	
Knife	9	1	Sharp	63
Club	9	1	Blunt	80
Spear	13	2	Sharp	186
Monosword	28	1	Sharp	2000
Plasmasword	21	1	Sharp+Burn	2000
Zeushammer	31	1	Blunt+EMP	2000
Eltex Staff	12	1	Blunt	1000

## Ranged

Ranged weapons require [Ammunition](#).

Name	Damage	Range	Type	Ammo	Value
Machine Pistol	15	1-20	Sharp	9mm	220
Assault Rifle	30	2-30	Sharp	5.56	480
Revolver	12	1-25	Sharp	.32	135
Short Bow	15	2-20	Sharp	Arrow	45
Charge Rifle	45	2-25	Sharp + EMP	6×24mm PC	1000
Bolt-action Rifle	18	2-35	Sharp	.308	255