

	Weapon	IRSource	GunRangeOut door	BulletType (PrimaryDamageType)	PrimaryDamage	Magazine size	MaxAccuracy	SingleShotAccuracy	Overheat	MuzzleFlash	Volume	ClipStartingAmmo	AmmoReserv
AMR	Barrell		100%	Regular	18	14	100	100	No	Yes	100%	14	28
Assault Rifle	Barrell		100%	Regular	9	32	100	100	No	Yes	100%	32	192
Bolt Rifle	Barrell		100%	Regular	13	18	100	100	No	Yes	100%	18	90
BurstRifle	Barrell		100%	Regular	9	36	100	100	No	Yes	100%	36	108
ChargeRifle	Barrell		100%	Armor Piercing	100	100	100	100	Yes	Yes	100%	100	100
Energy Blade	Front of Headset		90%	Melee	115	100	100	100	No	Yes	100%	100	0
Energy Launcher	Barrell		100%	Explosive	115	1	100	100	No	Yes	100%	1	3
Energy Rifle	Barrell		100	Regular	9	300	100	100	Yes	Yes	100%	300	300
Force Rifle	Barrell		100	Regular	9	36	100	100	No	Yes	100%	36	72
Ion Sniper	Barrell		100	Regular	115	2	100	100	No	Yes	100%	2	6
Laser Cannon	Barrell		100	Regular	115	4	100	100	No	Yes	100%	4	4
Plasma Sniper	Both		100	Regular	80	10	100	100	Yes	Yes	100%	10	40
Rail Gun	Barrell		100	Armor Piercing	115	1	100	100	No	Yes	100%	1	3
Rifle Bash	Front of Headset		90%	Melee	90	1	100	100	No	Yes	100%	1	0
Rocket Launcher	Both		100%	Splash Explosive	115	2	100	100	No	Yes	100%	2	4
Shotgun	Both		100	Regular	45	6	100	100	No	Yes	100%	6	12
SMG	Barrell		100	Regular	8	72	100	100	Yes	Yes	100%	72	144
Sniper Rifle	Barrell		100	Regular	80	4	100	100	No	Yes	100%	4	12
Stinger	Barrell		100	Regular	15	18	100	100	No	Yes	100%	18	36
Suppressor	Barrell		100	Regular	8	48	100	100	No	No	50%	48	144
WarHammer	Front of Headset		90%	melee	115	10	100	100	No	Yes	100%	10	0

Pistol - 9 rounds, quick reload, 8 damage