**Black-listed Weapons Documentation:**

**Primary:**

**Assault Rifles:**

**Wanna Talk:**

**Description:** Whether its up close and personal, or across a field of bodies, this weapon will make you a path.

**Element:** Charge

**Stats overview:**

Damage: Low - Medium

Range: Medium

Accuracy: Medium - High

Stability: Low - Medium

Rate of Fire: High

Magazine Capacity: Medium

**Perks:**

Intrinsic: Under-Barrel Shotgun

Standard 01: Reflex 7G-84, Combat Acog 4x,

Standard 02: Rifled Barrel, Weighted Barrel, Reinforced Barrel.

Standard 03: Lightweight Frame, Reinforced Frame, Polymer Frame.

Noteworthy 01: Marksman, Fairy Tale, Up Close and Personal.

Noteworthy 02: Saturday Dream, Monday Morning, Not My Rules.

Black-listed: Not So Close Now.

**Black-listed Description (Not So Close Now):**

When no enemies surround you this weapons damage and range is buffed by 10%, however it rate of fire is decreased by 35%. If more than 3 enemies surround you the shotgun deals 1.5% more damage while using 40% less ammo.

When surrounded the shotgun deals bonus damage and uses less ammo. Otherwise range and damage is increased at the expense of rate of fire.

**How it’s found:**

This weapon is found in standard loot-pools.

**Marksman Rifles:**

**Burst Rifles:**

**Handcannons:**

**Flame Hound:**

**Description:**

**Element:**

**Stats overview:**

Damage: Low - Medium

Range: Medium

Accuracy: Low - Medium

Stability: Low

Rate of Fire: High – Very High

Magazine Capacity: High – Very High

**Perks:**

Intrinsic: Balanced Joy.

Standard 01: Rifled Barrel, Reinforced Barrel, Weighted Barrel.

Standard 02: Reinforced Frame, Lightweight Frame, MKII Frame

Standard 03: Textured Grip, Pistol Grip, Lightweight Grip.

Noteworthy 01: Explosive Rounds, Incendiary Rounds, Hollowpoint Rounds.

Noteworthy 02:

Black-listed: Lava Bubble.

**Black-listed Description (Lava Bubble):**

Enemies killed melt leaving a bubble of lava. If the kill is critical then the bubble overloads dealing 3X the damage. The bubble acts as a mine and explodes when touched dealing small initial damage but high tick-damage for 3 seconds. Landing 5 shots on a target cause a bubble to grow in them which explodes when shot.

**How it’s found:** Weapon parts found buy killing high priority Akktane targets, then crafted in the crafting menu.

**Third Times the Charm:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**

**Only Dead Men Dream:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**

**Submachine Guns:**

**Secondary:**

**Snipers:**

**Long-Far Gone:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**

**Shotguns:**

**Inferno:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**

**Sidearms:**

**Submachine Pistols:**

**Life Leech:**

**Description:** Lightning or a burning cloud of fire, your choice… Done? Good, now drain the life from their pointless existence.

**Element:** Charge

**Stats overview:**

Damage: Medium

Range: Low

Accuracy: Medium - Low

Stability: Medium - Low

Rate of Fire: Very High

Magazine Capacity: High

**Perks:**

Intrinsic: Under-barrel Syringe Launcher.

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed01: Death in Glory.

Black-listed02: Glory in Death.

**Black-listed Description (Death in Glory):**

The syringe launcher is modified to fire and explosive gas grenade. The gas does Thermal damage and lasts for 5 seconds.

**Black-listed Description (Glory in Death):**

Thy syringe launcher is modified to fire electrical conductor that shocks enemies within a small radius. Multiple conductors can be fired to enhance the range of each conductor. The conductors do Charge damage.

**How it’s found:**

**Laser Submachine Guns:**

**Linear Laser Rifles:**

**Path O’ Destruction:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**

**Heavy:**

**Rocket Launchers:**

**Machine Guns:**

**Grenade Launchers:**

**Breach-Loaded Grenade Launchers:**

**Heavy Shotguns:**

**Operation Overdrive:**

**Description:**

**Element:**

**Stats overview:**

Damage:

Range:

Accuracy:

Stability:

Rate of Fire:

Magazine Capacity:

**Perks:**

Intrinsic:

Standard 01:

Standard 02:

Standard 03:

Noteworthy 01:

Noteworthy 02:

Black-listed:

**Black-listed Description ():**

**How it’s found:**