

Marine Weapons

Weapon Name	Point Blank	Medium	Long	Extreme	AIM	Full Auto	Setup Time	Close	Focus	Full Attack	Parry	Dodge	Penetration	Anti-Vehicle	Power up	Blast Acc.	Blast Area	Blast Dmg	Min Rank	Type	Hands	Heavy	Special	Special	Special	Honour Investment
Laser Rifle	0	0	0	0	2	2	-	-	-	-	-	-	0	-	-	-	-	-	1	Basic	2		Very Reliable			0
Heavy Rifle	0	0	0	0	2	2	-	-	-	-	-	-	1	-	-	-	-	-	1	Basic	2		Reliable			0
Hyperkinetic Rifle	0	0	0	0	2	2	-	-	-	-	-	-	2	-	-	-	-	-	3	Basic	2					50
Combat Shotgun	2	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	Basic	2					0
Std Shotgun Slug	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	1	Ammo			Double Shot (PB)	Very reliable		0
Hyper AP-EX Cartridge	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	3	Ammo			Double Shot (PB)	Reliable		50
Plasma Cartridge	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	3	Ammo			Double Shot (PB)	Overheats	Devastating (1)	50
Ion Cartridge	-	-	-	-	-	-	-	-	-	-	-	-	0	1	-	-	-	-	1	Ammo			Double Shot (PB)	Ion(1)		25
Precision Laser Rifle	-2	0	1	1	3	-	-	-	-	-	-	-	1	-	-	-	-	-	1	Precision	2		Very Reliable			0
Sniper Rifle	-2	0	1	1	3	-	-	-	-	-	-	-	2	-	-	-	-	-	1	Precision	2		Reliable			20
Anti-material Rifle	-2	0	1	1	3	-	1	-	-	-	-	-	3	1.5	-	-	-	-	2	Precision	2					50
Laser Carbine	2	1	-1	-	-	3	-	-	-	-	-	-	0	-	-	-	-	-	1	Basic	2		Very Reliable			0
Machine Carbine	2	1	-1	-	-	3	-	-	-	-	-	-	1	-	-	-	-	-	1	Basic	2		Reliable			0
Hyperkinetic Carbine	2	1	-1	-	-	3	-	-	-	-	-	-	2	-	-	-	-	-	3	Basic	2					20
Laser Pistol	2	-	-	-	-	-	-	2	0	-	-	-	0	-	-	-	-	-	1	Basic	off		Reach	Very Reliable		0
Heavy Pistol	2	-	-	-	-	-	-	2	0	-	-	-	1	-	-	-	-	-	1	Basic	off		Reach	Reliable		0
Hyper Kinetic Pistol	2	-	-	-	-	-	-	2	0	-	-	-	2	-	-	-	-	-	3	Basic	off		Reach			25
Plasma Pistol	2	-	-	-	-	-	-	2	0	-	-	-	2	-	-	-	-	-	2	Assault	off		Reach	Overheats	Devastating (1)	25
Adv. Plasma Pistol	2	-	-	-	-	-	-	2	0	-	-	-	3	-	-	-	-	-	4	Assault	off		Reach	Overheats	Devastating (1)	50
Fusion Pistol	2	-	-	-	-	-	-	2	0	-	-	-	4	1.5	2	-	-	-	3	Assault	off		Reach	Very Hot (1)		25
Support Weapons																										
Flamethrower	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	T	-	1	Support	2		Overheats	Spray (4)		0
Arc Thrower	2	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	T	-	1	Support	2		Overheats	Spray (4)	Ion (1)	25
Lightning Gun	2	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	T	-	3	Support	2		Overheats	Spray (4) Ion (2)	Sundering	100
Sonic Blaster	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	T	-	1	Support	2		Spray (4)	Stun		25
Storm Rifle	2	2	0	-	-	3	-	-	-	-	-	-	2	-	-	-	-	-	2	Support	2					25
Plasma Rifle	2	2	0	-	-	3	-	-	-	-	-	-	2	-	-	-	-	-	2	Support	2		Overheats	Devastating (1)		50
Adv. Plasma Rifle	2	2	0	-	-	3	-	-	-	-	-	-	3	-	-	-	-	-	4	Support	2		Overheats	Devastating (1)		200
Fusion Gun	4	-2	-	-	0	-	-	-	-	-	-	-	4	2	2	-	-	-	2	Support	2		Overheats			25
Gravity Gun	2	-4	-	-	0	-	-	-	-	-	-	-	∞	1	-	-	-	-	4	Support	2		Ignores Shields	Reliable		100
Shredder Gun	0	0	0	-	0	-	-	-	-	-	-	-	1	-	-	-	-	-	1	Support	2		Sundering	Reliable		25
Entropy Gun	0	0	0	-	0	-	-	-	-	-	-	-	2	-	-	-	-	-	3	Support	2		Sundering	Ion (1)		50
Ion Rifle	0	0	0	0	0	-	-	-	-	-	-	-	0	1	-	-	-	-	1	Support	2		Double Shot (PB,M,L)	Ion (2)	Haywire	25
Grenade Launcher	0	0	0	-	2	-	-	-	-	-	-	-	-	-	-	2	-	-	1	Support	2		Grenades bought seperately	Damage as grenade	Single Shot	25
Under barrel Grenade launcher	0	0	0	-	0	-	-	-	-	-	-	-	-	-	-	2	-	-	1	Support	-		Grenades bought seperately	Weapon Mod	Single Shot	20

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Heavy Weapons																											
Continuous Fire Laser	0	2	2	0	-	4	1	-	-	-	-	-	1	-	-	-	-	-	1	Heavy	2	H	Reliable			0	
Medium Machine Gun	0	2	2	0	-	4	1	-	-	-	-	-	2	-	-	-	-	-	1	Heavy	2	H				0	
Heavy Machine Gun	0	2	2	0	-	4	1	-	-	-	-	-	3	-	-	-	-	-	3	Heavy	2	H	Overheats			20	
Chain Gun																											
Chain Gun	0	2	0	-	-	4	2	-	-	-	-	-	2	-	-	-	-	-	2	Heavy	2	H	Devastating (1)	Overheats		50	
Heavy Plasma Gun	0	2	0	-	-	4	2	-	-	-	-	-	3	-	-	-	-	-	3	Heavy	2	H	Devastating (2)	Very Hot (1)		100	
Heavy Flamethrower																											
Heavy Flamethrower	8	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	LT	-	2	Heavy	2	H	Spray (8)	Very Hot (1)		50	
Heavy Lightning Thrower																											
Heavy Lightning Thrower	4	-	-	-	-	-	1	-	-	-	-	-	1	-	-	-	LT	-	3	Heavy	2	H	Spray (8)	Very Hot (1)	Sundering, Ion(2)	50	
Heavy Breacher																											
Heavy Breacher	8	-	-	-	0	-	2	-	-	-	-	-	4	1.5	-	-	-	-	1	Heavy	2	VH	Very Hot (1)	Double Shot (PB)		0	
Hyper Breacher	8	-	-	-	0	-	2	-	-	-	-	-	5	2	-	-	-	-	2	Heavy	2	VH	Very Hot (2)	Double Shot (PB)		50	
Fusion Breacher	8	-	-	-	0	-	2	-	-	-	-	-	4	2.5	4	-	-	-	3	Heavy	2	VH	Very Hot (3)	Double Shot (PB)		100	
Laser Cannon																											
Laser Cannon	-	0	2	2	2	-	2	-	-	-	-	-	3	1.5	-	-	-	-	1	Heavy	2	H	Single Shot	Devastating (2)		25	
Hypervelocity Cannon	-	0	2	2	2	-	2	-	-	-	-	-	4	1.5	-	-	-	-	2	Heavy	2	H	Single Shot	Devastating (3)		50	
Antimatter Cannon	-	0	2	2	2	-	2	-	-	-	-	-	6	1.5	-	-	-	-	4	Heavy	2	H	Single Shot	Devastating (4)		100	
Disposable Anti-Tank Launcher																											
Disposable Anti-Tank Launcher	-	0	0	0	4	-	1	-	-	-	-	-	4	1.5	-	2	-	6D	1	Heavy	2		One use			10	
Disposable Anti-Matter Launcher																											
Disposable Anti-Matter Launcher	-	0	0	0	4	-	1	-	-	-	-	-	6	1.5	-	3	-	8D	3	Heavy	2		One use			100	
Missile Launcher																											
Missile Launcher	-	0	0	0	3	-	1	-	-	-	-	-	-	-	-	-	-	-	1	Heavy	2	H	Single Shot			0	
Missile Fragmentation	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	2	2	3D	1	Ammo			First 4 for 0 Honour			4 for 10	
Missile Hyper Explosive	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	2	2	3D	2	Ammo						4 for 50	
Missile Plasma	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	2	2	4D	3	Ammo			Devastating (1)			4 for 100	
Missile Plasma Ex	-	-	-	-	-	-	-	-	-	-	-	-	4	-	-	2	2	4D	3	Ammo			Devastating (1)			2 for 100	
Missile Anti-Tank	-	-	-	-	-	-	-	-	-	-	-	-	4	1.5	-	2	-	6D	1	Ammo						4 for 10	
Missile Antimatter	-	-	-	-	-	-	-	-	-	-	-	-	6	1.5	-	3	-	8D	3	Ammo						50 each	
Missile - Black hole generator	-	-	-	-	-	-	-	-	-	-	-	-	∞	1	-	3	-	10D	5	Ammo						100 each	
Missile Ion	-	-	-	-	-	-	-	-	-	-	-	-	0	1	-	1	4	2D	1	Ammo			Ion (3)			4 for 10	
Grenades																											
Grenade Fragmentation	-	-	-	-	-	-	-	0	-	-	-	-	1	-	-	1	2	2D	1	Basic	1		3 Frag or Ion Grenades Free			3 for 10	
Grenade Hyper Explosive	-	-	-	-	-	-	-	0	-	-	-	-	2	-	-	1	2	2D	2	Basic	1					3 for 50	
Grenade Plasma	-	-	-	-	-	-	-	0	-	-	-	-	2	-	-	1	2	3D	3	Basic	1		Devastating (1)			3 for 100	
Grenade Plasma Ex	-	-	-	-	-	-	-	0	-	-	-	-	3	-	-	1	2	3D	3	Basic	1		Devastating (1)			1 for 100	
Grenade Anti-Armour	-	-	-	-	-	-	-	0	-	-	-	-	3	1.5	-	1	-	4D	1	Basic	1					3 for 10	
Grenade Antimatter	-	-	-	-	-	-	-	0	-	-	-	-	8	1.5	-	2	-	6D	3	Basic	1		+1 Blast acc for grenade launcher			1 for 100	
Grenade Black hole generator	-	-	-	-	-	-	-	0	-	-	-	-	∞	1	-	2	-	8D	5	Basic	1		+1 Blast acc for grenade launcher		Ignores Shields	1 for 200	
Grenade Ion	-	-	-	-	-	-	-	0	-	-	-	-	0	1	-	1	3	2D	1	Basic	1		3 Frag or Ion Grenades Free	Ion (2)		3 for 10	

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Close Weapons																											
Improvised Attack	-	-	-	-	-	-	-	0	0	0	0	-	0	-	-	-	-	-	1	Basic	off		Very Reliable	Stun		0	
Knife/Claws	-	-	-	-	-	-	-	0	2	2	0		0	-	-	-	-	-	1	Basic	1		Reliable	Ignores Shields		0	
Mono Knife/Claws	-	-	-	-	-	-	-	0	2	2	0		1	0	-	-	-	-	1	Assault	1		Reliable	Ignores Shields		10	
Vibro Knife/Claws	-	-	-	-	-	-	-	2	2	2	0		2	1	-	-	-	-	2	Assault	1			Ignores Shields		25	
Energy Fist/Claws	-	-	-	-	-	-	-	0	2	2	0		3	1.5	2	-	-	-	2	Energy	1					50	
Shock Glove	-	-	-	-	-	-	-	2	1	1	0		0	-	-	-	-	-	1	Assault	1		Stun			10	
Axe/Maul/Hammer	-	-	-	-	-	-	-	0	3	0	0		0	-	-	-	-	-	1	Assault	1		Reliable			0	
Mono Axe/Maul/Hammer	-	-	-	-	-	-	-	0	3	0	0		1	0	-	-	-	-	1	Assault	1		Reliable			10	
Vibro Axe/Maul/Hammer	-	-	-	-	-	-	-	2	3	0	0		2	1	-	-	-	-	2	Assault	1					25	
Energy Axe/Maul/Hammer	-	-	-	-	-	-	-	0	3	0	0		3	1.5	2	-	-	-	2	Energy	1					50	
Blade	-	-	-	-	-	-	-	0	0	3	1		0	-	-	-	-	-	1	Assault	1		Reliable			0	
Mono Blade	-	-	-	-	-	-	-	0	0	3	1		1	0	-	-	-	-	1	Assault	1		Reliable			10	
Vibro Blade	-	-	-	-	-	-	-	2	0	3	1		2	1	-	-	-	-	2	Assault	1					25	
Energy Blade	-	-	-	-	-	-	-	0	0	3	2		3	1.5	2	-	-	-	2	Energy	1					50	
2 Handed Melee Weapon	-	-	-	-	-	-	-	0	2	2	2		1	-	-	-	-	-	1	Assault	2	H	Bulky	Reach	Reliable	0	
2 Handed Mono Weapon	-	-	-	-	-	-	-	0	2	2	2		2	-	-	-	-	-	1	Assault	2	H	Bulky	Reach	Reliable	20	
2 Handed Vibro Weapon	-	-	-	-	-	-	-	2	2	2	2		3	1	-	-	-	-	2	Assault	2	H	Bulky	Reach		50	
2 Handed Energy Weapon	-	-	-	-	-	-	-	0	2	2	2		4	2	2	-	-	-	2	Energy	2	H	Bulky	Reach		100	