

Weapons

CRYSIS 2 WEAPONS

<u>PISTOLS</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
M12 Nova	4	6	8	4	3	[]	
Hammer	5	5	8	7	4	[]	50 cal
Majestic	6	4	8	8	4	6	50 cal magnum

<u>SHOTGUNS</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
Marshall	2	8	6	8	2	[]	
Jackal	3	10	7	2	2	7	

<u>SMG</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
Feline	4	10	7	3	3	[]	
AY69	3	8	8	3	3	30	
K-VOLT	4	7	7	1	4	[]	

<u>ASSAULT RIFLES</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
Scarab	5	8	5	4	5	40+1	
SCAR	6	7	5	4	5	40+1	
Grendel	4	6	5	7	4	24+1	3 round bursts

<u>SNIPER</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
DSG-1	[]	[]	[]	[]	[]	[]	1 shot kills
Gauss	6	5	4	10	6	4+1	1 shot kills, armor piercing

<u>HEAVY WEAP.</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
JAW	8	1	2	10	6	[]	
X-43 MIKE	2	10	6	10	3	Battery	
L-TAG	4	3	5	9	3	5+2	proximity fuse
HMG	5	6	1	8	4	[]	uses both hands
Mk 60 Mod 0	5	7	4	7	5	100	

<u>EXPLOSIVES</u>	<u>Accur.</u>	<u>Rate of Fire</u>	<u>Mobility</u>	<u>Damage</u>	<u>Range</u>	<u>Magazine</u>	<u>Notes</u>
Frag Grenade	1	1	6	9	2	NA	
C4	1	1	4	10	1	NA	C4 charge sticks onto surfaces