

# Syphon Filter: Dark Mirror Weapons FAQ

by TheMegaBusterX

Updated to v0.90 on Jul 22, 2006

Syphon Filter: Dark Mirror Weapons FAQ 0.90

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This is a guide on all the weapons in this game, and how to get them. If you have any questions, e-mail me, and will try to get back to you ASAP.

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## 1. Version History

Version 0.90 (July 22, 2006) - Sorry about the update. Had some problems going on. Anyway I just added some more weapons in the game, and some misspelled words.

Version 0.85 (May 28, 2006) - Added some more weapons in the game, and fixing up some misspelled words.

Version 0.75 (May 20, 2006) - Started FAQ. Found most of the weapons in this game, but I will have to go threw the game once again.

## 2. Introduction

This is my second FAQ. I haven't been writing any FAQ's because I've been busy with work, and spending time with my girlfriend. I decided to write a weapons FAQ's because there a lot of weapons in this game, so I am going to write one.

## 3. Weapons

If you like to see the information about the weapons, you can just go to the pause menu, select inventory. Also, some weapons you can pick up from the Episodes, and then some you can use in mission mode.

Note: I will try to get all the weapons in the game. If you find a weapon that I didn't put in this FAQ; just e-mail me the name of the weapon with the Fire Rate, Damage, Clip Size, Capacity, and Description, and how to unlock it.

K-BAR (Combat Knife)

Fire Rate: ---

Damage: 5

Clip Size: ---

Capacity: ---

This 7-inch high carbon chromium stainless steel blade is a standard issue of

the US military. This Knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues.

How to get: This is a default weapon in the game.

EDT

Fire Rate: 4

Damage: 3

Clip Size: ---

Capacity: ---

The EDT delivers a powerful 625k-volt charge capable of incapacitating the target. It is completely non-lethal and is small enough to fit into a hoister. The EDT has a range of 25 feet.

How to get: This is a default weapon in the game.

Mark 23 SD

Fire Rate: 2

Damage: 4

Clip Size: 12

Capacity: 24

In August of 1991, a request was made by the U.S. Special Operations Command (also know as SOCOM) for offensive handgun. Termed the OHWS, for Offensive Handgun Weapon System, it was a pistol designed within certain specified parameters that would be sufficient for conducting "offensive" operations, as opposed to the more traditional role for the handgun, which was only used for defensive operations. Thus the Mark 23 SD was made. The heavy .45 bullets, precision accuracy, and threaded silencer make a good choice for stealth.

How to get: This is a default weapon in the game.

Makarov

Fire Rate: 2

Damage: 4

Clip Size: 8

Capacity: 16

The Makarov is a simple, sound and inexpensive design. While neither extremely accurate nor lethal at ranges beyond 50 feet, it is a formidable and reliable self-defense weapon.

How to get: You can pick this weapon up in Episode 1, Part 3.

SP-57

Fire Rate: 3

Damage: 5

Clip Size: 10

Capacity: 20

The 57 use the same ammo as the SSP 90 and is become a major service pistol throughout the world. The bullet cartridge is longer than most other pistol cartridges and the bullets are very thin, being only 5.7mm in diameter.

How to get: Beat the record time (1:35 or lower) in Training Mission 1: Basic Navigation and Movement.

Desert Sniper .357

Fire Rate: 2

Damage: 5  
Clip Size: 8  
Capacity: 16

This weapon is a long range high powered sniping pistol with a 10 inch barrel extension and mounted scope. The .357 Magnum round makes this weapon difficult to handle for novice users, but with practice, the user can hit long range targets with ease.

How to get: You can pick one up in Episode 5, Part 1.

Jerico-41  
Fire Rate: 2  
Damage: 5  
Clip Size: 10  
Capacity: 20

The Jerico-41 is more commonly named in the U.S.A as the Baby Eagle. It is a locked-breech, recoil-operated firearm, patterned after the famous CZ series of pistols.

How to get: Get your 2nd Tactical Combat Specialist Badge.

Flare Gun  
Fire Rate: 2  
Damage: 4  
Clip Size: 12  
Capacity: 24

The flare gun was traditionally used to help rescue parties home in a lost or distressed ships or islands. In times of need, it can also be used as a used makeshift weapon.

How to get: Get your 3rd Combat Sharp Shooter Badge.

Sawed-Off Pistol  
Fire Rate: 2  
Damage: 5  
Clip Size: 2  
Capacity: 16

The Sawed-Off pistol has a pistol grip and shortened barrel intended to increase its spread pattern. While it's great using it at short range, it's near-useless at distance.

How to get: Get your 1st Survival Specialist Badge.

Silenced .44  
Fire Rate: 2  
Damage: 5  
Clip Size: 8  
Capacity: 16

The Silenced .44 is a long range high powered sniping pistol with a 10 inch barrel extension and mounted scope. The .44 Magnum round makes this weapon difficult to handle for beginners, but with some practice, the user can hit long range targets with a deadly accuracy.

How to get: Get your 3rd Stealth Combat Specialist Badge.

CZ Mach-9  
Fire Rate: 5  
Damage: 4  
Clip Size: 16  
Capacity: 32

The rarest version of the standard CZ pistol, the Mach-9 is a selective-fire version of the basic CZ pistol, with a rate of fire of about 1,000 round per minute.

How to get: You can pick one up in Episode 4, Part 2.

TEK-9  
Fire Rate: 5  
Damage: 3  
Clip Size: 32  
Capacity: 64

TEK-9 is very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of its relatively low cost, large magazine capacity and accuracy.

How to get: This is Lian Xian's default weapon.

TEK-9 (Silenced)  
Fire Rate: 5  
Damage: 3  
Clip Size: 32  
Capacity: 64

TEK-9 is very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of its relatively low cost, large magazine capacity and accuracy. This version has been fitted with a silencer.

How to get: Get your 1st Stealth Combat Specialist Badge.

MDS-7  
Fire Rate: 5  
Damage: 3  
Clip Size: 20  
Capacity: 40

The MDS-7 essentially operates like a scaled-down assault rifle. It fires a specially designed round with a muzzle velocity nearly as high as modern rifles. There is a drawback, however-the round is comparably smaller than a 9mm sized bullet, meaning less stopping power.

How to get: You can pick up one in Episode 2, Part 2.

MAK-10 .45 ACP  
Fire Rate: 5  
Damage: 4  
Clip Size: 30  
Capacity: 60

The MAK-10 was originally developed in 1964. It's simple, low-cost design with few moving parts gives the MAK-10 a reputation for being extremely reliable and easy manufactured. However, the combination of its small size and high rate of fire makes it rather undesirable as a military weapon. This variant is chambered for .45 ACP rounds.

How to get: You can pick up one in Episode 5, Part 1.

MDS A3

Fire Rate: 5

Damage: 3

Clip Size: 30

Capacity: 60

The MDS accuracy, reliability, and wide range of accessories and variants have made it one the best submachine gun of choice for military and agencies worldwide.

How to get: You can pick up one in Episode 4, Part 3.

MSD A4 Silenced

Fire Rate: 5

Damage: 3

Clip Size: 30

Capacity: 60

The MDS accuracy, reliability, and wide range of accessories and variants have made it one the best submachine gun of choice for military and agencies worldwide. The A4 variant has been fitted with a silencer.

How to get: Get you 2nd Stealth Combat Specialist Badge.

SSP 90

Fire Rate: 5

Damage: 4

Clip Size: 50

Capacity: 100

A unique weapon, the SSP 90 has a 50 round clear magazine loaded into the weapon. Its ballistic performance is vastly superior to the 9mm round. Its ergonomic design makes it easy and comfortable to fire and helps add to its deadly accuracy.

How to get: Get your 1st Combat Knife Specialist Badge.

UNP .45

Fire Rate: 5

Damage: 3

Clip Size: 30

Capacity: 60

The UNP is an extremely reliable and lightweight weapon that has precision accuracy and low recoil making it relatively easy to handle, even for lesser-experienced users. The large caliber and small size of this weapon makes it a very deadly and effective weapon that can be used in many different hostile situations.

How to get: Training Mission 3 (Complete the mission without wasting a shot).

AK-47

Fire Rate: 5

Damage: 5

Clip Size: 30

Capacity: 60

The Kalashnikov assault rifle 1947 (AKA AK-47) is one the world's most poplar small arms. This legendary weapon, known for its extreme ruggedness, simplicity of operation and maintenance and unsurpassed reliability even in the worst conditions possible.

How to get: Get 15 headshots on hard difficulty in mission Episode 6, Part 1.

#### SMAW

Fire Rate: 1

Damage: 5

Clip Size: 1

Capacity: 3

The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin-stabilized high explosive rocket.

How to get: Shoot all the small warheads in Episode 4, Part 3.

#### M4 Carbine

Fire Rate: 5

Damage: 4

Clip Size: 30

Capacity: 60

The M4 Carbine is a shorter and lighter version of the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. While this makes it a candidate for non-infantry troops, it had also been used by SOCOM. It is the preferred weapon of the U.S. Special Forces.

How to get: Destroy all 5 hidden DU containers in Episode 4, Part 3.

#### M4 Silenced

Fire Rate: 5

Damage: 4

Clip Size: 30

Capacity: 60

The M4 Carbine is a shorter and lighter version of the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. While this makes it a candidate for non-infantry troops, it had also been used by SOCOM. It is the preferred weapon of the U.S. Special Forces. This version has been fitted with a silencer.

How to get: Get 10 headshots on hard difficulty in mission Episode 7, Part 4.

#### M16A2

Fire Rate: 5

Damage: 3

Clip Size: 30

Capacity: 60

This an improved M16A1 with a heavier barrel, built with a flash suppressor, and is set to fire single shot and in 3-round bursts. The A2 is the current service model of the US military and gave soldiers fighting in the second Gulf War the advantage over the AK-47.

How to get: Destroy all hidden DU containers in Episode 4, Part 2.

#### FAMAS

Fire Rate: 5

Damage: 3  
Clip Size: 25  
Capacity: 50

Development of the FAMAS began in 1967. After several years of research and development, the first FAMAS prototype was completed in 1971. French military evaluation of the rifle began in 1972, but was not completed until 1978 when the French military accepted the rifle as the standard French combat weapon.

How to get: Beat the record time (3:00 or lower) in Training Mission 2: Basic Combat.

Shot Defender  
Fire Rate: 2  
Damage: 5  
Clip Size: 8  
Capacity: 16

This shotgun is designed for a personal defense role and fires 12 gauge shot through a narrow choke. The narrow choke prevents the shot from spreading out to far so most of the shot will hit a single victim out to the weapons effective range. The advantage to this is instant incapacitation due to the powerful force transferred from a close group of projectiles. The victim is usually thrown back quite a distance, which is very intimidating to any other enemies in the area.

How to get: You find this weapon in Episode 5, Part 1.

M1 Super 90  
Fire Rate: 1  
Damage: 5  
Clip Size: 6  
Capacity: 18

The M1 Super 90 is a high-quality shotgun, available in numerous versions for civilian, law enforcement and also military use. Based on a system developed in the 1980's, this utilizes the gun recoil and inertia of the moving parts to operate the action; the M1 is simple and reliable in operation.

How to get: Destroy all hidden DU containers in Episode 4, Part 1.

M82 BFG  
Fire Rate: 1  
Damage: 5  
Clip Size: 10  
Capacity: 20

This weapon is semi-automatic is equipped with a muzzle break that reduces recoil by 65%. The .50 caliber bullet is close to 3 inches long and is one of the most powerful rounds available.

How to get: Get your 3rd Tactical Combat Specialist Badge.

USAS-12  
Fire Rate: 4  
Damage: 5  
Clip Size: 10  
Capacity: 20

The USAS-12 shotgun, developed in the South Korea in the 1980s. It was

intended as a special purpose, military or special operations close combat weapon with extreme firepower.

How to get: Get your 1st Tactical Combat Specialist Badge.

Calico HE

Fire Rate: 1

Damage: 5

Clip Size: 10

Capacity: 20

The Calico HE fires highly-explosive rounds that detonate upon impact with the target. Once detonation occurs, anyone caught within a 10 foot radius of the blast will take some damage.

How to get: Get your 3rd Survival Specialist Badge.

Chinese Type 56

Fire Rate: 5

Damage: 5

Clip Size: 50

Capacity: 100

This is a Chinese variant of the world famous AK-47. (As you can see, they look actually the same) This weapon is highly reliable and tolerant to the abuses of the use in the battlefield.

How to get: Get your 2nd Combat Knife Specialist Badge.

C11

Fire Rate: 5

Damage: 5

Clip Size: 50

Capacity: 100

The C11 is a product of decades of research and is one of the most advanced weapons ever made. The main demand behind the development was the need for a rifle with a high hit rate. The C11 can fire a 3-round burst before the rifle has a chance to recoil. This ensures that the entire burst will hit their mark exactly where the user intended. The IPCA version of the C11 has an integral scope and has a 50-round magazine capacity.

How to get: Get your 3rd Combat Knife Specialist.

AU300 H-BAR

Fire Rate: 5

Damage: 5

Clip Size: 30

Capacity: 60

This is a modification of the standard AU300 rifle that has a heavier barrel for the light machine gun role. It has a flash suppressor that reduces recoil and rise during sustained firing. The AU300 H-BAR fires from a closed bolt position making single shots extremely accurate.

How to get: You can pick one up in Episode 4, Part 3.



Fire Rate: 1  
Damage: 5  
Clip Size: 10  
Capacity: 30

This is the standard ICPA sniper rifle. It has the ability to fire specialized gas darts, explosive darts, and EDT darts that can be triggered by the user at any time.

How to get: This is Gabe Logan default Sniper Rifle.

VSS-DU  
Fire Rate: 1  
Damage: 5  
Clip Size: 10  
Capacity: 30

The VSS-DU is a prototype variant of the standard VSS or Vintovka Snaiperskaja (Special Sniper Rifle). This is the prototype that eventually leads to the development of the MB-150. As with the MB-150, the VSS-DU can fire specialized darts that can be triggered by the user at any time.

How to get: This is Lian Xing's default Sniper Rifle.

Dragunov SVD  
Fire Rate: 1  
Damage: 5  
Clip Size: 10  
Capacity: 20

The SVD (Snayperskaya Vintovka Draunova-Dragunov Sniping Rifle) was accepted by the Soviet Military in 1963. More recently, it's seen service during the Afghan war as well as many other local conflicts, including the latest Chechen wars. This rifle was widely used and copied across the former Warshaw pact countries and is still in service with the Russian Army and many Russian law enforcement agencies.

How to get: You can pick up one in Episode 1, Part 1. (When you Eliminate the Squad Commander)

M67  
Fire Rate: ---  
Damage: 5  
Clip Size: 1  
Capacity: 5

The M67 delayed frag has a timing fuse that detonates 3 seconds after it's thrown.

How to get: Get your 2nd Combat Sharp Shooter Badge.

Electro Magnetic Pulse Grenade (EMP)  
Fire Rate: ---  
Damage: ---  
Clip Size: 1  
Capacity: 5

These grenades are timed grenades which create a powerful EMP blast that renders electronic devices useless for a short time.

How to get: They can be found in Episode 7.

Laser Mine

Fire Rate: ---

Damage: 5

Clip Size: 1

Capacity: 2

Laser trip are incendiary mines that, when detonated, create a fire blast of up to 40 feet from the position of the mine. Laser mines can only be deployed onto a vertical surface.

How to get: You can find these in mostly any Episode. (Just remember use your EDSU goggles to find them)

Anti-personnel Mine

Fire Rate: ---

Damage: 5

Clip Size: 1

Capacity: 2

Small radius anti-personnel mine, capable of taking out one to two targets. Once armed this mine is invisible to the naked eye. The only way to disarming the mine is only viewing the mine with the EDSU goggles.

How to get:

Claymore Mine

Fire Rate: ---

Damage: 5

Clip Size: 1

Capacity: 2

Claymore mines (Or C4) are directional mines that are wired electronically to a triggering device. Equip the triggering device once a mine has been deployed and press the fire button to detonate it. When planting the mine, face the desired direction of the blast.

How to get:

#### 4. Legal Information

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If you have a problem with this FAQ or you think that something is misspelled, email me at [Jason\\_steven\\_99@yahoo.com](mailto:Jason_steven_99@yahoo.com), or [Striderhir15@hotmail.com](mailto:Striderhir15@hotmail.com). Also, if you think have any suggestion to make this FAQ better; you can email me on that.

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