

Syphon Filter: Logan's Shadow Weapon FAQ

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Syphon Filter: Logan's Shadow Weapons FAQ

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Intro

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This FAQ was created to address each weapon found in Syphon Filter: Logan's Shadow and explain them more thoroughly. Logan's Shadow has brought back many weapons from Dark Mirror but has also introduced many new ones. Another noticeable difference is how the weapon's damage is rated. Now all weapons have received a lower rank making damage between weapons a little bit more distinguishable. An example is the AK-47's damage being demoted from "V" to "II".

Syphon Filter has many weapons as you can see but many are multiplayer or singleplayer exclusive. If you do not find one it is highly likely it will be in the other portion of the game.

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Version Numbers:

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-v1.1

Fixed spacing issues. And updated ammo for various gun
(ie. Jackhammer HE)

-v1.0

Release Version

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Sections:

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- 1: Standard Issue
- 2: Pistols
- 3: Assault Rifles
- 4: Sub Machine Guns
- 5: Light Machine Guns
- 6: Sniper Rifles
- 7: Shotguns
- 8: Explosives & Heavy Weapons
- 9: Credits
- 10: Legal Stuff

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1: Standard Issue:

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These weapons are obtained simply by starting a mission. You will always have them and they cannot be switched out for others.

K-BAR

Fire Rate: ---

Damage: II

Clip Size: ---

Description: This is the standard issue combat knife of the USmilitary. It has a 7-inch high carbon chromium stainless steel blade and a non-slip gripping handle. This knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues.

IMO: A good addition ('cause its free) and a way to score quick silent kills. Plus you need it to rank up your knife rating.

MB-150

Fire Rate: I

Damage: II

Clip Size: 10

Description: The MB-150 is the standard IPCA sniper rifle. It has the ability to fire specialized darts that can be triggered by the user at any time.

IMO: This little rifle can pull out a variety of darts to suit your needs. Explosive darts have a large blast radius and are a guaranteed kill but are loud, X-34 Gas darts are silent but with a smaller radius than explosive darts, and EDT darts electrocute the target and have the added bonus of a shock radius in water. Try firing the EDT dart at water when an enemy is in a puddle or if a bunch are clustered in water! Can also be used underwater beacuse the rounds travel as fast as bolts and spears.

EDT

Fire Rate: IV

Damage: III

Clip Size: ---

Description: The EDT delivers a powerful 625K-volt charge capable of incapacitating the target. It is completely non-lethal (given that the victim is not subjected to prolonged exposure) and is small enough to fit into a holster. The EDT has a range of 25 feet.

IMO: Awesome backup if you run out of ammo or just want to be cruel=] Only bad thing is the small range of 25 ft and the fact that shooting it into water doesn't do anything...

EPDD

Fire Rate: IV

Damage: III

Clip Size: ---

Description: This amazing piece of technology is capable of shooting two darts attached to a long wire with amazing accuracy. This weapon uses a special recoiling device that quickly rewinds the wire for a second shot. The EPDD has

increased stopping power due to advanced Electro-muscular Disruption Technology (EDT). This weapon has a higher instant incapacitation rate than most 9mm pistols and injury will occur if the individual is over stunned. Caution must be observed with this weapon - it is known to set assailants on fire during sustained stunning. The EPDD has a range of 200 feet.

IMO: Much better because the HUGE range means that you can actually snipe. Just uses your MB-150 to zoom in and switch to it while still holding L and you got an easy kill. Shooting in water still doesn't do anything =(

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2: Pistols:
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Pistols are backup weapons. Most are highly accurate and have above average power. Dual-wielding any of them obviously increases their effectiveness.

SP-57

Fire Rate: III
Damage: II
Clip Size: 10

Description: The 57 uses the same ammo as the SSP 90 and is destined to become a major service pistol throughout the world. The firing mechanisms are designed to balance the recoil with the forward friction and torque of the bullet. This creates a very unusual reloading cycle with very little recoil. The bullet cartridge is longer than most other pistol cartridges and very thin, being only 5.7mm in diameter.

IMO: A fine pistol with decent power. Got a facelift from Dark Mirror and now actually looks like a Five-sevenN, the gun it was meant to imitate. I preferred these in Dark Mirror but now find myself using Silenced .44s.

Express .50

Fire Rate: II
Damage: V
Clip Size: 7

Description: The Desert Pistols are the only gas-operated pistols in service and the .50 caliber is the most powerful. The Desert Express is often referred to as a hand cannon due to its size and the power of the round. Only users experienced with great recoil forces will be able to handle this weapon effectively. Anyone hit within its effective range will be knocked to the ground instantly even if they are wearing heavy armor.

IMO: Incredible power and accuracy make these babies a force to be reconed with. even if you don't kill the person in one hit, chances are they'll be knocked down, making for easy kills.

Makarov

Fire Rate: II
Damage: II
Clip Size: 12

Description: 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.

IMO: Umm, not much to say. Never used these much as they look weak. First impressions are big with me and this gun didn't give me much of anything. Even so, they are still reliable in a firefight.

SG-10 Bolt Pistol

Fire Rate: II
Damage: I
Clip Size: 5

Description: The SG-10 Bolt Pistol is the standard IPCA underwater sidearm, although it can be used from both land and water. It is semi-automatic, and fires penetrating bolts launched by explosive cartridges at a velocity of 30 m/s. The SG-10 has a slower firing rate and smaller clip size than the SG-75, but this pistol can be dual-wielded.

IMO: Only use these underwater, using them anywhere else almost always guarantees you'll die. The range on land is horrible and you have to compensate for the "curve" of the bolt. But, underwater, they are formidable and accurate .

Desert Sniper .357

Fire Rate: II
Damage: III
Clip Size: 8

Description: 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 deadly accuracy.

IMO: .357 Magnums are powerful, but can't top the .50AE of the Express or the .44 round. The accuracy is the same and the gun is more than sufficient in any fight. This should always be part of your loadout in multiplayer.

Silenced .44

Fire Rate: II
Damage: V
Clip Size: 8

Description: This weapon 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 novice users, but with practice, the user can hit long range targets with deadly accuracy. This version has been fitted with a silencer.

IMO: Almost too powerful, these come with the added bonus of being silent. Dual-wielding these almost always guarantees a one-hit kill.

Jericho-41

Fire Rate: II
Damage: II
Clip Size: 10

Description: The Jericho-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.

IMO: The Jericho is the answer to a target-locking Desert Sniper. These are powerful and reliable but don't have enough flair for me to be an entertaining weapon.

CZ Mach-9

Fire Rate: V
Damage: I
Clip Size: 16

Description: 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 rounds per minute.

IMO: The real machine pistol, the Mach-9 is suprisingly accurate. Don't be shy to go full auto on somebody.

G17

Fire Rate: II
Damage: I
Clip Size: 17

Description: The G-17 pistol first appeared in the Austrian Army trials and was later adopted by the Austrian Army and Police forces under the designation P-80. Since then, the G-17 and its many descendants have become very poular military and law enforcement firearms, being exported in more than 50 countries.

IMO: Its your everyday Glock with enough power and accuracy but it really shines because of the large clip size of 17 rounds. Topping even the Mach-9.

Mark 23 SD

Fire Rate: II
Damage: II
Clip Size: 12

Description: In August of 1991, a request was made the U.S. Special Operations Command (SOCOM) for an offensive handgun. Termed the OHWS, for Offensive Handgun Weapon System, it was a pistol designed within certain specified parameters tha would be sufficient for conducting "offensive" operations, as opposed to the more traditional for the handgun, which was typically used for defensive operations. The result was the Mark 23 SD. The heavy .45 bullet, precision accuracy, and threaded silencer makes this weapon an ideal choice for the silent soldier.

IMO: Your original pistol, these are powerful and silent but you will find yourself phasing them out for the .44s once you obtain them.

TEK-9

Fire Rate: V

Damage: I

Clip Size:

32

Description: The TEK-9 is a 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. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed.

IMO: Actually a machine pistol, these are largely inaccurate and don't provide to necessary stopping power. I would advise against them.

TEK-9 Silenced

Fire Rate: V

Damage: I

Clip Size: 32

Description: The TEK-9 is a 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. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed. This version has been fitted with a silencer.

IMO: An improvement on a gun beyond improvement. Silencing these make them effective but I would rather bring out Mark 23s or .44s instead of these.

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3: Assault Rifles:

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Assault rifles are probably going to be the weapon you will be using the most. Many have a fire-selection switch (ie. semi, burst, or fully-automatic) and have the power to take down targets with just a few burst.

AK-47

Fire Rate: V

Damage: II

Clip Size: 30

Description: The Kalashnikov assault rifle, also known as the AK-47, is one of the world's most prolific small arms. It has been used in hundreds of countries and conflicts since its introduction in 1947. This is a truly legendary weapon, known for its extreme ruggedness, simplicity of operation and maintenance, and unsurpassed reliability even in the worst conditions possible.

IMO: A gun you might use very often. Powerful and accurate (more than an AK should be) these are easy to use and you don't have to worry about wasting ammo because of the abundance of enemies carrying them.

SKS

Fire Rate: IV

Damage: III

Clip Size: 30

Description: Prior to the introduction of the Kalashnikov, the SKS was the predominant weapon in the Soviet military. Surplus inventories were discarded or sold, and have made their way into armies and rebel groups of poor countries throughout central Asia.

IMO: I actually prefer these instead of the AK. Why, just because of the III damage and the look. I guess I just like the classic rifle look. A very accurate rifle with a controllable fire rate.

FAMAS

Fire Rate: V

Damage: I

Clip Size: 25

Description: Development of the FAMAS began in 1967. After several years of research and development, the first FAMAS prototype was completed in 1971. French military finally accepted the rifle as the standard French combat weapon. More recently, the FAMAS saw service in 1991 in Kuwait during Operation Desert Storm and in other various peacekeeping missions afterwards.

IMO: Terrible in Dark Mirror, not much improvement here. The real life FAMAS has a much higher firing rate than the shoddy one shown here and can fire in full-auto. Don't pick it up unless you have to.

AU300 HBAR

Fire Rate: V

Damage: II

Clip Size: 30

Description: 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.

IMO: Awesome look with the power and accuracy to match. The mounted scope makes quick headshots of any enemies you see.

M4 Carbine

Fire Rate: V

Damage: I

Clip Size: 30

Description: The M4 Carbine is a shorter and lighter version the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States

Special Operations Command (SOCOM) and others seeking a compact weapon for close quarters combat. It is the preferred weapon of U.S Special Forces.

IMO: Better in Dark Mirror. The power has been toned down but still accurate enough to score headshots often.

M4 Silenced

Fire Rate: V
Damage: I
Clip Size: 30

Description: The M4 Carbine is a shorter and lighter version the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States Special Operations Command (SOCOM) and others seeking a compact weapon for close quarters combat. It is the preferred weapon of U.S Special Forces. This version has been fitted with a silencer.

IMO: The silent assault rifle, take this when and only when you are trying to progress your stealth rating since there are much better rifles.

Galil AR

Fire Rate: V
Damage: I
Clip Size: 25

Description: The Galil project began after the Six-Day War, and the design was selected by the Israel Defense Forces from two competing designs. The winner was based on the Finnish RK 62, a variant of the AK-47. The Galil was designed to be a domestically-produced, main battle rifle for the IDG, taking the best features of other rifles, such as the M16 and AK-47, and putting them into one rifle.

IMO: Looks better than the AK but doesn't have the stats to back it up. Best used to score headshots and kill people when behind cover. It apparently does NOT combine the best features of modern rifles and really lets you down with its small clip size.

M-16K

Fire Rate: V
Damage: II
Clip Size: 30

Description: This assault rifle is a modified M16 that fires .45 caliber pistol rounds from a closed bolt, improving its semi-auto accuracy. Specific ammunition, called Glazer Rounds, are used in this weapon. The interior of a Glazer bullet is filled with buckshot sealed by a breakaway plastic cap. This cap burst upon impact causing the buckshot to tear apart unarmored flesh.

IMO: Now a very acceptable gun in multiplayer, this is a powerful and accurate gun. I recommend bringing these out online as the starting gun. Headshots are very easy and the insane fire rate makes for easy kills at close range.

Over Under

Fire Rate: V
Damage: I
Clip Size: 30

Description: The Over Under is a semi-automatic M16 with a grenade launcher attached underneath the barrel. Operators can quickly switch between grenade and standard ammunition firing modes.

IMO: I would say it is more accurately a FAMAS with a grenade launcher (it fires in burst, not semi-auto), The grenade launcher compensates for the low power of the primary fire.

C11

Fire Rate: V
Damage: II
Clip Size: 50

Description: This weapon is a product of decades of research and is one of the most advanced weapons ever made. The main demand behind its development was the need for a rifle with a high hit rate. The C11 uses specially designed caseless ammo that consists of a ball round imbedded in solid propellant. Because of this 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 a 50-round magazine capacity.

IMO: I have found much more use of this in Logan's Shadow than in Dark Mirror for headshots and even when I do not require headshots. Very accurate, powerful, integrated scope, and large magazine capacity.

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4: Submachine Guns:
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Submachine guns fall in the auxiliary category and most function as scaled-down assault rifles. They give you a choice of the abilities some gun have that your primary gun might not. (ie. silencer, scope) Then some others rely on a volume of rounds such as the SSP 90.

UNP .45

Fire Rate: V
Damage: I
Clip Size: 30

Description: 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. Like the MDS family, the UNP also fires from a closed bolt position. 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.

IMO: I bring these out when progressing my headshot rating but they are useful if you are pinned down behind cover and need a headshot. But there are other

SMGs that surpass this in the power rating.

Spectre

Fire Rate: V
Damage: I
Clip Size: 30

Description: The Spectre SMG was developed in the mid-1980s. The Spectre was designed primarily for close combat, anti-terror or police operations that require compact size and instant firepower at short range.

IMO: The first you pick up, you will use this often in the first missions. After that, there are just weapons that are more damaging and accurate.

MAK-10 9mm

Fire Rate: V
Damage: I
Clip Size: 30

Description: The MAK-10 was originally developed in 1964. Its simple, low-cost design with few moving parts gives the MAK-10 a reputation for being extremely reliable and easily manufactured. However, the combination of its small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for 9mm rounds.

IMO: A true run-n-gun weapon, I fire these while sprinting towards people. The insane fire rate and low accuracy is only useful at close range.

SG-75 Bolt Gun

Fire Rate: II
Damage: II
Clip Size: 6

Description: The SG-75 Bolt Gun is the standard IPCA underwater assault rifle, although it can be used from both land and water. It is fully automatic, and fires penetrating bolts launched by explosive cartridges at a velocity of 50 m/s.

IMO: Again, you will not find these useful on land but underwater they are very effective. The only thing you need to look out for is the small clip size.

SSP 90

Fire Rate: V
Damage: I
Clip Size: 50

Description: A unique appearing weapon, the SSP 90 has a 50 round clear magazine loaded into the top of the weapon. Its ballistic performance is vastly superior to the 9mm round. This weapon fires from a closed bolt which allows for perfect accuracy while firing semi auto. Its ergonomic design makes it easy and comfortable to fire and helps add to its deadly accuracy.

IMO: The best SMG, the 5.7mm round makes it accurate and deadly. You can easily score headshots with these and the large magazine means you don't have to reload as often.

MDS A3

Fire Rate: V
Damage: I
Clip Size: 30

Description: The MDS series' accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide.

IMO: I consider this SMG as the one all others are judged by. It is basic with decent power and respectable accuracy.

MDS A4 Silenced

Fire Rate: V
Damage: I
Clip Size: 30

Description: The MDS series' accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide. The A4 variant has been fitted with a silencer.

IMO: The stealth SMG. These are good enough that you might want to load out with these but I prefer the SSP 90.

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5: Light Machine Guns:
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LMGs are a category of primary weapons that carry a large amount of ammunition and can dish out damage faster than the other weapon types. Don't be afraid to keep your finger on the trigger as you sweep across your enemies.

M249 SAW

Fire Rate: V
Damage: II
Clip Size: 200

Description: This machinegun was adopted by the US military in the early 1990's and comes equipped with a 200-round box. The most significant difference between this and the M60 is the ammo size. It may pack less of a punch, but has greater accuracy and distance over the M60.

IMO: The superior support weapon, it is suprisingly accurate even in full-auto. The HUGE 200 box magazine means that reloading is almost non-existent. I try finishing missions without reloading the magazine even once =]

M60

Fire Rate: V
Damage: II
Clip Size: 40

Description: This is an M60 that has a forward grip that helps stabilize to weapon during sustained firing. This weapon has been the US Army's general-purpose machine gun since the early 60's and it uses the same feed system as the German WWII MG42. The M60 maintains its accuracy during sustained fire due to better barrel design that vents the heat away more efficiently. This model comes fit with a 100-round belt that is stored in an ammo box attached to the feed system.

IMO: Surpassed by the M249 due to its low magazine capacity, this is still powerful accurate enough but its primary use is in multiplayer as the standard machine gun. Also, I guess we don't get "This model" as it has a 40 round belt, not 100.

Chinese Type 56

Fire Rate: V
Damage: II
Clip Size: 50

Description: The Chinese Type 56 is a Chinese variant of the world-famous AK-47. The design of the Type 56/AK-47 has proven to be very successful. This weapon is highly reliable and tolerant to the abuses of use in the battlefield.

IMO: Ownage in Dark Mirror, it still packs a big punch and should be something to look out for online. The 50 round clip is somewhat unrealistic to be fitting in a standard AK magazine but means that most players will want to be going fully-automatic.

RPK

Fire Rate: v
Damage: II
Clip Size: 40

Description: The RPK (Ruchnoi Pulemet Kalashnikova - Kalashnikov light machinegun) was developed as a light support weapon, and had been standard issue in the Soviet Army. It is essentially an AK-47 assault rifle with sturdier receiver, heavier and longer, non-detachable barrel, and re-contoured wooden butt stock.

IMO: Looks awesome and has decent accuracy. Its supposed to be a support weapon but use it as an assault rifle with a slightly larger clip rather than a machine gun. But if you have to, this gun can quickly mow down oncoming enemies.

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6: Sniper Rifles:
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Sniper rifles provide a single accurate shot over considerable distance. Most pack much more punch than other weapon types but have a slower rate of fire. Take your time while aiming these and find cover to protect yourself.

SVD

Fire Rate: I
Damage: V
Clip Size: 10

Description: The SVD (Snayperskaya Vintovka Dragunova - 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 Warsaw pact countries and is still in service with the Russian Army and many Russian law enforcement agencies.

IMO: A basic sniper rifle with extreme power and accuracy. Not much to say other than it usually takes 2 shots to down somebody.

M82 BFG

Fire Rate: I
Damage: V
Clip Size: 10

Description: Also known as the 'Light Fifty', this weapon is semi-automatic and is equipped with a muzzle brake that reduces recoil by 65%. The .50 caliber bullet is close to 3 inches long and is one the most powerful rounds available.

IMO: A one-hit kill gun, this rifle is so powerful that I often forget the scope and just fire like a normal rifle, knowing that wherever the round hits on the body it will kill the guy.

RD-9 Speargun

Fire Rate: I
Damage: V
Clip Size: 1

Description: The RD-9 Speargun is a Russian-made underwater sniper rifle, although it can be used from both land and water. Outfitted with a distortion-correcting scope, and pneumatically firing wide-tip spears, the RD-9 can see and hit targets at long underwater ranges. Trading of the power of this weapon is the fact that only a limited capacity of the large spears can be carried at once.

IMO: The underwater BFG! It is a one-hit kill weapon that is extremely accurate. Hide underwater with this online and pick people off. On land it functions like all the other bolt weapons.

33 SC-1

Fire Rate: II
Damage: II
Clip Size: 20

Description: The 33 SC-1 is a scoped rifle, ideal for picking targets off from a distance. Although it lacks the sheer stopping power of many relatively higher-powered sniper rifle, it still packs enough punch to deal a good amount of damage from long range.

IMO: A poor sniper rifle. Its saving grace is the fact that it can fire semi-automatically at a significantly higher rate than most rifles.

DSC-1 Thermal

Fire Rate: I
Damage: V
Clip Size: 20

Description: The DSC-1T is a sniper rifle equipped with a thermal scope capable of detecting heat sources of up to 200 feet away. It has a heavy and long barrel and uses a four-groove polygon system which reduces bullet friction. This combined with the long and heavy barrel, allows the bullet to reach much higher velocities and have a much better effective range. Its very useful in thick fog or heavy smoke, allowing the sniper to see concealed targets clearly.

IMO: A sniper that combines everything you want into one rifle: A thermal scope, large clip size, and extreme power. This in my opinion is a gun that is too powerful for multiplayer and should be single player exclusive. Use the scope to find players throughout the map and wait until they pop their head up.

AR-15

Fire Rate: II
Damage: III
Clip Size: 10

Description: The AR-15 was adopted by the United States military under the designation M16. Today the AR-15 and its variations are manufactured by many companies and have captured the affection of sport shooters and police forces around the world due to their low cost, accuracy, and modularity. This variant is fitted with a 8x scope.

IMO: The standard sniper in the online weapons loadout, these are a good starting weapon if your sniping skill is high or if the map is large. (ex. Detroit)

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C8
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Fire Rate: I
Damage: V
Clip Size: 10

Description: The C8 is a scoped rifle, ideal for picking off targets from a distance. With a muzzle velocity much higher than that of many other sniper rifles, the C8 can deal massive damage even from very long range.

IMO: The C8 is a surprisingly powerful rifle. I always seem to underestimate it and believe it has the same power as the MB-150s 6mm rounds when in fact the weapon is much more powerful. A decent rifle that should be used even if your sniping skill is average.

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7: Shotguns:
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Shotguns are close-range weapons that have a shorter effectiveness range than

most weapon types. The accuracy of shotguns rapidly diminishes the farther your target is, forcing to get uncomfortably close to your enemy.

USAS-12

Fire Rate: IV
Damage: III
Clip Size: 10

Description: The USAS-12 shotgun, developed in South Korea in the 1980s, was intended as a special purpose, military or special operations close combat weapon with extreme firepower.

IMO: Rapes the s*** out of anybody in close proximity, its effectiveness decreases rapidly like all shotguns as range increases. Run-n-gun towards your target and your almost guaranteed a kill.

Sweeper 12 Gauge

Fire Rate: II
Damage: III
Clip Size: 12

Description: The Sweeper is a lethal riot control device designed to take out a crowd of hostile individuals very quickly. It has a 12-round cartridge that is easy and quick to replace. All the user has to do to take out a rioting crowd is hold the trigger and sweep across the crowd. After a few seconds most individuals will flee the scene or be incapacitated. Due to its lethality and changing times, this weapon is no longer considered for riot control and is likely to run up in the hands of organized criminals or terrorists.

IMO: Not as fast as the USAS, but still can knock people down and keep them down.

M1 Super 90

Fire Rate: I
Damage: III
Clip Size: 6

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

IMO: I rate this as the worst shotgun. You actually have to be point-blank to score a one-hit kill as its accuracy is that terrible, even for a shotgun. Its clip size adds to its already horrible stats.

Shot Defender

Fire Rate: I
Damage: II
Clip Size: 8

Description: 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 too far so most of the shot will hit a single victim out to the weapon's 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.

IMO: An accurate shotgun that extends its effective range to medium, it can be used in a variety of situations. Since the spread rate is low the chances of knocking someone down is high.

Sawed-Off Pistol

Fire Rate: II
Damage: II
Clip Size: 2

Description: The Sawed-Off Pistol has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

IMO: Its in the pistol slot but functions like a shotgun. This gun used to be the pistol everyone loaded out with online but Logan's Shadow changed that. If you ever get the chance to dual-wield these you'll be unstoppable...until you have to stop and reload...

Sawed-off Shotgun

Fire Rate: II
Damage: III
Clip Size: 2

Description: The Sawed-Off Shotgun has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

IMO: Not very useful except in those very rare occasions. You're better off with the MDS online.

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8: Explosives & Heavy Weapons:
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Explosives and the various heavy weapons are favorites online. Their immense power can often dictate the outcome of a gunfight. If you encounter any of these weapons it is recommended you swap to them. However, in single-player, most do not have the ammo capacity required to be very useful in missions.

MGL

Fire Rate: II
Damage: V
Clip Size: 4

Description: The MGL (Mini Grenade Launcher, affectionately known as the Moogle), fires grenades that detonate on impact.

IMO: It used to be the cheapest gun online, it has now been toned down to make it fair. It now sports a 4 round clip and the grenades do NOT explode on impact, giving the target time to flee away from the grenade.

SMAW

Fire Rate: I

Damage: V

Clip Size: 1

Description: The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin-stabilized high explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage.

IMO: The Dark Mirror version had you launch two rockets to kill a target no matter what. In Logan's Shadow, if the rocket lands close enough to a player it will kill them, making it much more effective online.

Flamethrower

Fire Rate: V

Damage: I

Clip Size: 100

Description: Shoots a stream of flames that will ignite any flammable material it comes in contact with, including people.

IMO: Don't be fools by the low damage. This is a highly effective weapon in close quarters or enclosed rooms. Once you catch someone on fire it is highly guaranteed they will burn to death.

Jackhammer HE

Fire Rate: I

Damage: V

Clip Size: 8

Description: The Jackhammer HE is a shotgun that fires highly-explosive pellets that detonate on impact with the target. Once detonation occurs, anybody caught within its 10 foot radius of effect will take damage.

IMO: The ultimate mission mode gun, it fires three explosive pellets that guarantees kills and tosses the bad guys around. Plus it auto-locks...not like you need it.

Calico HE

Fire Rate: I

Damage: V

Clip Size: 10

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

IMO: While not as fun as the Jackhammer, the round fired is accurate like a sniper but still does explosive damage. Plus with the scope, its like a rocket launcher that detonates the moment after you pull the trigger.

M79

Fire Rate: 1

Damage: V

Clip Size: 1

Description: The M79 fires a variety of 40mm grenade cartridges, but the most commonly used one is the M79 Fragmentation Grenade Cartridge. This grenade is filled with Composition-B and has a kill radius of 5 meters, but can substantially wound and incapacitate out to 15 meters. The M-79 is a break-open weapon that fires from the shoulder and requires reloading after each round fired.

IMO: So this is the "old MGL" in Logan's Shadow...The grenades explode on impact and a kill is almost guaranteed. But if you don't get killed in one hit you WILL get knocked down and all the player has to do is reload and send another grenade your way.

M61 Grenade

Fire Rate: ---

Damage: V

Clip Size: 1

Description: The M61 Frag Grenade is filled with composition-B and has a kill radius of 15 feet, but can substantially wound and incapacitate out to 25 feet. The frag detonates upon impact with any hard surface.

IMO: The cheapest grenade available, this grenade allows for entertaining kills but does not require any skill to use because they are not timed like the M67.

M67 Grenade

Fire Rate: ---

Damage: V

Clip Size: 1

Description: The M67 Delayed Frag Grenade has a timing fuse that detonates 3 seconds after it's thrown.

IMO: The worst of the two offensive grenades. These explode 3 seconds after thrown. In Logan's Shadow, a grenade indicator pops up around the aiming reticule so people have a chance to react. No more blowing up unexpectedly.

Laser Mine

Fire Rate: ---

Damage: V

Clip Size: 1

Description: 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.

IMO: Still used for the occasional kill, these mines are inconspicuous enough to not be seen but still emit a beeping noise. Always listen for the beep and tread carefully with your EDSU goggles on if heard.

EMP Grenade

Fire Rate: ---
Damage: ---
Clip Size: 1

Description: Electro Magnetic Pulse grenades are timed grenades which create a powerful EMP blast that renders electronic devices temporarily useless.

IMO: Unsure of the uses. I haven't played all the online types but I do know that they disable your goggles and the map.

Flashbang Grenade

Fire Rate: ---
Damage: ---
Clip Size: 1

Description: Flashbang grenade - This grenade incapacitates and disorientates the target enemies by creating a bright disorientating flash and a loud bang.

IMO: Toned down so that they do not totally wipe out your vision. Still, if you see a glowing white grenade turn away so you don't get blinded. An excellent tactic for running away is to throw one at your assailant and run in the opposite direction.

Incendiary Grenade

Fire Rate: ---
Damage: III
Clip Size: 1

Description: The Incendiary grenade canister has a bursting radius of 15 feet and produces intense heat and flame. This is a dual-purpose weapon that serves to provide cover or to incinerate enemy personnel or assets.

IMO: Don't be fooled by the small puff of smoke, the radius of the grenade its fairly large. If you manage to score a close enough hit the player will suffer a humiliating death of being burned to death. Keep in mind they can still shoot you while the are on fire.

Smoke Grenade

Fire Rate: ---
Damage: ---
Clip Size: 1

Description: White smoke grenade (HC) - This canister emits a dense cloud of white that provides temporary obstruction of enemy vision.

IMO: A useless grenade that the only use I can think of is covering your movement in retrieval. Even so, the flashbang is much more effective.

Sticky Mine

Fire Rate: ---
Damage: ---
Clip Size: 1

Description: Sticky Mines are incendiary mines that, when detonated, create a fire blast of up to 25 feet from the position of the mine. Sticky mines can be thrown onto and stuck to any flat surface.

IMO: I have never used these but they seem to have a proximity mine like function. Use these to guard doorways and beacons in retrieval.

X34 Nerve Agent

Fire Rate: ---
Damage: V
Clip Size: 1

Description: X34 Nerve Agent - Kills any unprotected person within the cloud of gas that is expelled from this grenade.

IMO: An effective grenade with an effect that lingers for a few seconds after detonating. Very useful for blocking off doorways while running away but I find the M61 is more effective.

Bouncing Betty:

Fire Rate: ---
Damage: V
Clip Size: 1

Description: The M16 mines, commonly referred to as a Bouncing Betty, is a US made anti-personnel mine. They have twice the explosive content as a standard hand grenade and are detonated by a pressure sensor.

IMO: An awesome and very entertaining mine, these are hilarious to use. After a person passes over one it jumps up in the air and blows up in their face, causing them to fly several meters.

AP Mine

Fire Rate: ---
Damage: V
Clip Size: 1

Description: 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.

IMO: While not as entertaining as the Bouncing Betty, these are still effective and should be used just like it.

Claymore Mine

Fire Rate: ---
Damage: V
Clip Size: 1

Description: Claymore mines 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.

IMO: The most useless piece of equipment, the only use I would find for its is guarding a beacon in retrieval. Even then you would have to actively see your enemies to make any good use out of them.

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9: Credits
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Credits go out to:

- Peejay Duran (Luvkonn23) for playing fake online matches to retrieve weapon descriptions
- Sony Bend for creating such an awesome game
- All of the people online for giving me experience points!

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10: Legal Information
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