



Before you can play, you need to visit the Team Make option and choose to make a new team in one of the 4 save file spots. After you name your team, you'll be taken to a screen where you will have to select your units. Along the bottom of the screen you'll see 4 options:

Type - Select your unit from a choice of classes and characters  
Name - Rename a unit  
Outfit - Change the weapons equipped on a unit  
End - Finish team creation

A team initially consists of 8 characters. The first unit of the eight is always the Leader. After that, you may choose each of the other seven characters from one of four classes.

Attacker - The most balanced of the classes with average stats and AP  
Task Force - These have the most action points of the classes and are designed for movement to scout out areas  
Defender - This class has higher HP and evasion than the other classes  
Sniper - This class has the best accuracy for hitting targets

Each class also has a special ability unique to them:

Team Dat (Leader) - 0 AP - Shows a list of team members and data on them  
Pineapple (Attacker) - 2 AP (5 uses/mission) - Throw a grenade to hit a 3x3 square for a possible 1 HP damage each  
Trap (Task Force) - 3 AP (5 uses/mission) - Set a trap on the ground to damage units when they walk over it  
Recover (Defender) - 4 AP (5 uses/mission) - Restore HP to nearby units  
Point Shot (Sniper) - 1 AP - Attack an enemy with 99% accuracy

Back to choosing the characters for your team. Each of the choices will show a variety of information on the bottom of the screen when you highlight their names. The information displayed includes their name, unit type, special, and others such as:

HP (hit points) - how much damage a unit can take in battle  
AP (action points) - Points used to perform any sort of action (movement, attacks, specials)  
Search - How many spaces a unit may see (important when seeking out enemies)  
Hit - How well they can hit a target  
Evasion - How well they can dodge attacks

You'll notice that for Hit and Evasion, it displays a letter. Letters range from A to E with A being the best and E being the worst. So an average unit would have Hit and Evasion rankings of C. Snipers will have A or B for hit since they can target enemies better while Defenders will have A or B for evasion since they are primarily for defending. After you've chosen all your units, pick the End option to complete team creation.

1 Player:

When you choose 1 Player mode, you will then have to select your team from those saved. After selecting the team, you will be taken to the Mission select screen. Along the bottom of the screen is information on the highlighted mission:

Place & Rule - The type of mission location (Grassy Plain, Factory, Maze, Office, Battlefield, etc) and the type of mission (Flag Battle, Can Battle, Battle Royale, etc)  
Enemy Team - The name of the opposing team  
Player VS Enemy - How many units the player and enemy each get  
Clear Point - Your high score in points for completing the mission

Challenge - How many times you've played the mission

After selecting your mission, you will be taken to a screen where you must select your units. On the left hand side is the list of units in your team. To the right shows the max number of units you may have in the mission as well as icons that highlight as you choose units to let you know how many slots you've filled and how many are still available. Note that the Leader is required to be in every mission. At the bottom is 4 options:

Select - Use this to select which units from your team to use in battle.

Map - This shows a miniature version of the map you will be fighting on along with starting unit placement, the goals of each team, and the max turns that may be played before you lose (most types of missions) or win (survival missions).

Outfit - Just like in Team Make mode, this allows you to swap weapons.

Start - Start the battle

Once you start a mission, you will have the first turn. You must complete your objective in the turn limit. Start by selecting a unit with the A button. This will show you the unit stats and pull up their menu with a list of options:

Move - (AP costs increases with the number of squares moved) Move a unit

Attack - (AP cost based on weapon) Perform an attack on an enemy unit

Search - (1 AP) Allows you to change which way the unit is facing to search for enemies

Charge - (AP cost based on weapon) This is used to reload a weapon when it runs out of ammo

Special - (AP cost based on skill) Use the unit's special skill

Unit Data - View the information on the unit

Unit End - End that unit's turn

When you finish moving a unit, a number of squares near the unit will light up in yellow. These constitute your team's viewing area. Enemy units are hidden unless they fall into one of the yellow squares which makes them visible to your party. That is where Search comes in so that you may turn units to change the visible area. When ready to end a turn, press the X button. This pulls up a second menu that has a variety of information and 3 options.

Topography - This tells you the info on the land under the selector box.

AP - how much AP it costs to move over that square

Effect - What type of effect the ground has on attacks/defense

Shot Pass - If bullets can fly through (circle) that land or not (an X)

Search - If units can see past (circle) that land or not (an X)

Units on each team designated by little men. When they get eliminated from battle they get X'd out. The options are Map (to view the Map like you can prior to battle except that it doesn't display invisible enemy units), Turn End (ends your team's turn), and Save End (Makes a Save and then Ends the game).

When you finish your turn, the screen changes and the enemy team moves. As they make their moves, your units will make comments on whether they detect enemies or not and if they get attacked. Then it returns to your turn. Repeat until mission complete.

Upon finishing a mission, you get taken to a Mission Clear Data screen which shows the rank of difficulty for the mission, mission number, and the points you got for finishing the mission. You get a certain number of points for





away at them until they fall.

#### Mission 02 - Office: Corridor Battle

Enemy Team: Little Apple

Turns: 14

Units: 2 Player vs 3 Enemy

Comments: As you move your two up, the enemy tends to move two down into the desks area in the center of the map and catch you around corners. Watch out for them and make sure they don't circle around behind you. After you get rid of them, either head for the flag to complete the primary objective for a high score, or get the enemy that tends to get held back up near the flag.

#### Mission 03 - Maze: Can Battle

Enemy Team: Little Apple

Turns: 14

Units: 4 Player vs 4 Enemy

Comments: Make your way up slowly to take out the 4 cans of the enemy. Watch out for the center area as they can sneak up on you around the corners. This being the first of a number of missions based in an underground maze, note that you can not walk over the skulls.

#### Mission 04 - R&D Dept: Battle Royale

Enemy Team: Green Army

Turns: 16

Units: 3 Player vs 3 Enemy

Comments: Head towards the upper right of the map to take out the three enemy units. One of them likes to slip down the far right side of the map so keep an eye out for that one. This is the first time that you'll encounter a new team that's a little more skilled.

#### Mission 05 - Desert Island: Can Battle

Enemy Team: Green Army

Turns: 16

Units: 5 Player vs 6 Enemy

Comments: The first battle where you'll be controlling 5 or more units. Send your troops through the upper and lower center of the map and get rid of enemy troops along the way. Get rid of the top and lower cans once you arrive on the right side and then move in for the kill on the center can. The enemy may try to sneak a unit or two past you so you'll probably want to hold one unit back in the center area. Acheron will join you from the Green Army.

#### Mission 06 - Battlefield: Battle Royale

Enemy Team: Green Army

Turns: 18

Units: 6 Player vs 6 Enemy

Comments: Use the terrain to your advantage and make sure none of your units gets caught out by itself without any others nearby to provide support.

#### Mission 07 - Dept. Store: Target Battle

Enemy Team: Bandits

Turns: 22

Units: 6 Player vs 6 Enemy

Comments: This is a pretty tough mission for the Easy rank. Their Leader that you have to eliminate to win is a tough one. Send a few

troops army up and then to the far left as sometimes the Leader and some of his goons head for the upper-left of the map. The rest of your troops send down and then around left and up into the center area since the Leader likes to move downwards and into the center as well. You'll find some of the enemy troops hiding out in the bottom left room usually. Apache will join you from the Bandits.

#### Mission 08 - Factory: Prisoner Rescue

Enemy Team: Bandits

Turns: 20

Units: 5 Player vs 6 Enemy

Comments: Keep one unit back in case any enemy troops come down to guard your flag. Move slowly up and pick off any enemy units near to the prisoner before rescuing him. Once you move next to him and untie him, get him out of there quick. Prisoners only have 1 HP, so one shot can end his life easily. Guard him as you run him down to the flag to win you the mission.

Normal

-----

#### Mission 09 - Snow Plain: Flag Battle

Enemy Team: Orange Shot

Turns: 20

Units: 5 Player vs 6 Enemy

Comments: Welcome to Normal difficulty, now things get a bit harder. You've got to try to capture the enemy's flag in the bottom left corner. Move a couple of troops to the far left then down. The enemy likes to move a sniper and task force unit up the far left side of the map. The rest of the enemy units tend to be near the flag or move right of it, so send a couple troops down the center area to catch any moving your way. Be careful when heading for the flag to make sure you have enough AP to reach it, the enemy tends to hide a unit down in that corner.

#### Mission 10 - Dept. Store: Can Battle

Enemy Team: Orange Shot

Turns: 20

Units: 4 Player vs 5 Enemy

Comments: Split your troops into pairs and have one pair go up and right while the other goes down and right. Get each of the cans along the way to the right side of the map. You may encounter one or two enemies along the way but keep an eye out for them sticking a couple in the upper right or middle right rooms to protect their cans. Trick will join you from Orange Shot upon completing the mission.

#### Mission 11 - Battlefield: Can Battle

Enemy Team: Orange Shot

Turns: 18

Units: 5 Player vs 6 Enemy

Comments: Move your army through the center of the map to get the enemy can in that area. Split up your troops so that the bulk go for the right center can and a couple head for the bottom right can as that is where the bulk of enemy units tend to be. Then make your way up to get the last can.

#### Mission 12 - Maze: Target Battle

Enemy Team: Bulldog

Turns: 22

Units: 6 Player vs 6 Enemy

Comments: This is a real pain of a map. It's huge and the topography forces you to move slow by costing more than 1 AP for many of the squares to move. It's rather difficult to find the enemy units as they spread out from the room they start at in a hurry. Focus on finding the enemy Leader otherwise you may run out of turns before completing your mission. I tend to finding their Leader hiding in the top left corner of the map behind the room there or wandering around in the center of the map. He has a high evasion so use the most accurate shots you can.

Mission 13 - River: Flag Battle

Enemy Team: Bulldog

Turns: 22

Units: 5 Player vs 6 Enemy

Comments: The water down the center of the map causes some slow movement for your troops. Charge straight across in the center and head directly for the enemy flag, taking out units along the way. There's not all that much terrain to use to your advantage, so it's more of a rush game than anything else. Try not to get trapped out in the water under enemy fire.

Mission 14 - Factory: Rabbit Hunt

Enemy Team: Bulldog

Turns: 25

Units: 3 Player vs 8 Enemy

Hidden Weapon: M134 Vulcan

Comments: This is the first Rabbit Hunt map. Your goal is to survive all 25 turns, which is no mean feat when the odds are stacked against you like they are. The easiest way to do this is by the following method. Take a look at the minimap that you can pull up with the Map option before starting the battle or during the game in the End Turn menu. You'll notice an area right of where you start with two lines of what looks like brown (or perhaps a real pale pink/purple) running vertically to connect with the white walls near the top and bottom of the map. That's where you want to go. When the battle begins, move your men right then up the stairs north of you. Go right some more and at the next stairs, go down. You're now in a room-like area. Position your men a bit away from the stairs and facing towards it as that's the only way the enemy can reach you to attack. Now pass away your turns and pick off any guys that wander in to attack you. I believe I only had one or two of the eight actually make it into that room.

If you're wish to snag yourself a nifty hidden weapon, get one of your characters to the very bottom right corner of the map at X-21,Y-60. A slightly visible chest will be there which contains the powerful M134 Vulcan. (Information provided by MKendora)

Mission 15 - Office: Flag Battle

Enemy Team: Knight Force

Turns: 23

Units: 5 Player vs 7 Enemy

Comments: Rush your troops up the center corridor of the map. Enemy units will most likely move across that hall to the room to the right of where they start and then move down. So when your army gets to the doorway to the second room from the top right, send a couple in there to head off the enemy troops and send the rest towards the flag. Don't bother leaving any to protect your flag and if you're fast enough, no enemy troops should be able to get into the left side of the map under where they start so you can ignore that half of the map as well.



Wink jumps ship from Knight Force to join your team.

Mission 16 - Maze: Escape Battle

Enemy Team: Knight Force

Turns: 26

Units: 5 Player vs 8 Enemy

Comments: Maneuver your group of men down the center of the map. When you start nearing the flag in that large center corridor, start looking for enemy troops. At the bottom, there's some skulls in the way so you'll have to go around and down to reach the flag. In the pathways going around to the flag is where most of the enemy units will be hiding. Also beware of traps along the way.

Hard

----

Mission 17 - Battlefield: Hamburger Hill

Enemy Team: Jokers

Turns: 25

Units: 5 Player vs 9 Enemy

Comments: This is another Escape Battle type map where you need to reach the arrival point (flag). Unfortunately, there's 9 enemies standing in your way. Carefully work your way up, taking advantage of any terrain and obstacles that you can while picking off enemy troops one by one. There is probably two to three enemies standing guard of the room containing the flag, so you'll need to focus a group of men to take care of them and get to the arrival point.

Mission 18 - Maze: Prisoner Rescue

Enemy Team: Jokers

Turns: 30

Units: 5 Player vs 7 Enemy

Comments: It takes a while to get through this map thanks to the maze terrain. Several enemy troops like to go to the right of where they start and move up and around into the room to the right of their starting point so watch for a group of them that way. The rest will stay in the area near the prisoner. Make sure to eliminate any enemies near the prisoner before rescuing him and escorting him back to the flag.

Mission 19 - Office: Can Battle

Enemy Team: Jokers

Turns: 25

Units: 6 Player vs 7 Enemy

Comments: Split your army into two groups and head for the two enemy cans in the center of the map. They'll send a couple down each the left and right sides, so be sure to look for them so that you don't get jumped. Once you get those cans and get rid of those enemies, move for the top of the map and the other 3 cans. There's probably a sniper up there, so pay attention and try to get him out of the way quick if you can. There is also a good chance there's another 2 to 3 units up there helping him out.

Mission 20 - Factory: Escape Battle

Enemy Team: The Monsters

Turns: 25

Units: 5 Player vs 7 Enemy

Comments: I recommend taking the stairs right there where you start at and following the passageway down towards the flag. The enemy leaves 3-4 men to guard the flag area but it seems they like to send the rest up the left side which will keep them well out of your way.

Mission 21 - Maze: Flag Battle

Enemy Team: The Monsters

Turns: 28

Units: 6 Player vs 7 Enemy

Comments: Rush all your troops towards the center area of the map. If you're fast, you'll reach there about the same time that the first of the enemy troops do. Take out any enemies that wander into that center area and then go for the flag. You'll find 2-3 enemies remaining to guard the flag, so do what you can and get to the flag.

Mission 22 - Forest: Battle Royale

Enemy Team: The Monsters

Turns: 25

Units: 5 Player vs 6 Enemy

Comments: This is an annoying map. Movement is slow going and there's a whole lot of terrain to block your view. Move your army slowly towards where the enemy started at and you should run into them heading your way. Take out whatever ones you find and then seek out the last 2 to 3 enemies near the top left corner either to the very left or very top.

Mission 23 - Battlefield: Rabbit Hunt

Enemy Team: Dark Angel

Turns: 25

Units: 3 Player vs 8 Enemy

Hidden Weapon: Peacemaker

Comments: You're almost done with the game. This is the second of the rabbit hunt maps. Take advantage of the area you start in to defend yourself. Oddly enough, I remained in the same spots I started in and just kept passing turns and beat it without a single enemy unit coming into sight. If you're willing to risk it, there's a treasure box in the very top-right corner of the map. Move a character on top of it to acquire the Peacemaker.

Mission 24 - Dept. Store: On the Roof

Enemy Team: Dark Angel

Turns: 25

Units: 5 Player vs 8 Enemy

Comments: Welcome to the last map which is an Arrival Point map with a flag at the top right of the map. Dark Angel is a very beefed up team so be careful. You may want to send your army up near the center of the map towards the large stairway. You'll find 4 units in that area who can present some challenge to you. Get them out of the way and then move left towards the way up. If you look at the starting positions of the enemy units before the mission, note where enemy units 1 and 2 start at in a little room. One of them usually comes out of the room to come fight you while the other remains in the room. The one that remains you really need to watch out for. He carries a heavy duty machinegun that can rip your units to shreds easily so you need to try and get the jump on him. After you take care of him, send what troops you have remaining up and then right towards the flag. You'll run into another enemy unit soon after starting to move right while the last enemy unit hangs out far to the right being a sniper who can take potshots at your men as they move slowly towards the flag. Good luck.

VI. Weapons:

=====

When you go into the Outfit screen, you can change each of the unit's main arms and side arms. As you complete missions, you will acquire more weapons to add to your arsenal. Each weapon has several stats:

AP - How many action points it takes to do one attack with the weapon  
1Shot - How many bullets it can fire in one attack  
Capacity - How many bullets it has in a clip before you need to reload  
ChargeAP - How many action points is needed to reload the weapon  
Weight - How heavy the weapon is (This affects your max AP with higher weight reducing it)  
Range - A graphical view of the range of the weapon and how accurate the weapon is (ranked A through E) depending on range.

The weapons in this list are listed in order as they are in the game. Also note that I put an accuracy with the accuracy range of the weapon based on the range graphic the game shows. Keep in mind that weapons have varying accuracy depending on how far the target is for you so weapons that have the same stats listed here can vary quite a bit on how their accuracy is according to distance (i.e. two weapons may have a range of 3-5 squares with an accuracy listed as C-E, but one of them has E accuracy at 3 squares range while the other has C accuracy at 3 squares range).

#### Sub-Machine Guns:

-----  
Mauser M712  
AP: 2  
1Shot: 1-3  
Capacity: 20  
ChargeAP: 2  
Weight: 4  
Range: 3-5 squares  
Accuracy: B-C

Beretta M93R  
AP: 2  
1Shot: 3  
Capacity: 20  
ChargeAP: 2  
Weight: 4  
Range: 3-5 squares  
Accuracy: C-D

Uzi SMG  
AP: 2  
1Shot: 3-6  
Capacity: 25  
ChargeAP: 3  
Weight: 5  
Range: 3-5 squares  
Accuracy: C-E

Walther MPK  
AP: 2  
1Shot: 3-6  
Capacity: 48  
ChargeAP: 4  
Weight: 5  
Range: 3-5 squares  
Accuracy: C-D

Sterling SMG  
AP: 2

1Shot: 3-6  
Capacity: 35  
ChargeAP: 4  
Weight: 5  
Range: 3-5 squares  
Accuracy: C-E

KG9  
AP: 2  
1Shot: 3-6  
Capacity: 40  
ChargeAP: 5  
Weight: 5  
Range: 3-6 squares  
Accuracy: D-E

Ingram M10A1  
AP: 2  
1Shot: 3-7  
Capacity: 30  
ChargeAP: 4  
Weight: 5  
Range: 3-5 squares  
Accuracy: C-E

H&K MP5KA4  
AP: 2  
1Shot: 3-7  
Capacity: 20  
ChargeAP: 4  
Weight: 5  
Range: 3-6 squares  
Accuracy: C-D

H&K MP5A5  
AP: 2  
1Shot: 4-7  
Capacity: 30  
ChargeAP: 4  
Weight: 6  
Range: 3-6 squares  
Accuracy: C

Shotguns:  
-----

Shotguns have 2 numbers for the 1Shot stat. The first is how many bullets is used from the capacity. The second number is how many hits it can do on an enemy with one attack. So for a number like 1 <3>, each attack uses one bullet from your capacity, but can hit an enemy 3 times as if you shot three bullets separately.

W. Barrel Shotgun  
AP: 1  
1Shot: 1 <3>  
Capacity: 2  
ChargeAP: 2  
Weight: 5  
Range: 2-4 squares

Accuracy: C

Mossberg M500

AP: 2

1Shot: 1 <4>

Capacity: 6

ChargeAP: 3

Weight: 6

Range: 2-4 squares

Accuracy: C-D

Remington M870

AP: 2

1Shot: 1 <4>

Capacity: 4

ChargeAP: 3

Weight: 6

Range: 2-4 squares

Accuracy: C-D

Maverick M88

AP: 2

1Shot: 1 <4>

Capacity: 6

ChargeAP: 3

Weight: 6

Range: 2-5 squares

Accuracy: B-C

Franki SPAS 12

AP: 2

1Shot: 1 <5>

Capacity: 7

ChargeAP: 3

Weight: 7

Range: 2-5 squares

Accuracy: B-C

Assault Rifles:

-----

M16A1

AP: 3

1Shot: 2-5

Capacity: 30

ChargeAP: 4

Weight: 6

Range: 4-7 squares

Accuracy: C-D

XM177E2

AP: 3

1Shot: 2-6

Capacity: 30

ChargeAP: 4

Weight: 6

Range: 4-7 squares

Accuracy: A,C-D

AK47S

AP: 3

1Shot: 2-5  
Capacity: 30  
ChargeAP: 4  
Weight: 6  
Range: 3-7 squares  
Accuracy: C-E

Galil SAR  
AP: 3  
1Shot: 2-5  
Capacity: 34  
ChargeAP: 4  
Weight: 6  
Range: 4-7 squares  
Accuracy: B-D

FNC  
AP: 3  
1Shot: 2-5  
Capacity: 30  
ChargeAP: 4  
Weight: 6  
Range: 4-7 squares  
Accuracy: B-D

L85A1  
AP: 3  
1Shot: 3-5  
Capacity: 30  
ChargeAP: 4  
Weight: 6  
Range: 4-7 squares  
Accuracy: B-C

Steyr AUG  
AP: 3  
1Shot: 2-6  
Capacity: 30  
ChargeAP: 4  
Weight: 6  
Range: 4-7 squares  
Accuracy: C

H&K G3A4  
AP: 3  
1Shot: 3-7  
Capacity: 20  
ChargeAP: 3  
Weight: 6  
Range: 3-7 squares  
Accuracy: B-D

FA MAS  
AP: 3  
1Shot: 2-6  
Capacity: 25  
ChargeAP: 3  
Weight: 6  
Range: 4-7 squares  
Accuracy: B-D

Sniper Rifles:

-----

M1-Carbine

AP: 2

1Shot: 1

Capacity: 15

ChargeAP: 4

Weight: 6

Range: 5-8 squares

Accuracy: A-C

Remington M700

AP: 2

1Shot: 1

Capacity: 5

ChargeAP: 3

Weight: 6

Range: 5-8 squares

Accuracy: A-C

M16A2 Sniper

AP: 2

1Shot: 1

Capacity: 20

ChargeAP: 5

Weight: 6

Range: 4-8 squares

Accuracy: A-D

L96A1

AP: 2

1Shot: 1

Capacity: 10

ChargeAP: 4

Weight: 8

Range: 5-8 squares

Accuracy: A-B

H&K G3 SG-1

AP: 3

1Shot: 1-3

Capacity: 20

ChargeAP: 5

Weight: 7

Range: 5-8 squares

Accuracy: B-C

H&K PSG-1

AP: 1

1Shot: 1

Capacity: 5

ChargeAP: 5

Weight: 7

Range: 5-8 squares

Accuracy: A-B

Machine Guns:

-----

FN M249 Mini

AP: 3  
1Shot: 4-9  
Capacity: Infinite  
ChargeAP: -  
Weight: 8  
Range: 3-7 squares  
Accuracy: A-E

U.S. M60  
AP: 3  
1Shot: 4-9  
Capacity: Infinite  
ChargeAP: -  
Weight: 8  
Range: 3-7 squares  
Accuracy: B-C, E

MG34  
AP: 3  
1Shot: 5-10  
Capacity: Infinite  
ChargeAP: -  
Weight: 9  
Range: 3-7 squares  
Accuracy: B-C

M134 Vulcan  
AP: 3  
1Shot: 7-12  
Capacity: Infinite  
ChargeAP: -  
Weight: 9  
Range: 3-8 squares  
Accuracy: A-C

Knives:

-----

Rambo Knife  
AP: 1  
1Shot: 1  
Capacity: Infinite  
ChargeAP: -  
Weight: 2  
Range: 1 square  
Accuracy: B

Butterfly Knife  
AP: 1  
1Shot: 1-2  
Capacity: Infinite  
ChargeAP: -  
Weight: 2  
Range: 1 square  
Accuracy: C

Rambo Knife  
AP: 1  
1Shot: 1  
Capacity: Infinite  
ChargeAP: -



Weight: 2  
Range: 1 square  
Accuracy: B

#### Gurkha Knife

AP: 1  
1Shot: 1  
Capacity: Infinite  
ChargeAP: -  
Weight: 3  
Range: 1 square  
Accuracy: A

#### Spetznaz Knife

AP: 1  
1Shot: 1-3  
Capacity: Infinite  
ChargeAP: -  
Weight: 3  
Range: 1 square  
Accuracy: B

#### Kunai Knife

AP: 1  
1Shot: 1-3  
Capacity: Infinite  
ChargeAP: -  
Weight: 2  
Range: 1 square  
Accuracy: C

#### Handguns:

-----

#### Walther PPK/S

AP: 1  
1Shot: 1  
Capacity: 7  
ChargeAP: 2  
Weight: 3  
Range: 2-3 square  
Accuracy: B,E

#### Browning M1910

AP: 1  
1Shot: 1  
Capacity: 7  
ChargeAP: 2  
Weight: 3  
Range: 2-3 square  
Accuracy: C,E

#### Beretta M84

AP: 1  
1Shot: 1  
Capacity: 13  
ChargeAP: 3  
Weight: 3  
Range: 2-3 square  
Accuracy: C-D

Luger P08  
AP: 1  
1Shot: 1  
Capacity: 8  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: B-C

Walther P38  
AP: 1  
1Shot: 1  
Capacity: 8  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: B-C

Colt Govt. Issue  
AP: 1  
1Shot: 1  
Capacity: 7  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: A-B

Beretta M92FS  
AP: 1  
1Shot: 1  
Capacity: 15  
ChargeAP: 3  
Weight: 4  
Range: 2-4 square  
Accuracy: A-B

Glock 17  
AP: 1  
1Shot: 1  
Capacity: 17  
ChargeAP: 3  
Weight: 4  
Range: 2-4 square  
Accuracy: A-C

CZ 75  
AP: 1  
1Shot: 1  
Capacity: 15  
ChargeAP: 3  
Weight: 4  
Range: 2-4 square  
Accuracy: A-B

S&W M645  
AP: 1  
1Shot: 1  
Capacity: 8  
ChargeAP: 2  
Weight: 4

Range: 2-4 square  
Accuracy: A-B

Browning HP  
AP: 1  
1Shot: 1  
Capacity: 13  
ChargeAP: 3  
Weight: 4  
Range: 2-4 square  
Accuracy: A-B

Sig Zauer P220  
AP: 1  
1Shot: 1  
Capacity: 9  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: B-C

H&K P7  
AP: 1  
1Shot: 1  
Capacity: 8  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: B-C

S&W M4504  
AP: 1  
1Shot: 1  
Capacity: 8  
ChargeAP: 2  
Weight: 4  
Range: 2-4 square  
Accuracy: A-C

H&K USP  
AP: 1  
1Shot: 1  
Capacity: 12  
ChargeAP: 3  
Weight: 4  
Range: 2-4 square  
Accuracy: B

Automag  
AP: 1  
1Shot: 1  
Capacity: 7  
ChargeAP: 2  
Weight: 4  
Range: 2-5 square  
Accuracy: B-E

Desert Eagle  
AP: 1  
1Shot: 1



