



Spec Ops

Armory

Version 2.0

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Assault Rifles

The bread and butter of all operatives, the assault rifle is chief among other weapons. While it can be a bit of a struggle to use one at close range, you'll have little issue taking out targets at mid and long range with a good assault rifle in hands. While they don't boast the highest of Damage stats, their versatility makes them invaluable amongst other weapons.

To get the most out an assault rifle, you'll want to stay at midrange from enemy combatants as much as possible. Slap a good scope on the top and pull the trigger selectively. Accuracy and stability are what an assault rifle generally brings to the table, so you'll want to take an elegant approach to combat situations by keeping your distance, staying behind cover, and carefully lining up your shots, instead of holding down the trigger and firing wildly.

All Assault Rifles require the shooter to have a minimum Strength of 11.

P416 [NATO]

The P416 is a select fire assault rifle/carbine based on the AR-15 platform manufactured by Patriot Ordnance Factory, a US firearms manufacturer based in Phoenix, Arizona. Like the HK416 and LWRC SRT rifle series, it uses Gas Piston technology, as opposed to direct impingement, resulting in greater reliability with decreased maintenance times. The rifle is offered in a variety of barrel lengths, and features fully ambidextrous controls as standard.

Patriot Ordnance Factory also manufactures a semi-auto only variant, the P415, for civilian shooters. Firearms reviewers have praised the P416 for its accuracy and reliability. Criticisms have included its expensive purchase price as well as the weapon's relatively heavy weight when compared with other AR-15 rifles in the same category.



Ammo: 5.56
Damage: d6
Weapon Modifier: +0
Range: 300m effective; 400m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -1

SR3M

The SR-3 Vikhr (Russian for "whirlwind") is a Russian compact fully automatic assault rifle chambered for the subsonic 9x39mm cartridge. It was developed by TsNIITochMash (Central Institute for Precision Machine Building) in the early 1990s. It is based on the AS Val silenced assault rifle but lacks an integral suppressor and has a newly designed folding stock and charging handle for ease of concealed carry.

The SR-3M is an improved version of the SR-3 compact assault rifle. It features a more convenient fire controls and charging handle, a redesigned handguard with a folding foregrip and where the rear sight is now located, a specially developed quick-detachable suppressor (sound moderator) and a standard side rail for mounting day or night optics on the left side of the receiver, a new magazine with a 30 round capacity which provides a more reliable feeding during automatic fire, and it is also still compatible with the 10-, 20- round magazines from the SR-3, AS Val, and VSS Vintorez.



Ammo: 9x39mm
Damage: d8
Weapon Modifier: +0
Range: 200m effective; 400m maximum
Rate of Fire: 3 rounds, Autofire / Burst
Penetration: -2

556XI [NATO]

The SG 556 is an assault rifle manufactured by Swiss Arms AG (formerly a division of Schweizerische Industrie Gesellschaft now known as Sig Holding AG) of Neuhausen, Switzerland. "SG" is an abbreviation for Sturmgewehr, or "assault rifle". The rifle is based on the earlier 5.56mm SG 540 and is also known as the Fass 90 (Fusil d'assaut 90/Fucile d'assalto 90) in French/Italian or Stgw 90 in German (Sturmgewehr 90).

The SIG556 is designed to meet these requirements. The 556 lacks full-auto capability and the overall length is 940 mm (37.0 in). One difference is a new aluminum lower receiver that accepts M16 STANAG magazines and an M4 telescoping buttstock. The barrel's twist rate is 178 mm (1:7 in).



Ammo: 5.56
Damage: d6
Weapon Modifier: +0
Range: 400m effective; 600m maximum
Rate of Fire: Semi-auto
Penetration: -1

AK-12

The Kalashnikov AK-12 is a Russian 5.45x39mm assault rifle, designed and manufactured by Izhmash (now known as Kalashnikov Concern). It is the newest derivative of the Russian AK-Pattern series of assault rifles and was proposed for possible general issue to the Russian Army. The rifle is intended to eventually replace previous generations of Kalashnikov 5.45x39mm assault rifles in service with the Russian military and other governmental forces. The rifle has two main variants, the AK-12 chambered in 5.45x39mm cartridge and the AK-15 chambered in 7.62x39mm cartridge.

The AK-12 project began in 2011 by the IZHMAH factory which has now become part of the Kalashnikov Concern as a private venture, in an attempt to participate in the "Ratnik" trials which were held by the Russian Army.[5] It was further

developed by Kalashnikov Concern, and throughout its development and evaluation stage it has received multiple modifications to meet the Russian military's standard and to address the Russian Army's concerns regarding the cost and issues in full automatic fire of the earlier prototype models. It went through several revisions in order to improve upon the "range of defects" that were discovered on the earlier prototype models, which are derived from the AK-200 (Base Prototype). Though the AK-200 based prototype models were later abandoned in favor for the well proven and improved AK-400 (Base Prototype), which are now what the final production models of the AK-12 and AK-15 are based on.



Ammo: 5.45x39mm
Damage: d8
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -2

ACR [NATO]

The Adaptive Combat Rifle (ACR) is an assault rifle designed by Magpul Industries of Austin, Texas, originally called the Masada. In late January 2008, Bushmaster entered into a licensing agreement with Magpul whereby Bushmaster would take over production, future development, and sales of the Masada. Remington Arms is currently contracted to manufacture the rifle for the US military and US law enforcement agencies.

The ACR was one of the weapons displayed to U.S. Army officials during an invitation-only Industry Day on November 13, 2008. The goal of the Industry Day was to review current carbine technology prior to writing formal requirements for a future replacement for the M4 Carbine. The ACR was also part of the Individual Carbine competition to replace the M4.



Ammo: 7.62
Damage: d8
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -3

AUG3 [NATO]

A good all-around assault rifle. You'll find balanced stats across the board with a notable Noise Reduction stat. This rifle will take care of you in a variety of situations, but take care to stagger your shots, instead of holding down the trigger. Despite its hefty Handling stat, this gun tends to climb swiftly. If you aim at an enemy and hold the trigger, don't expect to be shooting at that enemy for long.



Ammo: 5.56
Damage: d6
Weapon Modifier: +0
Range: 300m effective; 1,00m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -1

G2 FAMAS [NATO]

The G2 is a middle of the road assault rifle; it's slightly behind most of its contemporaries in just about every stat, save for two: control and Rate of Fire. It's Handling stat isn't the highest, but in terms of muzzle climb, this gun is considerably stable, especially when you consider how high its Rate of Fire is. If recoil and muzzle climb are a big issue for you, then give the G2 a try. You can put out a lot of bullets in a short amount of time and do so while keeping you gun under control.



Ammo: 5.56
Damage: d6
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -2

M4A1 [NATO]

As a counter to the AK47, the M4A1 makes for a mean stealth assault rifle with upper level Handling and high Noise Reduction. It's Damage stat is middle of the road for an assault rifle, but when you're sneaking around an F.O.B., headshots are your bread and butter. Strap a Suppressor on this gun and you've got a reliable option for quiet approaches.



Ammo: 5.56
Damage: d8
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -2

R5RGP [NATO]

R5 RGP (Remington Gas Piston) is an M4 carbine designed and manufactured by Remington Arms. It is one of many AR-15 type rifles which uses a gas piston operating system in an attempt to improve the reliability of the weapon.

The "Wild Child" of the assault rifle world, the R5 RGP packs a fair amount of punch, but at the cost of being nearly uncontrollable while holding the trigger. It has quality Noise Reduction, Damage, and Penetration, so consider a stealth approach when using this rifle. At close range, you'll have little issue taking out enemy combatants, but doing more than just tapping the trigger will send this weapon soaring.



Ammo: 5.56
Damage: d8
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -2

AK47

When it comes to doling out damage with an assault rifle, you'd be hardpressed to find better than the AK47. While its Accuracy and Handling are particularly low, its muzzle climb is very predictable; with some practice you can make the AK47's weakness a little more tenable. It should be noted that this is not a particularly good stealth weapon, at least in comparison to other assault rifles. If you like to go loud, then this is your assault rifle of choice.



Ammo: 7.62
Damage: d8
Weapon Modifier: +0
Range: 350m effective; 600m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -3

Mk17 SCAR-H [NATO]

The FN SCAR (Special Operations Forces Combat Assault Rifle) is a gas-operated (short-stroke gas piston) self-loading rifle with a rotating bolt. It is constructed to be extremely modular, including barrel change to switch between calibers. The rifle was developed by FN Herstal (FNH) for the United States Special Operations Command (SOCOM) to satisfy the requirements of the SCAR competition. This family of rifles consist of two main types. The SCAR-L, for "light", is chambered in the 5.56x45mm NATO cartridge and the SCAR-H, for "heavy", fires 7.62x51mm NATO. Both are available in Close Quarters Combat (CQC), Standard (STD) and Long Barrel (LB) variants.



Ammo: 7.62
Damage: d8
Weapon Modifier: +0
Range: 500m effective; 800m maximum
Rate of Fire: Semi-auto / Auto
Penetration: -3

Submachine Guns

SMGs are like the close-quarters little brothers of assault rifles. You're not getting high Damage by any means, but most have a Rate of Fire and magazine size that will allow you to take control of a close-quarters situation with ease. You'll want to pay close attention to the Accuracy stat on each of these weapons, as they are prone to being lower than most other weapons in your arsenal. To get the most out of your SMGs, add parts to increase the Accuracy of each weapon and try to only use them when you have enemies near you. Watch out for the muzzle sway and keep a tight angle on any attackers and you'll have no issue with these weapons in hand.

All submachine guns require the shooter to have a minimum Strength of 10.

MP5 [NATO]

The second weapon in your starting kit, the MP5 has a decent Rate of Fire and solid Handling. It doesn't have much in the way of range and damage, but it will serve you well as a secondary weapon, for those times when you've unloaded your primary weapon's clip and are in a tight spot.



Ammo: 9x19mm
Damage: d6
Weapon Modifier: +0
Range: 200m effective; 300m maximum
Rate of Fire: Semi-auto
Penetration: +0

P90 [NATO]

This is a top-tier SMG that will suit all your needs, whether you want to stealth your way through a base or attack it directly. It's Handling, Penetration, and magazine size are all excellent, and when you slap a suppressor on the muzzle it's nearly dead silent. The Accuracy is a bit low, but it's still manageable. A marvelous all-around SMG with excellent flexibility.



Ammo: 5.7x28mm
Damage: d6
Weapon Modifier: +0
Range: 200m effective; 300m maximum
Rate of Fire: Semi-auto
Penetration: +0

SR-635 [NATO]

A powerful, but unstable SMG. You'll want to put parts on it to help raise that Accuracy as much as possible. Muzzle climb isn't an issue with the high Handling this gun touts, but sway is a big problem. If you can nail that down, you'll have a great SMG on your hands.



Ammo: 6x35mm
Damage: d8
Weapon Modifier: +0
Range: 250m effective; 300m maximum
Rate of Fire: Semi-auto
Penetration: +0

PSG [NATO]

A very standard SMG that boasts higher than average Accuracy and Range. Even with the Accuracy boost, this gun will pull left and right like all SMGs tend to, but at a much more manageable rate. As an improvement over the standard MP5, this gun is a nice addition to your arsenal. If you don't pick it up early in the operation you'll miss out on using it when it will benefit you, so make a point to get it as early as possible.



Ammo: 7.62
Damage: d8
Weapon Modifier: +0
Range: 300m effective; 450m maximum
Rate of Fire: Semi-auto
Penetration: +0

Sniper Rifles

Sniper Rifles are the go to choice for would be assassins. If you're the type of operative who loves to stay out of harm's way and feels giddy upon dropping a target from 400 yards, these are your weapons. When the heat is on and enemies close in you're going to want to have a backup weapon, but if you can keep your distance and stay hidden, sniper rifles will serve you well.

There are two types of sniper rifles: semiautomatic and bolt action. Semiautomatic rifles fire almost as fast as you can pull the trigger, while bolt action rifles require a reload after every shot. It seems like an easy choice, but really, bolt action rifles tend to have higher Damage stats, while semiauto rifles are generally more versatile. If you want enough power to not only down enemies in one shot, but also deal significant damage to vehicles, then a bolt action is your weapon of choice. If you want to be able to take down a group of enemies quickly and at a distance, then semiauto should be your focus.

Regardless of the type of sniper rifle you pick, you'll need to know what to expect from sniper rifles. The Range stat is a huge factor here. Range doesn't affect other weapons nearly as much as it does with sniper rifles, because this stat determines just how far your bullet can travel before it drops. The higher the stat, the farther the bullet can go before arching downwards.

Another consideration is scope sway. If you're planning on using sniper rifles a lot, then you're going to want to invest in the Stable Aim skill. This will help get your sights on a target without them swaying back and forth. You can still get by without the skill, but having Stable Aim will make it easier and faster to line up shots, so you can down an enemy and move onto the next one without delay.

All Sniper Rifles require the shooter to have a minimum Strength of 11.

SR25 [NATO]

Compared to the M40A5, this sniper rifle has lower Damage, Accuracy, Range, and Noise Reduction. It makes up for it with better bullet Penetration, Handling, and a mean Rate of Fire—a bolt action this is not. While you'll still be firing slower than all other weapon types, the SR25 has a firing speed that puts it above other sniper rifles. Fire once, twice, three times and keep 'em coming with little delay.



Ammo: 7.62
Damage: 3d8
Weapon Modifier: +0
Range: 800m effective; 1,000m maximum
Rate of Fire: Semi-auto
Penetration: -5

SRSA1 [NATO]

This reliable boltaction rifle matches or surpasses just about every stat the M40A5 has except for a huge drop in Handling and a tiny loss in Noise Reduction. You'll find boosts in Accuracy and Penetration and a jawdropping jump in Range. Losing Handling isn't a big deal seeing as you'll be firing only a single shot at a time. Really, if you love the M40A5, but really need something a bit better, this weapon won't disappoint.



Ammo: 7.62
Damage: 3d10
Weapon Modifier: +0
Range: 900m effective; 1,000m maximum
Rate of Fire: Bolt action (single shot)
Penetration: -5

L115A3 [NATO]

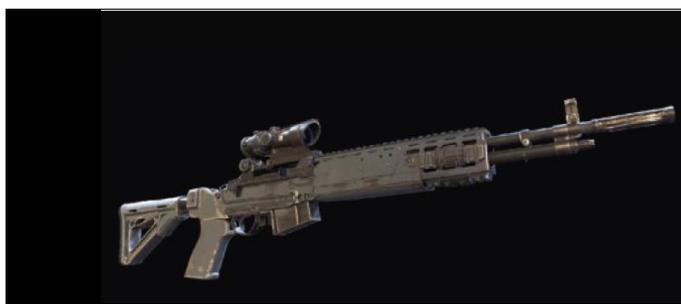
If the HTI's slow Rate of Fire is a bit too daunting for you, have no fear, the L115A3 has you covered. While it does take a decent hit to its Damage stat, the increase in the Rate of Fire, while small, is very noticeable when compared to the HTI. You're still getting a weapon with high Damage and Penetration, and maxed out Accuracy and Range, but you're also getting a slight boost in Handling, Rate of Fire, and Noise Reduction. Really, this is a more well-rounded rifle compared to the HTI, so if you're willing to lose the Damage output, you'll still find a weapon that can punch holes in enemy soldiers like a cannon through a ship's hull.



Ammo: 7.62
Damage: 3d12
Weapon Modifier: +0
Range: 1,100m effective; 1,500m maximum
Rate of Fire: Bolt action (single shot)
Penetration: -10

MK14 [NATO]

Another semiautomatic sniper rifle, but one that is much more stable than most others in its class. Despite what it's Handling suggests, the MK14 has very little muzzle climb. It's there, but barely noticeable, especially if you're timing your shots and not just pulling the trigger like it's a TV remote with bum batteries. Where this weapon struggles is its low Damage. It has one of the worst Damage stats out of all of the sniper rifles on the market. Still, if you want something that can take out enemies long distance, but can't stomach the slow reloading and firing of your standard bolt action, you could do far worse than the MK14.



Ammo: 7.62
Damage: 3d10
Weapon Modifier: +0
Range: 800m effective; 2.5 miles maximum
Rate of Fire: Semi-auto
Penetration: -5

MSR [NATO]

An excellent alternative to the HTI. While you'll lose a chunk of the Damage the HTI puts out, you'll get better Handling, Rate of Fire, and Penetration. You'll also get a boost in Noise Reduction, but it's negligible and putting a suppressor on your muzzle will only do so much for you. Regardless, you'll get an excellent bolt action sniper rifle out of the MSR. Just strap a Long Barrel to the end of the gun and you'll be putting out nearly as much power as the HTI.



Ammo: 7.62

Damage: 3d12

Weapon Modifier: +0

Range: 1,500m effective; 2.5 miles maximum

Rate of Fire: Bolt action (single shot)

Penetration: -10

Light Machine Guns

Light machine guns are not accurate, nor are they stable, but when you've got a 150round ammo drum attached to the bottom of your weapon, you don't need to concern yourself with accuracy. These behemoths often have a good Damage stat and can hold massive amounts of ammunition. Don't expect to be stealthy with one of these in hand, but when you find yourself backed into a corner and surrounded by enemies, this gun is your best friend. The best way to use this weapon is as a suppression device. Lay down a storm of bullets to keep enemies under control while your teammates come in on their flanks and take them out. LMGs are also spectacular for taking on vehicles.

All Light Machine Guns require the shooter to have a minimum Strength of 13.

M249 [NATO]

The M249 light machine gun (LMG), formerly designated the M249 Squad Automatic Weapon (SAW), and formally written as Light Machine Gun, 5.56 mm, or the .223 military rnd. The M249, is the American adaptation of the Belgian FN Minimi, a light machine gun manufactured by the Belgian company FN Herstal (FN). The M249 is manufactured in the United States by the local subsidiary FN Manufacturing LLC in South Carolina and is widely used in the U.S. Armed Forces. The weapon was introduced in 1984 after being judged the most effective of a number of candidate weapons to address the lack of automatic firepower in small units. The M249 provides infantry squads with the high rate of fire of a machine gun combined with accuracy and portability approaching that of a rifle.

The M249 is gas operated and air-cooled. It has a quick-change barrel, allowing the gunner to rapidly replace an overheated or jammed barrel. A folding bipod is attached near the front of the gun, though an M192 LGM tripod is available. It can be fed from both linked ammunition and STANAG magazines, like those used in the M16 and M4. This allows the SAW gunner to use a rifleman's magazines as an emergency source of ammunition in the event that he runs out of linked rounds.



Ammo: 5.56x45mm

Damage: d10

Weapon Modifier: +0

Range: 800m effective; 2.5 miles maximum

Rate of Fire: Semi-auto

Penetration: -3

Shotguns

Shotguns are the kings of close quarter combat. If you find yourself boxed in on all sides, a shotgun will be a port in a storm. Boasting high Damage and a bullet spread that makes aiming almost needless, shotguns are a point and shoot weapon for when enemies start invading your personal space. There are few who could withstand a shotgun blast to the chest at pointblank range, even with armor, which is what makes shotguns so good at what they do. You aren't going to get a big magazine or a high Rate of Fire. You're not going to be hitting anyone that's more than 15 feet away, but once an enemy is in a shotgun's kill zone, there will be no saving them.

All Shotguns require the shooter to have a minimum Strength of 11.

SPAS12 [NATO]

Quite possibly the most well-known shotgun in the world, the SPAS12 is the gun to get if you like to get nice and close for your kills. With nearly-maxed-out damage and a fast Rate of Fire, there are few things in this world that would be able to survive your attacks with this gun. You're not going to get much done if you fire this weapon at a distance, but you know that already; you're here to turn enemies into pin cushions and this gun does not disappoint.



Ammo: 12 gauge – shot or slug
Damage: 2d12
Weapon Modifier: +0
Range: 100m effective
Rate of Fire: pump-action single round
Penetration: +0 (or -3 slug)

Compact Machine Guns

Compact machine guns are the panic buttons of the weapon world. You're not lining up shots with these things; you're not taking enemies out at a distance, dealing massive damage, suppressing, or sneaking with a CMG. Instead, what you're getting are weapons with high Rates of Fire that can discharge an entire magazine in the blink of an eye. If you want to remove an enemy from this mortal coil before either of you even know what happened, whip out a CMG, point and shoot. What was once a man will be little more than red dust and lead.

All Compact Machine Guns require the shooter to have a minimum Strength of 10.

SMG11

The SMG11 is not a gun you're going to use often. Not because it's a bad weapon by any means, but because it's Rate of Fire burns through bullets so fast there is no time to plan, line up shots, or even think. It functions more as a "Break in Case of Emergency" option for times when your primary weapon runs dry, but an enemy is on top of you. Whip this out, close your eyes and pull the trigger. When the dust settles you'll be alive and your enemy will have a lot of trouble passing through metal detectors.



Ammo: .38 ACP
Damage: d6
Weapon Modifier: +0
Range: 50m effective; 90m maximum
Rate of Fire: Semi-auto
Penetration: +0

SKORPION

The Skorpion is a much more stable version of the SMG11. It has similar stats across the board, but a bigger magazine and better Handling, making it much easier to aim with. It will still be put to better use as an emergency weapon, but you'll be able to line up your shots with greater ease.



Ammo: 7.65 x 17mm
Damage: d6
Weapon Modifier: +0
Range: 50m effective; 150m maximum
Rate of Fire: Semi-auto
Penetration: +0

STANDARD WEAPON MODIFICATIONS							
Stocks		Scopes		Sights		Magazine	
Buttstock (standard)	-1 to	Scope (1x)	-1R	Polymer BUIS,	+0	Magazine (20) –	+0
	Autofire/ Burst fire	Scope (2x)	-2R	Iron Sights		(standard)	
Buttstock folded / short	-1	Scope (3x)	-4R	(standard)	+1 / -1R	Magazine upgrade (+10)	-1
Tactical Vest Hook	-1 to 3 round shot			Panoramic, Micro T1, G33, EXPS3, CompM4 PKAS	+2 / -1R	Magazine upgrade (+20)	-2
				TA31H ACOG Digital Scope			
Underbarrel		Rail		Trigger		Muzzle	
M203 GL, Std	-2	ATPIAL Laser Sight	+1	Autofire / Burst	-5	Compensator	+1 / -3N /
Grenade Launcher		Laser 3Dot	+2	3-round	-3	Suppressor	-1P
AFG, Vertical	+1	Range Finder	-1R	Single	+0	Stock muzzle	-1 / +5N /
Foregrip		Rail Cover	+0			(standard)	+1P
Rail Cover	+0	(standard)					+0
(standard)		Tactical Light	Illumination				

R=range, P=penetration, NR=noise reduction