

CYBERJUNK PISTOL

HYPERIUS COMMON PISTOL

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	3 0
DAMAGE	
PER +	
RANGE 5 s q	



ELEMENT
-2 DMG Mod.
+1 ACC Mod.

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MOD 16+:	3 0
DAMAGE	
PER +	
RANGE 5 s q	



ELEMENT
-2 DMG Mod.
+1 ACC Mod.

SECURITAS

TORQUE RARE PISTOL

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	3 0
DAMAGE	
PER + MOD	
RANGE 5 s q	




Monitors and Cameras deal 2d6 Explosive Damage when shot.
-2 ACC Mod. Splash.

BOOM_TUBE.PTYPE

HYPERIUS EPIC ROCKET LAUNCHER

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1
DAMAGE	
PER + MOD	
RANGE 4 s q	



ELEMENT
-2 DMG Mod. Splash.
+4 ACC Mod.

ZERO DAY

BLACKPOWDER UNCOMMON SHOTGUN

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	1 1
DAMAGE	
PER + MOD	
RANGE 4 s q	




ELEMENT
+3 Crit Damage. If Range 2 or Less: Damage +2.
+2 ACC Mod.

HIGH PING

ALIAS! UNCOMMON SNIPER RIFLE

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1
DAMAGE	
PER + MOD	
RANGE 8 s q	



ELEMENT
+2 DMG Mod.
If Range 3+: ACC Mod +3.

DAHLIA
UNCOMMON

BLACKHAT

COMBAT RIFLE

ACCURACY	
2-7:	1 0
8-15:	3 0
MOD 16+:	3 1
DAMAGE	
PER +	MOD
RANGE 6 s q	



ELEMENT
Burst: +1 Hit.
+1 ACC Mod.

MALEFACTOR
UNCOMMON

MOLL-E

SMG

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	5 0
DAMAGE	
PER +	MOD
RANGE 5 s q	




ELEMENT
Shock: Deals 2x Damage to Shields.
-1 DMG Mod.

BLACKP&WDER
EPIC

TERMINAL VELOCITY

PISTOL

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	3 0
DAMAGE	
PER +	MOD
RANGE 5 s q	



ELEMENT
+5 Crit Damage.
+2 ACC Mod.

MALEFACTOR
EPIC

DDOS

ROCKET LAUNCHER

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1
DAMAGE	
PER +	MOD
RANGE 4 s q	




ELEMENT
Incendiary: Deals 2x Damage to Flesh.
Splash.

BLACKP&WDER
LEGENDARY

MAULWARE

COMBAT RIFLE

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	2 1
DAMAGE	
PER +	MOD
RANGE 6 s q	



ELEMENT
+5 Crit Damage.
+2 ACC Mod.

MALEFACTOR
LEGENDARY

HARD LOCK

SHOTGUN

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	1 1
DAMAGE	
PER +	MOD
RANGE 4 s q	



ELEMENT
Cryo: Slows and Freezes Enemies.
If Range 2 or Less: DMG Mod +2.

BLACKP&WDER
LEGENDARY

PEER-TO-PEER

SNIPER RIFLE

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1
DAMAGE	
PER +	MOD
RANGE 8 s q	



ELEMENT
+5 Crit Damage.
+2 ACC Mod.
If Range 3+: ACC Mod +3.

MALEFACTOR
LEGENDARY

POWER SURGE

SMG

ACCURACY	
2-7:	2 1
8-15:	3 1
MOD 16+:	5 1
DAMAGE	
PER +	MOD
RANGE 5 s q	



ELEMENT
Shock: Deals 2x Damage to Shields.
Crit added to each Range.