

Weapon	Code	Source	Type	Dmg	Exp	ADP	AeF	RPM	Recoil	Cap	DF	SV	FFV	FX	Shots to Kill																																		
															Charger						Hit						Time to Kill																						
															Leg	Body	Head	Leg	Body	Head	Leg	Body	Head	Leg	Body	Head	Leg	Body	Head	Leg	Body	Head																	
Lightning	AS-20	Start	AR	30	0	14	0	2	640	3,020.0	45	1	10	10	0	0	84	0	0	0	85	0	2	4	7	25	2	15	0	12	47	0	N/A	80	N/A	N/A	N/A	50	N/A	22	0.4	0.7	23	0.2	1.4	N/A	11	4.4	N/A
Lightning Phalanx	AS-20E	Start	AR	30	0	14	0	2	640	3,020.0	45	1	10	10	0	0	83	0	0	0	77	0	2	4	4	13	2	15	0	6	34	0	N/A	80	N/A	N/A	72	N/A	0.2	0.4	1.2	0.2	1.5	0.6	0.4	2.1	N/A		
Lightning Concussive	AS-20C	Start	AR	30	0	14	0	2	300	3,020.0	45	1	10	10	0	0	21	0	0	0	26	0	3	6	10	29	3	16	0	16	38	0	N/A	58	N/A	N/A	43	N/A	0.6	1.1	1.5	2.4	0.6	3.0	N/A	30	7.1	N/A	
Lightning Concussive	AS-20B	Start	AR	30	0	14	0	2	300	3,020.0	45	1	10	10	0	0	21	0	0	0	27	0	2	4	7	27	2	16	0	12	34	0	N/A	81	N/A	N/A	50	N/A	0.1	0.3	0.5	1.9	0.1	1.0	N/A	0.8	3.0	N/A	
Lightning Concussive	AS-21	Start	AR	35	0	22	0	2	600	3,322.2	45	1	10	15	10	0	0	88	0	0	0	48	0	2	4	7	24	2	14	0	11	44	0	N/A	88	N/A	N/A	4.8	N/A	0.2	0.4	0.7	2.4	0.2	1.4	N/A	1.1	4.4	N/A
Lightning Concussive	AS-22	Start	AR	150	0	162	0	3	550	3,017.7	20	1	10	15	12	0	0	19	0	0	0	16	0	2	3	3	7	0	4	4	20	0	N/A	21	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A		
Lightning Concussive	AS-23	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-24	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-25	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-26	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-27	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-28	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-29	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-30	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-31	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-32	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-33	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-34	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-35	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-36	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-37	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-38	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-39	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-40	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-41	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-42	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-43	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-44	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive	AS-45	Start	AR	150	0	162	0	3	300	3,019.0	15	1	10	15	14	0	0	0	0	0	0	0	2	2	5	1	7	3	3	24	0	N/A	88	N/A	N/A	3.8	N/A	0.2	0.3	0.3	0.9	1.2	0.8	0.4	4.1	N/A			
Lightning Concussive	AS-46	Start	AR	150	0	162	0	3	300	3,017.7	20	1	10	15	12	0	0	0	0	0	0	0	2	3	3	7	0	4	4	20	0	N/A	87	N/A	N/A	1.7	N/A	0.2	0.3	0.3	0.8	0.9	0.4	0.4	2.3	N/A			
Lightning Concussive	AS-47	Start	AR	150	0	162	0	3	300	3,019.0	20	1	10	15	14	0	0	0	0	0	0	0	2	3	5	15	2	9	0	7	29	0	N/A	87	N/A	N/A	3.7	N/A	0.3	0.5	0.9	2.6	0.3	1.5	N/A	1.2	5.0	N/A	
Lightning Concussive																																																	

Weapon	Code	Source	Type	Dmg	Exp	vD	Ac	AP	RPM	Shots to Kill												Time to Kill																								
										Charger						Bolt Train						Bolt Spower						Stalker						Hive Guard						Impaler						
										Leg	Butt	Head	Body	Head	Body	Leg	Butt	Head	Body	Head	Body	Leg	Butt	Head	Body	Head	Body	Leg	Butt	Head	Body	Head	Body	Leg	Butt	Head	Body	Head	Body							
Liberator	AB-23	Start	AR	30	0	6	0	0	0	0.0	-29.0	0.0	0.0	0.0	-24.0	0.0	-1.0	-2.0	-4.0	-13.0	-1.0	-8.0	0.0	-6.0	-23.0	0.0	0.0	-2.7	0.0	0.0	0.0	-2.3	0.0	-0.1	-0.2	-0.4	-1.2	-0.1	-0.8	0.0	-0.6	-2.2	0.0			
Liberator Penetrator	AB-23C	Helix	AR	45	0	-1	0	0	0	0.0	7.0	0.0	0.0	0.0	5.0	0.0	-2.0	-4.0	-3.0	-11.0	-2.0	-12.0	-6.0	-6.0	-26.0	0.0	0.0	0.7	0.0	0.0	0.0	0.5	0.0	-0.2	-0.4	-0.3	-1.0	-0.2	-1.1	-0.6	-0.6	-2.4	0.0			
Liberator Concussive	AB-23B	Viper1	AR	30	0	17	0	0	0	0.0	-24.0	0.0	0.0	0.0	-20.0	0.0	0.0	0.0	0.0	-4.0	0.0	-3.0	0.0	0.0	-15.0	0.0	0.0	-4.5	0.0	0.0	0.0	0.8	0.0	0.0	0.0	0.0	-0.8	0.0	-0.8	0.0	-0.8	-2.8	0.0			
Liberator Carbide	AB-23A	Viper1	AR	30	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-1.0	-2.0	-4.0	-11.0	-1.0	-7.0	0.0	-6.0	-18.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.1	-0.1	-0.3	-0.7	-0.1	-0.5	0.0	-0.4	-1.0	0.0				
Incendiar	AB-61	Polar1	AR	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0			
Adjuster	BB-14	Demo1	AR	70	0	49	0	0	0	0.0	-61.0	0.0	0.0	0.0	-51.0	0.0	-2.0	-1.0	-8.0	-11.0	-1.0	-10.0	-3.0	-3.0	-35.0	0.0	0.0	-6.7	0.0	0.0	0.0	-5.6	0.0	0.0	-0.2	-0.1	-0.9	-0.1	-1.1	-0.3	-0.3	-3.8	0.0			
Daliance	BL4	Helix	DMR	25	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-3.0	0.0	-2.0	0.0	-2.0	-3.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0			
Daliance Counter Sniper	BL4CS	Helix	DMR	110	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-1.0	-1.0	-1.0	-4.0	-1.0	-4.0	-1.0	-1.0	-15.0	0.0	0.0	0.0	0.0	0.0	0.0	-0.2	-0.2	-0.2	-0.7	-0.2	-0.7	-0.2	-0.7	-0.2	-0.7	-0.2	-0.7	0.0		
Knight	MB-86	DLC	SMG	10	0	15	0	0	0	0.0	-236.0	0.0	0.0	0.0	-197.0	0.0	-1.0	-1.0	-2.0	-14.0	-1.0	-10.0	0.0	-3.0	-53.0	0.0	0.0	-103.0	0.0	0.0	0.0	-8.6	0.0	0.0	0.0	-0.1	-0.1	-0.6	0.0	-0.4	0.0	-1.1	-2.3	0.0		
Defender	SMG-31	Helix	SMG	20	0	13	0	0	0	0.0	-136.0	0.0	0.0	0.0	-114.0	0.0	-1.0	-1.0	-2.0	-11.0	-1.0	-7.0	0.0	-3.0	-32.0	0.0	0.0	-15.7	0.0	0.0	0.0	-13.2	0.0	-0.1	-0.1	-0.2	-1.3	-0.1	-0.8	0.0	-0.3	-3.7	0.0			
Pummier	SMG-72	Polar2	SMG	5	0	13	0	0	0	0.0	-136.0	0.0	0.0	0.0	-114.0	0.0	-1.0	-1.0	-2.0	-11.0	-1.0	-7.0	0.0	-3.0	-32.0	0.0	0.0	-15.7	0.0	0.0	0.0	-13.2	0.0	-0.1	-0.1	-0.2	-1.3	-0.1	-0.8	0.0	-0.3	-3.7	0.0			
Quintet	SG-8	Helix	SG	0	0	12	0	0	0	0.0	-1.0	0.0	0.0	0.0	-1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Snapper	SG-8S	Helix	SG	0	0	45	0	0	0	0.0	-6.0	0.0	0.0	0.0	-5.0	0.0	0.0	0.0	0.0	-1.0	0.0	0.0	0.0	0.0	-3.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Breaker	SG-22S	Helix	SG	0	0	54	0	0	0	0.0	-8.0	0.0	0.0	0.0	-7.0	0.0	0.0	0.0	0.0	0.0	0.0	-1.0	0.0	0.0	-3.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
SG-22SP Breaker Spray & Pray	SG-22SP	Helix	SG	48	0	56	0	0	0	0.0	-9.0	0.0	0.0	0.0	-7.0	0.0	0.0	0.0	0.0	-1.0	-3.0	-2.0	0.0	-1.0	-6.0	0.0	0.0	-1.6	0.0	0.0	0.0	-1.3	0.0	0.0	0.0	-0.2	-0.5	0.4	0.2	0.0	0.4	0.2	0.0	0.2	0.1	0.0
Breaker Inventory	SG-22SP	Vets2	SG	-8	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	2.0	1.0	0.0	1.0	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Expanding Crossbow	SG-8	Demo3	EX	200	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	-1.0	-1.0	-1.0	0.0	-1.0	-1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Comstar	JAB-5	Vets3	EX	25	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Exactor	B-36	Demo2	EX	20	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Purifier Plasma	SG-8C	Out2	NRG	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Baiter	AB-13	Out3	NRG	0	0	0	0	0	15	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
Scythe	LAS-5	Helix	NRG	0	0	130	0	0	0	0.0	-11.0	0.0	0.0	0.0	-9.0	0.0	0.0	0.0	0.0	-1.0	-1.0	-1.0	0.0	-1.0	-1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Slide	LAS-10	Out1	NRG	0	0	15	0	0	0	0.0	-236.0	0.0	0.0	0.0	-197.0	0.0	0.0	0.0	0.0	-2.0	-2.0	-4.0	0.0	-3.0	-5.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Scorcher	PLAS-1	Helix10	NRG	25	25	20	0	0	0	0.0	-2.0	0.0	0.0	0.0	-1.0	0.0	0.0	0.0	0.0	-1.0	-2.0	-1.0	-1.0	-1.0	-2.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Purifier	PLAS-101	Polar3	NRG	50	0	50	0	0	0	0.0	-2.0	0.0	0.0	0.0	-1.0	0.0	0.0	0.0	0.0	-1.0	-1.0	-1.0	-1.0	-1.0	-2.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Backscatter	SG-22	Viper2	SG	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Backscatter	E-2	Start	HS	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Backscatter	E-18	Helix	HS	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Vardict	E-113	Polar3	HS	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Grenade Pistol	GP-31	Demo3	HS	0	0	0	0	-855	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Dagger	LAS-2	Out3	HS	150	0	0	0	0	0	0.0	-48.0	0.0	0.0	0.0	-38.0	0.0	-1.0	-2.0	-5.0	-4.0	-1.0	-2.0	-4.0	0.0	-3.0	-14.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Sentinel	E-4	Vets1	HS	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Statwatt	M105	Support	SUP	0	0	0	0	0	0	0.0	0.0	0.0	0.0	0.0																																

Weapon▼	Code▼	Source▼	Type▼	Dmg▼	Exp	vD▼	AoE▼	AP▼	RPM▼	Reload▼	Cap▼	Reserve▼	DF▼	SV▼	PF▼	FX▼	Shots to Kill			Time to Kill			
																	Gunship			Gunship			
																	Front Engine	Rear Engine	Body	Front Engine	Rear Engine	Body	
Railgun				600	0	60	0	5	60	1.3	1	1020	105	10	35	15	0	3	3	12	3.0	3.0	12.0
																	AP	3	3	3			
																	HP	400	400	700			
																	% to body	0%	0%	100%			
																	% durable	85%	80%	100%			
																	Explosion resistance	100%	0	0%			
																	Fatal?	TRUE	TRUE	TRUE			
																	Gunship						
																	700 Total Health						
																	Main : 3 Armor, 0% durable						
																	body : -1 Health (Fatal) (ExplosionImmunity), 4 Armor, 100% to main, 100% durable						
																	front_left_thruster : 400 Health, 3 Armor, 0% to main, 85% durable						
																	front_right_thruster : 400 Health, 3 Armor, 0% to main, 85% durable						
																	back_right_thruster : 400 Health, 3 Armor, 0% to main, 80% durable						
																	back_left_thruster : 400 Health, 3 Armor, 0% to main, 80% durable						