

3/8

**Remington 870 12 ga.**


.00 Shot

12 ga.  
slug



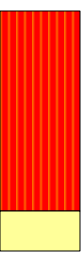
Range: 2, Damage: 2  
Ammo: 8

8 Shotgun Rounds 12 ga. Slug 1



Need ammo pouch or  
backpack to carry.  
Need 2 rounds to open doors

8 Shotgun Rounds .00 Shot 1




Carried in Ammo pouch or  
backpack

**Tavor CTAR-21** 3/8

Single

Auto



Range: 3 Damage: 1  
Ammo: 30  
Holosight +1 to hit  
If set to auto 1D6+3 = rounds fired

**SIG SG 551** 2/6

Single

3 rnd.

Auto




Range: 4, Damage: 1  
Ammo: 30  
If set to auto 1D6+2 = rounds fired

**SOPMOD M4A1**  
ACPG 4x scope 3/8

Single

Auto




Range: 3, Damage: 1  
Ammo: 30  
Scope +1 to hit  
If set to auto 1D6+2 = rounds fired

**SOPMOD M4A1**  
with ACPG 4x scope and 3/8

Single

Auto



Range: 3, Damage: 1  
Ammo: 30  
Scope +1 to hit  
If set to auto 1D6+2 = rounds fired

**FN FAL** 3/8

Single

Auto




Range: 4 Damage: 2  
Ammo: 30  
If set to auto 1D6+2 = rounds fired

**DSA SA58 OSW** 3/8

Single

Auto



Range: 3 Damage: 2  
Ammo: 30  
Holosight +1 to hit  
If set to auto 1D6+2 = rounds fired