

INFINITY

NEW WEAPONS

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WEAPONS

WEAPON	RANGE				DAMAGE	B	AMMUNITION	TEMPLATE	E/M VULNERABILITY	CC
	SHORT/ MOD	MEDIUM/ MOD	LONG/ MOD	MAXIMUM/ MOD						
AP Marksman Rifle	0-8/-3	8-16/+3	16-24/+3	24-48/-6	13	3	AP	No	No	No
Chain-colt	--	--	--	--	13	1	N	Small Teardrop	No	No
E/Marat	--	--	--	--	13	1	E/M	Big Teardrop	Yes	No
Flammenspeer	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	Fire	Circular	No	No
Guided Heavy Rocket Launcher (Guided Heavy RL)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	2	Guided + Fire	Circular	Yes	No
Heavy Rocket Launcher (Heavy RL)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	2	Fire	Circular	No	No
Hedgehog Weapon	--	--	--	--	PH	1	N	No	No	Yes
Jammer	0-8/0	--	--	--	13	1	--	No	Yes	No
Light Rocket Launcher (Light RL)	0-8/0	8-16/+3	16-32/-3	32-48/-6	13	2	Fire	Circular	No	No
Marksman Rifle	0-8/-3	8-16/+3	16-24/+3	24-48/-6	13	3	N	No	No	No
Molotok	0-8/0	8-24/+3	24-32/-3	32-48/-6	14	4	N	No	No	No
Stun Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	Stun	No	No	Yes
Submachine gun	0-8/+3	8-16/+3	16-24/-6	--	13	3	Shock	No	No	No
Swarm Grenades	0-4/+3	4-8/0	8-12/-3	--	13	1	Swarm	Sí	No	No
Templar CCW	--	--	--	--	PH	1	AP + DA	No	No	Yes
Viral Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	Viral	No	Yes	No
Vulkan Shotgun	0-8/+3	8-16/0	16-24/-3	--	14	2	AP/ Fire	Small Teardrop	No	No