

SR6 WEAPON PROFILES

UNARMED	DV	ATTACK RATING	AVAILABILITY	COST
	2S	[Strength + Reaction]/—/—/—/—	-	-

BLADES (Add your Strength to the CLOSE Attack Rating)

WEAPON	DV	ATTACK RATINGS	AVAILABILITY	COST
Combat axe	5P	9/—/—/—/—	4	500¥
Combat/survival knife	3P	8/2*/—/—/—	2	220¥
Forearm snap blades	3P	6/—/—/—/—	3	185¥
Knife	2P	6/1*/—/—/—	1	20¥
Katana	4P	10/—/—/—/—	3	350¥
Polearm	4P	8/—/—/—/—	2	210¥
Sword	3P	9/—/—/—/—	3	320¥

*Max range is 20 meters

CLUBS (Add your Strength to the CLOSE Attack Rating)

WEAPON	DV	ATTACK RATINGS	AVAILABILITY	COST
Club	3S	6/—/—/—/—	1	65¥
Extendable baton	2S	5/—/—/—/—	2	52¥
Sap	2S	6/—/—/—/—	1	75¥
Staff	4S	8/—/—/—/—	1	150¥
Stun baton	5S(e)	6/—/—/—/—	2	600¥
Telescoping staff	4S	8/—/—/—/—	2	250¥

UNARMED (Add your Strength to the CLOSE Attack Rating)

WEAPON	DV	ATTACK RATINGS	AVAILABILITY	COST
Bike chain	2S	5/—/—/—/—	1	15¥
Knucks	3P	6/—/—/—/—	1	100¥
Shock Gloves	4S(e)	5/—/—/—/—	4	790¥

EXOTIC (Melee Weapons)

WEAPON	DV	ATTACK RATINGS	AVAILABILITY	COST
Bullwhip**	1P	6/—/—/—/—	4	255¥
Monofilament whip**	6P	14/—/—/—/—	6(I)	1,300¥

* **Whips add the attackers Reaction instead of Strength to the CLOSE Attack Rating

THROWING WEAPONS/PROJECTILES

WEAPON	DV	ATTACK RATINGS	AVAILABILITY	COST
Bow	(Rating/2)P	(R/2)/(R)/(R/4)/—/—	(Rating/3)(L)	100 + (rating x 10)¥
Arrow	—	—	(Rating/3)	(Rating x 2)¥
Injection arrow	—	—	4	(Rating x 20)¥
Crossbow, Light	2P	6/8/2/—/—	3	150¥
Crossbow, Standard	3P	2/10/4/2/—	3(L)	290¥
Crossbow, Heavy	4P	2/8/6/4/—	4(L)	425¥
Bolt	—	—	2	5¥
Injection bolt	—	—	4	50¥
Throwing knives	2P	10/9/3/—/—	2	155¥
Throwing stars	2P	9/11/5/—/—	2	160¥

TASERS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Defiance Super Shock	6S(e)	SS	10/6*/—/—/—	4(m)	1	340¥
Yamaha Pulsar I	4S(e)	SS	9/9†/—/—/—	4(m)	1	325¥
Yamaha Pulsar II	4S(e)	SS	9/9†/—/—/—	4(m)	1	350¥

*max range 20 meters †max range 50 meters

HOLD-OUT PISTOLS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Fichetti Tiffani Needler	3P	SS	10/6/2/—/—	4(c)	2	435¥
Streetline Special	2P	SS	8/8/—/—/—	6(c)	2	200¥
Walther Palm Pistol	2P	SS/BF	12/7/—/—/—	6(b)	2	345¥

HOLD-OUT PISTOLS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Ares Light Fire 70	2P	SA	10/7/6/—/—	16(c)	3(L)	350¥
Ares Light Fire 75	2P	SA	10/7/6/—/—	16(c)	3(L)	400¥
Beretta 101T	2P	SA	9/8/6/—/—	21(c)	2(L)	260¥
Beretta 201T	2P	SA/FA	9/8/6/—/—	21(c)	3(L)	460¥
Colt America L36	2P	SA	8/8/6/—/—	11(c)	2(L)	230¥
Fichetti Security 600	2P	SA	10/9/6/—/—	30(c)	3(L)	390¥
Ruger Redhawk	3P	SA/BF	7/10/7/—/—	8(cy)	2(L)	250¥

SR6 WEAPON PROFILES

MACHINE PISTOLS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Ares Crusader II	2P	SA/BF	9/9/7/—/—	40(c)	4(L)	520¥
Ceska Black Scorpion	2P	SA/BF	10/9/8/—/—	35(c)	3(L)	510¥
Steyr TMP	2P	SA/FA	8/8/6/—/—	30(c)	3(L)	690¥

HEAVY PISTOLS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Ares Predator VI	3P	SA/BF	10/10/8/—/—	15(c)	2(L)	750¥
Ares Viper Slivergun	4P(fl)	SA/BF	12/8/6/—/—	30(c)	4(L)	610¥
Browning Ultra Power	3P	SA	10/9/6/—/—	10(c)	2(L)	315¥
Colt Government 2076	3P	SA	10/8/6/—/—	14(c)	3(L)	275¥
Manhunter	3P	SA	10/8/6/—/—	14(c)	3(L)	500¥
Ruger Super Warhawk	4P	SA	8/11/8/—/—	6(cy)	3(L)	400¥

SUBMACHINE GUNS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Colt Cobra TZ-100	3P	SA/BF	9/9/6/—/—	32(c)	2(L)	730¥
Colt Cobra TZ-110	3P	SA/BF	10/10/7/—/—	32(c)	2(L)	785¥
Colt Cobra TZ-120	3P	SA/BF	10/11/8/—/—	32(c)	3(L)	840¥
FN P93 Praetor	4P	SA/BF/FA	9/12/7/—/—	50(c)	4(L)	925¥
HK-227	3P	SA/BF	10/11/8/—/—	28(c)	3(L)	825¥
Ingram Smartgun XI	3P	SA/BF	11/9/6/—/—	32(c)	3(L)	750¥
SCK Model 100	3P	SA/BF	10/10/7/—/—	30(c)	3(L)	725¥
Uzi V	3P	SA/BF/FA	8/8/7/—/—	24(c)	2(L)	455¥

SHOTGUNS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Defiance T-250	4P	SS/SA	7/10/6/—/—	5(m)	2(L)	330¥
Mossberg CMDT	4P	SA/BF	4/11/7/—/—	10(c)	4(L)	700¥
PJSS Model 55	4P	SA/BF(short)	3/12/8/—/—	2(b)	5(L)	325¥
Remington Roomsweeper	5P	SA	9/8/4/—/—	8(m)	2(L)	325¥

RIFLES

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
AK-97	5P	SA/BF/FA	4/11/9/7/1	38(c)	2(L)	2,100¥
Ares Alpha	4P	SA/BF/FA	4/10/9/7/2	42(c)	5(L)	3,400¥
Grenade Launcher	As grenade	SS	4/10/6/2/—	6(c)	—	—
Colt M23	4P	SA/BF/FA	5/8/8/8/1	40(c)	2(L)	2,100¥
FN-HAR	5P	SA/BF/FA	3/11/10/6/1	35(c)	3(L)	2,100¥
Yamaha Raiden	4P	SA/BF/FA	4/11/10/7/2	60(c)	5(L)	3,200¥
Grenade Launcher	As grenade	SS	4/11/7/1/—	4(c)	—	—
Shotgun	4P	SS/SA	7/9/8/—/—	2(b)	—	—
Ares Desert Strike	5P	SA	3/10/10/10/10	14(c)	4(I)	11,000¥
Cavalier Arms Crockett EBR 5P	5P	SA/BF	3/8/11/8/8	20(c)	5(I)	9,050¥
Ranger Arms SM-5	5P	SA	3/6/9/11/12	15(c)	5(I)	13,200¥
Remington 900	5P	SS	2/7/10/12/11	5(m)	3(L)	12,000¥
Ruger 101	5P	SA	2/6/10/12/11	8(m)	2(L)	11,100¥
Barret Model 122	6P	SA	1/8/11/16/14	10(c)	6(I)	15,200¥

MACHINE GUNS/ASSAULT CANNONS

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Ingram Valiant	4P	SA/BF/FA	2/11/12/7/3	50(c) or 100(belt)	4(L)	4,175¥
Stoner-Ares M202	5P	SA/BF/FA	1/10/11/7/6	50(c) or 100(belt)	4(L)	6,900¥
RPK HMG	6P	SA/BF/FA	1/10/12/8/7	50(c) or 100(belt)	5(L)	8,000¥
Panther XXL	7P	SA	1/9/12/8/6	15(c)	6(I)	10,000¥

EXOTIC (Ranged Weapons)

WEAPON	DV	MODE	ATTACK RATINGS	AMMO	AVAILABILITY	COST
Ares Super Squirt	Special	SS	8/12/9/—/—	20(c)	3(L)	560¥
Parashield DART Pistol	1P + special	SS	9/10/8/—/—	5(c)	2	510¥
Parashield DART Rifle	1P + special	SS	5/8/11/3/—	6(m)	3	710¥
Ares Antioch II	As Grenade	SS	—/6/8/6/5	8(m)	3(I)	5,900¥
ArmTech MGL-6	As Grenade	SA	—/8/8/3/—	6(c)	4(I)	1,800¥
ArmTech MGL-12	As Grenade	SA	—/8/9/6/2	12(c)	4(I)	5,000¥
Aztechnology Striker	As Missile	SS	—/4/10/9/6	1(ml)	5(I)	7,000¥
Onotari Interceptor	As Missile	SS	—/5/9/10/8	2(ml)	5(I)	9,000¥