

Weapons & Items List

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Weapons & Items List

(Most Mission Loadouts consist of one primary weapon, one secondary weapon, one Armor and two tech)

Name / Range / Damage / Critical damage / Aim / Mobility / Ammo / Special / Cost

Shotgun / 30 (14) / 8-16 / 16-22 / 0 / 0 / 14 /

Pistols (Secondary Weapon)

Standard Brand Pistol / 30 / 4-8 / 8-12 / -10 / 0 / 6 / Small Arms / -

Pistol / 30 / 5-10 / 10-15 / -10 / 0 / 2 1 / Small Arms / 800c

Laser Pistol / 30 / 8-12 / 12-18 / -10 / 0 / 2 1 / Energy Weapons / 1200c

Plasma Pistol / 30 / 10-14 / 14-20 / -10 / 0 / 2 1 / Energy Weapons / 1800c

*Long range accuracy penalty without Gunslinger

Machine Pistols (Secondary Weapon)

Machine Pistol / 30 / 6-10 / 10-15 / -10 / 0 / 8 / Small Arms / 1000c

Heater / 30 / 6-10 / 10-15 / -3 / -1 / 8 / Small Arms / 1100c

Gauss Autopistol / 30 / 6-10 / 10-15 / -10 / -1 / 8 / Gauss Weapons / 1200c

Blaster / 30 / 8-12 / 12-18 / -10 / -1 / 9 / Energy Weapons / 1400c

Plasma Mauler / 30 / 10-14 / 14-22 / -10 / -1 / 9 / Energy Weapons / 1800c

SMGs (primary Weapon)

Standard Brand SMG / 30 / 4-6 / 8-10 / -10 / 0 / 10 / Small Arms / -

Submachine Gun / 30 / 4-8 / 8-10 / -10 / 3 / 10 / Small Arms / 1000c

Laser Shatterray / 30 / 6-10 / 10-14 / 7 / 3 / 10 / Energy Weapons / 1400c

Gauss Stuttergun / 30 / 8-12 / 12-18 / 0 / 3 / 10 / Gauss Weapons / 1800c

Pulse Stengun / 30 / 8-16 / 16-22 / 0 / 3 / 10 / Energy Weapons / 1800c

Plasma Stormgun / 30 / 10-18 / 18-24 / 0 / 3 / 10 / Energy Weapons / 2200c

Carbines (primary Weapon)

Assault Carbine / 30 / 4-8 / 8-10 / 7 / 1 / 20 / Ranged Weapons / 2400c

Laser Carbine / 30 / 6-10 / 10-14 / 15 / 1 / 20 / Energy Weapons / 2800c

Gauss Carbine / 30 / 8-12 / 12-18 / 7 / 1 / 20 / Gauss Weapons / 3000c

Pulse Carbine / 30 / 8-16 / 16-22 / 7 / 1 / 20 / Energy Weapons / 3200c

Plasma Carbine / 30 / 10-18 / 18-24 / 7 / 1 / 20 / Energy Weapons / 3200c

Assault Rifles (primary Weapon)

Standard Brand AR / 30 / 5-8 / 8-11 / 0 / 0 / 20 / Ranged Weapons / -

Assault Rifle / 30 / 6-10 / 10-14 / 0 / 0 / 30 / Ranged Weapons / 2600c

Laser Rifle / 30 / 8-12 / 12-18 / 7 / 0 / 30 / Energy Weapons / 3000c

Gauss Rifle / 30 / 8-16 / 16-22 / 0 / 0 / 30 / Gauss Weapons / 3200c

Pulse Rifle / 30 / 10-18 / 18-24 / 0 / 0 / 30 / Energy Weapons / 3600c

Plasma Rifle / 30 / 12-20 / 20-28 / 0 / 0 / 30 / Advanced Energy Weapons / 4200c

Battle Rifles (primary Weapon)

Battle Rifle / 30 / 8-12 / 12-18 / -15 / -1 / 40 / Heavy Weapons / 3000c

Heavy Laser Rifle / 30 / 8-16 / 16-22 / -8 / -1 / 40 / Advanced Energy Weapons / 4200c

Heavy Gauss Rifle / 30 / 10-18 / 18-24 / -15 / -1 / 50 / Advanced Gauss Weapons / 5000c

Heavy Pulse Rifle / 30 / 12-20 / 20-28 / -15 / -1 / 40 / Advanced Energy Weapons / 6000c

Heavy Plasma Rifle / 30 / 14-22 / 22-32 / -15 / -1 / 40 / Heavy Energy Weapons / 8000c

Shotguns (primary Weapon)

Standard Brand Shotgun / 30 (14) / 5-14 / 14-20 / 0 / 0 / 8 / Ranged Weapons / -

Shotgun / 30 (14) / 8-16 / 16-22 / 0 / 0 / 14 / Ranged Weapons / 3000c

Sawed-Off Shotgun / 3 / 8-16 / 16-22 / 0 / -1 / 2 / Small Arms / 2600c

Scatter Laser / 30 (14) / 10-18 / 18-24 / 7 / 0 / 10 / Advanced Energy Weapons / 4400c

Alloy Cannon / 30 (14) / 12-20 / 20-28 / 0 / 0 / 12 / Advanced Gauss Weapons / 8000c

Scatter Blaster / 30 (14) / 14-22 / 22-32 / 0 / 0 / 10 / Advanced Energy Weapons / 8200c

Reflex Cannon / 30 (14) / 14-26 / 26-36 / 0 / 0 / 10 / Advanced Energy Weapons / 10000c

*Long range accuracy penalty

Sniper Rifles (primary Weapon)

Standard Brand SR / 200 (30) / 6-10 / 10-14 / 0 / 0 / 8 / Long Ranged Weapons / -

Sniper Rifle / 200 (30) / 8-12 / 12-18 / 0 / -1 / 14 / Long Ranged Weapons / 4000c

Laser Sniper Rifle / 200 (30) / 8-16 / 16-22 / 7 / -1 / 10 / Long Ranged Weapons / 4200c

Gauss Sniper Rifle / 200 (30) / 10-18 / 18-24 / -10 / -2 / 10 / Advanced Gauss Weapons / 5200c

Pulse Sniper Rifle / 200 (30) / 12-20 / 20-28 / 0 / -1 / 10 / Advanced Energy Weapons / 5200c

Plasma Sniper Rifle / 200 (30) / 14-22 / 22-32 / 0 / -1 / 10 / Advanced Energy Weapons / 10000c

*Cannot fire after moving

Marksman Rifles (primary Weapon)

Marksman Rifle / 36 / 8-12 / 12-18 / 0 / 0 / 16 / Long Ranged Weapons / 4000c

Laser Strike Rifle / 36 / 8-16 / 16-22 / 7 / 0 / 10 / Advanced Energy Weapons / 4200c

Alloy Strike Rifle / 36 / 10-18 / 18-24 / 0 / 0 / 14 / Advanced Gauss Weapons / 5000c

Blaster Rifle / 36 / 12-20 / 20-28 / 0 / 0 / 10 / Advanced Energy Weapons / 5200c

Reflex Rifle / 36 / 14-22 / 22-32 / 0 / 0 / 10 / Advanced Energy Weapons / 9000c

*Accuracy penalty after moving

Squad Automatic Weapons (primary Weapon)

SAW / 30 / 8-12 / 12-18 / 0 / -1 / 50 / Heavy Weapons / 4000c

Autolaser / 30 / 8-16 / 16-22 / 7 / -1 / 60 / Heavy Energy Weapons / 4400c

Gauss Autorifle / 30 / 10-18 / 18-24 / 0 / -1 / 60 / Heavy Gauss Weapons / 5000c

Pulse Autoblaster / 30 / 12-20 / 20-28 / 0 / -1 / 50 / Heavy Energy Weapons / 5300c

Plasma Storm / 30 / 14-22 / 22-32 / 0 / -1 / 50 / Heavy Energy Weapons / 10000c

Light Machine Guns (primary Weapon)

LMG / 36 (30) / 8-16 / 16-22 / 0 / -2 / 80 / Heavy Weapons / 4000c

Gatling Laser / 36 (30) / 10-18 / 18-24 / 10 / -2 / 80 / Heavy Energy Weapons / 4400c

Gauss Machine Gun / 36 (30) / 12-20 / 20-28 / 0 / -2 / 80 / Heavy Energy Weapons / 5200c

Gatling Pulser / 36 (30) / 14-22 / 22-32 / 0 / -2 / 70 / Heavy Energy Weapons / 5200c

Plasma Sweeper / 36 (30) / 14-26 / 26-36 / 0 / -2 / 70 / Heavy Energy Weapons / 10000c

* Cannot fire after moving

Rocket Launchers (secondary Weapon)

Rocket Launcher / - / 8-20 / 20-28 / 0 / 0 / 1 / Heavy Weapons / 5000c

Recoilless Rifle / - / 12-24 / 24-32 / 0 / 0 / 1 / Advanced Gauss Weapons / 5000c

Blaster Launcher / - / 14-26 / 26-36 / 0 / 0 / 1 / Fusion Weapons / 12000c

Mecha Primary Weapons

Minigun / 36 (30) / 10-18 / 18-24 / 0 / 0 / 60 / Mecha / 4400c

Laser Lance / 36 (30) / 12-20 / 20-28 / 7 / 0 / 70 / Mecha / 4600c

Railgun / 36 (30) / 14-26 / 26-36 / 0 / 0 / 40 / Mecha / 5200c

Pulse Lance / 36 (30) / 14-26 / 26-36 / 0 / 0 / 30 / Mecha / 5400c

Particle Cannon / 36 (30) / 16-28 / 28-38 / 0 / 0 / 30 / Mecha / 5400c

Mecha Secondary Weapons

Flamethrower / cone / 5-10 / 10-20 / 0 / 0 / 2 / Mecha / 4400c (uses cone marker, on fire 1d5 a turn, it costs a whole turn to put out fire)

Kinetic Strike Module / 2 / 12-36 str / 0 / 0 / 2 / Mecha / 5000c

Prox. Mine Launcher / 30 / 12-24 / 0 / 0 / 3 / Mecha / 5000c

Melee Weapons (Secondary Weapon)

(name / range / dmg / crit / move / cost) *damage + 10% strength

Monofilament Sword / 2 / 12-20 / 20-28 / 3 / 8000c (bypasses armor)

Kinetic Blade / 2 / 6-10 / 10-14 / 3 / 1000c

Combat Knife / 2 / 5-8 / 8-14 / 2 / 600c

Combat Sword / 30 / 8-12 / 12-18 / 2 / 2400c

D'naa Tomahawk / 10 / 10-18 / 18-24 / 3 / 14000c

Buster Sword / 8-16 / 16-22 / 2 / 6000c

Energy Blade / 5-10 / 10-15 / 3 / 800c

Flex Cutter / 2 / 6-10 / 10-16 / 2 / 1200c

Vibroblade / 1 / 5-10 / 10-15 / 3 / 1800c

Sonic Knife / 2 / 8-12 / 12-16 / 1200c

Club / 1 / 6-10 / 10-14 (m) / 2 / 250c

Extendable Baton / 2 / 7-11 / 11-15 (m) / 400c

Shock Baton / 2 / 8-12 / 12-16 (m) - 200c

Monowire Garrote / 1 / 12-16 / 16-20 / 1400c *behind & Surprise only

Bioware Claws / 2 / 6-12 / 12-18 / 3 / 3000c

Cyberclaws / 2 / 8-14 / 14-20 / 3 / 4000c

Densiplast Gloves / 1 / 6-12 / 12-18 / 2 / 2400c

Shock Gloves / 1 / 8-14 (e) / 14-20 / 3 / 4000c +10% crit to machines

Unarmed 5-8 / 8-11

Name / Effect

Items for operatives (tech)

Field Medal / Grants immunity to panic, except infiltration.

Medikit / heals 3 HP (upgradable) (craftable) (200c)

Rocket / Grants one additional rocket. (200c)

Nanite Rocket / Grants one additional nanite rocket. (400c)

Stun Gun / Stun device, 6-11, 11-18 mind damage. (1200c)

Smartgun Kit / Removing the aim penalty on reaction shots.(2200c)

Walker Servos / Grants 2 Mobility. (1600c)

Hacking tool 10 to hack (1200c)

Welding torch (use to weld a door shut so it cannot be opened, or to open a door) takes 2 turns to complete task) (600c)

Protective Items (tech)

Reinforced Plating / Provides 1 Armor HP. Cannot be stacked with other plating items. (400c)

Tactical Plating / Provides 2 Armor HP. Cannot be stacked with other plating items. (800c)

Fiber Plating / Provides 3 Armor HP, reduces melee damage taken. Cannot be stacked with other plating items. (1200c)

Reinforced Armor / Confers 1 Armor HP and 1 Damage Reduction, but -7 Dodge. Can stack with plating items. (600c)

Thermoptics / Grants 7 Dodge & thermoptic perk. (8000c)

Respirator: Grants immunity to airborne nano/gas attacks. (2000c)

Absorption Vest / Damage received from enemies within 4 tiles is reduced by 33%. (2400c)

Maze Barrier / Provide 25 Will, Grants immunity to panic, except Infiltration. (600c)

Protection Barrier / Provide 2 mind armor vs. Hack, but draws -15 Will when equipped (1000c)

Thrown Devices (tech)

Motion Tracker / Can be thrown to provide vision for two turns. See motion tracker perk. (1200c)

Communication Interceptor / Enemy Communications are hacked and relayed. (1400c)

Hack Warfare Systems / When thrown, the Communication Interceptor generates a unique audio signal that can cause unseen enemies to advance towards it. Has no effect on enemies that have already seen your soldiers. (800c) (craftable)

Grenades (tech)

AP Grenade / Deals 6-12 damage to units not in cover relative to the center of the blast radius. 100c

Flashbang Grenade / Incurs -50% Aim, -50% Mobility and reduced range for many area-of-effect attacks on enemies in blast radius for one turn. Most synthetic/cybernetic are immune. 100c

Smoke Grenade / Confers 20 Defense to units in radius for two turns. 100c

Pipe Bomb / Deals 2-12 damage units within the area, (craftable) 100c

HE Grenade / Deals 2-10 damage to units in blast radius and can destroy cover. 200c

C4 / Deals 6-14 damage to units in blast radius and can destroy cover. (craftable) 400c

Chem Grenade / Creates an Acidic Cloud at the point of impact. Organic targets suffer reductions in mobility and take damage for performing actions other than hunkering down. All targets (also including robots) also suffer aim and damage reduction penalties. (craftable) 450c

Virus Grenade / Incurs -50% Aim, -50% Mobility and reduced range for many area-of-effect attacks on enemies in a wider blast radius than flashbangs for one turn. Confers a 2 Will penalty when equipped. 600c

Cloak Grenade / Grants stealth to units in an area for one turn. 1200c

EMP Explosive / Deals 6-10 energy damage with a 20% crit against machines, (craftable). 500c

Flare / Illuminates an area giving a 20 to perception checks. 100c

Molotov: 2-10 damage and sets area on fire. Any units failing to dodge is on fire for 1D5 a turn. Costs a whole turn to put out.) area is on fire for 1-6 turns. 200c

Ammunition / price per clip

Small Arms 10c a round

Ranged Weapons 12c a round

Energy Weapons 20c a round

Gauss Weapons 20c a round

Advanced weapons x2 on the adjusted price.

Flame thrower fuel 2 charges 2400cx

Hi Cap Mags / 10 ammo capacity for primary weapon. Stacks with bonus ammo from perks and other sources. 100c

Nanite Ammo / confers the Nano Coated Attack perk. 10 mag, 400c

Armor Piercing Ammo / Negates armor used by enemy units. 10 mag 400c

Breaching Ammo / Nullifies extra damage reduction penalties for shotgun-type weapons, including the sawed-off shotgun. 10 rounds 300c

Rail Rounds / Increases critical hit chance of Ballistic and Gauss weapons by 20%, but halves the weapon's effective range. 10 mag 200c

Alloy Rounds / Increases Ballistic and Gauss weapon damage by 1. 10 mag 400c

Gunsights and Optics (tech)

Laser Sight / 5 Aim. (2000c)

Tactical Scope / Increases aim by 10. (Can be used with laser sight for a total of 15 aim. 10% Crit chance) (4000c)

Targeting Module / Provides 7 Critical Hit Chance to a soldiers primary weapon. (4000c)

Reflex Sights / Confers Killing Blow perk. (3000c)

Marksman Scope / Grants Dead Eye perk. (4200c)

Bipod / Confers Stable Shot perk. (1200c)

Armor

Name / Defense / Mobility / Health/ Special / Cost

Tac Vest / 1 / 3 / 5 / 800c

Tac Armor / 2 / 1 / 10 / 1200c

Field Armor / 3 / 2 / 10 / 1800c

Carbon Fiber armor / 2 / 3 / 5 / 2000c

Heavy armor / 5 / -1 / 15 / 2200c

Technician armor / 4 / 2 / 10 / 2200c

Assault armor / 3 / 4 / 15 / 2400c

Support armor / 7 / 2 / 0 / 2600c

Reinforced Armor / 6 / -2 / 10 / 2400c

Tritan Armor / 10 / 0 / 10 / (Immune to Poison / Fire) / 10000c

Jump Jet Armor / 5 / 4 / 15 / Fly / 8000c

Gravity Pack Armor/ 8 / 2 / 10 / (Fly / Immune to Poison / Fire) / 9000c

Thermoptics Armor/ 4 / 2 / 20 / (Thermoptics Perk, reduces tech carried by 1) / 10000c

SOG armor / 8 / 2 / 10 / 10000c

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