

Star Wars Galaxy's Edge TM



**WEAPONS
GUIDE**

Table of Contents

The Weapons and Gadgets1

Pistols and Machine Pistols 2

Silenced 9mm2

Falcon2

.45 Handgun2

Biz-2 Machine Pistol3

HK-5 Machine Pistol3

Spyder Skorpion3

G-18 Machine Pistol4

Mars Sub Machine Gun4

Assault Rifles and Machine Guns5

M-16 Assault Rifle5

PK-102 Assault Rifle5

K3G4 Assault Rifle5

Sniper Rifles6

Sniper Rifle (Silenced)6

Nightvision Rifle6

H11 Sniper Rifle7

AUG Assault Rifle, Silenced7

Shotguns

12 Gauge Shotgun7

MIL-15 Shotgun8

UAS-12 Rapid

Fire Shotgun8

Maks Shotgun8

Specialty Weapons9

Combat Knife9

C-4 Mine9

Air Taser10

Crossbow with Laser10

Grenades

Incendiary Grenade11

Nerve Gas Grenade12

M-79 Grenade

Launcher12

Gadgets13

Flak Jacket13

Minefield Detector13

Nightvision Goggles13

Camera13

THE WEAPONS AND GADGETS

There is a weapon to match any combat objective. Think about the task at hand before pulling the trigger. The moment you open fire with a non-silenced weapon, your location is compromised. Let the need for stealth be a major concern when choosing a weapon.

Lightweight weapons handle easily but may not have the hitting power or range for the current target.

Check the statistics for a weapon to see if it matches the current mission characteristics. Each weapon description includes specifications for rate of fire, damage inflicted, clip size and the maximum rounds carried for that weapon.

Remember, non-combatants are to be protected or left unharmed. Hurting civilians, hostages or even certain military personnel results in mission failure. Use non-lethal means if you must neutralize a non-combatant.

Gadgets are very mission specific and do not require selection once you pick them up. They may function automatically when the need arises. Mine Detectors and Nightvision Goggles are examples of automatic gadgets. Other gadgets, such as the Camera must be selected by the agent before use.

Pistols and Machine Pistols



Silenced 9mm

This weapon is uncommonly accurate for a sidearm, but its best performance is during close-range situations.

Fire Rate III

Damage II

Clip Size 15

Max Rounds 90



Falcon

The most impressive feature of this semi-automatic handgun is its long range hitting power, but this agile sidearm performs in tight battle situations as well.

The Falcon can use a variety of magnum rounds.

Fire Rate III

Damage II

Clip Size 6

Max Rounds 40



.45 Handgun

Developed for trench warfare in 1911, the .45's double-action semi-auto design has remained virtually unchanged. Legendary for its stopping power and nasty recoil, this weapon is a favorite among seasoned agents.

Fire Rate II

Damage III

Clip Size 10

Max Rounds 60



Biz-2 Machine Pistol

Everything about this compact weapon is designed for maximum firepower in very close quarters. The side mounted clip holds enough ammo to pin down a platoon while the small shoulder stock can be used to steady a longer shot if needed.

Fire Rate IIII

Damage III

Clip Size 66

Max Rounds 396



HK-5 Machine Pistol

This sub-machine gun delivers uncommon ferocity in a small package with low recoil. Used by law enforcement, military personnel and enemy operatives worldwide, the HK-5 can be found in over 23 variants, including this silenced version.

Fire Rate IIII

Damage III

Clip Size 32

Max Rounds 192



Spyder Skorpion

The specially designed high impact rounds sprayed from this compact machine gun are its most striking feature. Each hit inflicts tremendous damage with a high fire rate. The small clip size demands attention to reloading.

Fire Rate IIII

Damage IIIII

Clip Size 20

Max Rounds 100



G-18 Machine Pistol

If you had a clip big enough, you could fire 3600 rounds from the G-18 in one minute. But you have a 33 round clip which unleashes a half-second hailstorm of lead. Take care to have plenty of clips on hand.

Fire Rate IIII

Damage II

Clip Size 33

Max Rounds 198



Mars Sub Machine Gun

The Mars is a folding, concealable sub machine gun. It is employed by Federal Agencies such as the Secret Service and ATF.

Fire Rate IIII

Damage IIII

Clip Size 32

Max Rounds 160

Assault Rifles and Machine Guns



M-16 Assault Rifle

The M-16 is standard issue for the U.S. Military but there is nothing standard about the weapon. Firing a specially designed high-velocity round, the lightweight M-16 has developed into one of the finest military weapons ever made.

Fire Rate IIII

Damage II

Clip Size 30

Max Rounds 180



PK-102 Assault Rifle

This is a variant of the Kalishnikov (one of the most widely used and modified designs in the world). While a full-blown assault rifle, its compact, easy to conceal size makes it a favorite among hostile organizations.

Fire Rate IIII

Damage II

Clip Size 30

Max Rounds 160



K3G4 Assault Rifle

Teflon coated bullets give this weapon maximum lethality against flak jacketed troops. And its high fire rate makes it dominant in almost any battle situation.

Fire Rate IIII

Damage IIII

Clip Size 30

Max Rounds 150

Sniper Rifles

See "Sniper Mode" on page 28 of the main manual.



Sniper Rifle (Silenced)

The scope on this weapon is classified. Using Optical Character Recognition technology, the scope can identify and classify human targets while registering the point of impact to specific body parts. The zoom feature virtually guarantees one-shot accuracy.

Fire Rate II

Damage II

Clip Size 10

Max Rounds 30



Nightvision Rifle

Exceptional accuracy under zero light conditions makes this the most superior night weapon in the arsenal. The SVDN nightscope with zoom is designed for ease of use against moving, stationary or camouflaged targets. The silencer keeps a properly positioned agent virtually undetectable. The Nightvision scope is also very useful as a reconnaissance tool.

Fire Rate I

Damage III

Clip Size 10

Max Rounds 30



H11 Sniper Rifle

Combining long-range precision with extreme full-auto fire rate makes the H11 a devastating sniper weapon.

Fire Rate IIIII

Damage I

Clip Size 50

Max Rounds 300



AUG Assault Rifle, Silenced

The silenced "Armee Universal Gewehr" has seen heavy employment since 1977. The handle has been replaced with a Russian scope that penetrates most surfaces, and a gas operating system propels the 5.56 mm bullets through almost any wall. The AUG is often referred to as the "X-Ray gun".

Fire Rate II

Damage IIII

Clip Size 30

Max Rounds 150



Shotguns

12 Gauge Shotgun

This modified choke version maximizes hitting power while keeping collateral damage to a minimum and is used by police forces, DEA agents and the Secret Service. A 12 gauge is one of the most feared weapons around because it shreds anything within a range of up to about 25 yards.

Fire Rate II

Damage IIII

Clip Size N/A

Max Rounds 25



MIL-15 Shotgun

Instead of firing pellets, this heavily modified weapon fires a small fragmentation round that explodes on contact.

WARNING: Do not use in close quarters or near innocents!

Fire Rate III

Damage IIII

Clip Size 6

Max Rounds 18



UAS-12 Rapid Fire Shotgun

Developed solely for military use, this gas operated shotgun lays down a swath of close range punishment. Pellet spread is large which can result in collateral damage.

Fire Rate IIII

Damage IIII

Clip Size 12

Max Rounds 12



Maks Shotgun

This rapid-fire shotgun fires fine pellet particles that inflict enormous damage on an enemy.

Fire rate IIII

Damage IIII

Clip Size 10

Max rounds 10

Specialty Weapons

Combat Knife

While the oldest and most basic weapon an agent will ever use, the Combat Knife requires special skills to use effectively. Its most important role is as a stealth weapon. The agent must soundlessly sneak within striking range before attacking and use the knife with swift efficiency before the victim can react in any way. It is best to blindside the target when using the knife.

Fire Rate N/A

Damage IIIII

Clip Size N/A

Max Rounds N/A

C-4 Mine

More powerful than TNT and safer to handle, C-4 is also called plastic explosive for its moldable putty-like properties. C-4 is standard issue for both military and hostile enemies alike. Set the charge on the object you want to blow up by pressing the  button. Then move to a protected position and press the  button to set off the charge.

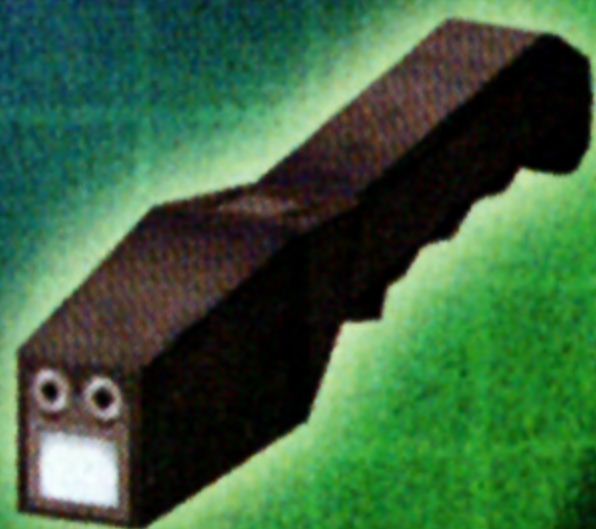
Warning: The blast radius is large.

Fire Rate N/A

Damage IIIII

Clip Size N/A

Max Rounds N/A



Air Taser

Use this weapon during stealth ops where lethal force is necessary. CO2 powered discharge lodges the electrode probe one inch deep into target. The wire connecting the weapon to the probe carries 500,000 volts. Press and hold the  button after implantation to inflict severe burns.

Fire Rate I

Damage IIIII

Clip Size N/A

Max Rounds Infinite



Crossbow with Laser

This is the quietest weapon you can use. Accuracy is excellent when used in Manual Aiming mode due to a laser sighting system. The narcotic treated bolt gives the agent the option of not using lethal force by taking a body shot. Head shots are fatal.

Fire Rate I

Damage IIIII

Clip Size N/A

Max Rounds 5

Grenades

Use grenades for anti-personnel operations, to destroy armed positions or to clear certain small obstructions. The range of a grenade depends on the throwing arm of the agent. Do not use a grenade to attack close targets unless you can find protective cover. Also be sure that non-combatant personnel are a safe distance from the blast.

To throw a grenade:

Method 1 – Press and hold the  button. A longer press increases the arc of the throw and distance. Release the  button to throw the grenade.

Method 2 -- Use the Manual Aiming mode to place a cross over the target position. Press and hold the  button. As you hold, an arc line increases in length to indicate the height of the arc. When you think the arc is correct, release the  button to throw the grenade.



Incendiary Grenade

This grenade has a kill radius of approximately three meters. Upon detonation, an ammonium perchlorate cloud disperses and ignites instantly. Cool down is almost instantaneous and collateral damage is minimal.

Fire Rate I

Damage IIIII

Clip Size N/A

Max Rounds 10



Nerve Gas Grenade

The blast releases trace amounts of Soman nerve agent. Enemies lose consciousness instantly with death following in about 15 minutes if no antidote is injected into the victim. Agents who walk into the area may be stunned briefly by the gas. The gas dissipates rapidly, allowing agents to enter the area with no risk of fatality.

Fire Rate I

Damage IIIII

Clip Size N/A

Max Rounds 10



M-79 Grenade Launcher

A favorite of Vietnam War forces, the “Blooper” delivers high explosive fragmentation grenades to a range of 300 meters. Kill radius is around five meters. This is a break-barreled weapon that must be hand loaded.

Fire Rate I

Damage IIIII

Clip Size N/A

Max Rounds 15

Gadgets



Flak Jacket

Flak Jackets protect the body from penetration by most bullets but offer zero protection to your head. Flak jackets found in weapon boxes fill your Armor Meter completely, offering full protection. Jackets recovered from enemy casualties offer one-quarter protection and fill the meter partially. If you hit an enemy wearing a flak jacket with a head shot, his flak jacket will be useful. Punch through the jacket with a body shot and it is useless.



Minefield Detector

The minefield detector is used in conjunction with your radar. When an agent approaches a mine, a red beam flashes in the direction of the mine which is represented by a blip on the radar. An audible tone also alerts to the presence of the mine and tone rate increases as the agent gets closer. Move the agent well clear of the position. This device operates automatically and is not visible in the Weapon Selector.



Nightvision Goggles

These goggles carry an infrared illuminator that will clearly show a human form in zero or low light environments. They do not appear in your Weapons menu. The agent will put them on when needed.



Camera

Use the camera to capture vital intelligence. Locate the photographic subject and press the  button to snap the shutter.

