

RANGE MODIFIERS

Range weapon	3m	8m	18m	45m	65m	110m	180m	360m	600m
Rock/Crystal etc	-10	-15	-20	-40	-80	-	-	-	-
Spear	-5	-10	-15	-50	-	-	-	-	-
Handaxe*	-5	-10	-20	-60	-	-	-	-	-
Dagger etc*	-5	-15	-25	-60	-	-	-	-	-
Melee weapon*	-20	-40	-75	-	-	-	-	-	-
Throwing axe/sis-ganj	+0	-5	-15	-40	-	-	-	-	-
Throwing knife/ring	+0	-5	-10	-30	-	-	-	-	-
Javelin/atlatl	+0	-5	-10	-20	-40	-	-	-	-
Net etc	-5	-20	-50	-	-	-	-	-	-
Bow	+20	+10	+0	-15	-50	-80	-	-	-
Longbow	+20	+10	+5	-10	-30	-60	-80	-	-
Crossbow	+30	+15	+5	-10	-30	-60	-80	-	-
Sling/bola	+0	+0	-5	-20	-40	-	-	-	-
Staffsling	+5	+0	+0	-10	-30	-80	-	-	-
Blowgun/Fleita	+20	+10	+0	-30	-	-	-	-	-
Dyshas	+20	+10	+0	+0	-20	-50	-80	-150	-
Pistols	+30	+20	+0	-20	-40	-60	-80	-	-
Rifles	+35	+25	+15	+10	+0	-20	-40	-60	-80

AIMING

0 rnds	+0
1 rnd	+ AIM
2 rnds	+AIMx2
(3 rnds	+AIMx2,5)*

* Only for 16+ AIM characters

RATE OF FIRE

Blaster	1 / rnd
Laser	2 / rnd
Pulsar	4 / rnd
Field Ram	2 / rnd
Stunner	1 / rnd
Dysha	1 / rnd
Shortbow	1 per 2 rnds or -15
Staffsling	1 per 2 rnds
Longbow	1 per 2 rnds or -35
Crossbow	1 per 2 rnds
Thrown w.	1 per rnd

* 50% chance of hitting with blunt/edge if only using melee skill and no throw skill.

Guns & Rifles

Although not aimable, max range for energy weapons are:

Pistols		Rifles	
Blaster	150m	Blaster	700m
Laser	500m	Laser	2000m
Pulsar	100m	Pulsar	300m
Field Ram	100m	Field Ram	200m
Stunner	50m	Stunner	150m