

Loadouts

This page lists all available weapons for NDC troop loadouts, and is categorized by weapon function, and feature base stats in an easy to follow table. All weapons are available to all troops, with the exception of jointly made equipment with whatever restrictions that apply with those, whether it be experimental in nature, or as simple as low availability.

Weapon	Ammunition	Rnd Capacity	Damage
Pistols + SMGs			
BW-P2 "Wraith"	S6-10mm	12	T1
BW-MWS2 "Harbinger"	S6-SCPR(10mm)	20-40	T1
Assault Rifles(AR)			
BW-6AS "Sickle"	S6 6mm Bullets	30-60	T2
S6-MWS1-MAVERICK	Origin 12.7x50mm Electromagnetic	30	T2
BW-MWS2 "Harbinger"	S6-SCPR(6mm)	30-60	T2
Avenger Plasma Rifle	BW-PC-1B "PowerPak"	100	T2
Shotguns			
BW-KAS "Hailstorm"	S6 Steel Balls Ammo	200\150\100	T2\T3\T4
BW-KAS2 "Executioner"	Galactic Horizon 12Gauge Shotgun Shells	16	T2\T3\T4
Heavy Assault Rifle			
S6-HAR1-1 Storm Rifle	Storm Rifle Flechette	800	T2-T5
Light Machine Gun			
BW-MWS2 "Harbinger"	S6-SCPR(6mm)	150-200	T2
Designated Marksman Rifle			
BW-MWS2 "Harbinger"	S6-SCPR(7.62mm)	20-50	T2
Sniper Rifles			
S6-MWS1-MAVERICK	Origin 12.7x50mm Electromagnetic	30	T3
BW-MWS2 "Harbinger"	S6-SCPR(12.7mm)	15-20	T3
BW-MWS2 "Harbinger"(EM)	S6-SCPR(12.7mm EM)	15-20	T3
Heavy Weapons			
BWE Rotary Chain Gun	S6-SCPR(6mm\12.7mm)+40mm	200-500	T2\T3
BW-HPT "Dragon's Breath"	BW-PC-1A Plasma Core \hydrazine tanks	1 tank\1 core	T4

- Melee
 - [S6-Long Combat Knife "Cross"](#)
- Hand Equipment and Optional Ordinance
 - [Ordinance](#)

OOO Notes

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□ This article is a work-in-progress. Is it not currently approved.

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