

## **WEAPON PLACEMENT INFO.**

### **PARIS**

#### **Zone 1 –**

**M-V9** standard pistol (Found inside the courtyard roof hut, ammo is on the industrial roof area)

**K2 IMPACTOR** Taser (In the apartment block, battery is in there too)

**VECTOR – R35's** standard automatic pistols (Louvre galleries, now Lara can use two guns at the same time)

#### **Zone 2 –**

**M-V9** standard pistol (Bought from the pawn shop, ammo too)

**DESERT RANGER** semi auto (inside Le Serpent Rouge)

**DART-SS** Tranquilliser dart gun (inside the pawn shop back room)

#### **Zone 3 –**

None to collect, subject to testing.

#### **Zone 4 –**

**VECTOR – R35's** standard automatic pistols (Louvre galleries, now Lara can use two guns at the same time)

#### **Zone 5 –**

**V-PACKER** Shot gun.

#### **Zone 4a –**

**MAG VEGA** Heckler & Koch style weapon

**Note: Lara loses all current weapons at the end of Zone 4a. See point 6-16.**

#### **Zone 6 –**

**RIGG 09** Von Croys Luger style pistol (from under the furniture)

**VIPER SMG** The Assassins Rifle (from where he drops it, no ammo)

### **PRAGUE**

#### **Zone 1 –**

**VIPER SMG** The Assassins Rifle (In the back of the Assassins 4x4, if you miss it in Paris)

**Vector – R35** Lara's automatic pistols (In the back of the Assassins 4x4)

**Scorpion-X** Machine Pistol (If bought from Luddick)

#### **Zone 2 –**

**Scorpion-X** Machine Pistol (Found on Luddick's body)

**MAG VEGA** Heckler & Koch style weapon

**Zone 3 –**  
None to collect, subject to testing.

**Zone 4 –**  
None to collect, subject to testing.

**Zone 4a –**

**Zone 3a –**  
**HARPOON GUN** (In the Bio-dome area)

**Zone 5 –**  
None to collect, subject to testing.

**Zone 6 –**  
**The Alchemist Glove** (when Eckhardt has been killed)

### **GUN NAMES AND DESCRIPTIONS.**

Any weapon's effective range is classed as short, medium or long range.

**Lara's standard  
twin automatics**

**Vector – R35.**  
Single shot 45mm. 9 rounds. Short range.

**Standard pistol  
(bog standard)**

**M-V9.**  
Basic design 9mm semi automatic. 12 shot clip. Long range.  
Optional silencer & laser sight

**Desert Eagle**

**Desert Ranger.**  
Advanced 50mm magnum semi automatic. Medium range.  
Optional laser sight.

**Bison 2**

**Viper smg.**  
Automatic and semi-automatic fire. Holds 70 rounds. Long  
range weapon.  
Optional laser sight.

**Luger**

**Rigg 09.**  
Single action 9mm handgun. 9 shot magazine. Short range  
weapon.

<b>Heckler &amp; Koch MP5</b>	<b>Mag Vega.</b> 9mm, 30 round clip. Three modes – single action, semi automatic and fully automatic. Long range weapon. Top mounted torch with high density beam. Optional silencer & laser sight.
<b>Gloch 13c</b>	<b>Scorpion-X.</b> Fully automatic machine pistol. 9mm 30 shot clip. Medium range weapon. Optional silencer.
<b>Shot gun</b>	<b>V-Packer</b> (or just plain ol' shot gun) Pump action 12 bore shot gun. Close quarters. 6 shot, slow reload. Short or medium range effectiveness depending on whether using standard shot or spreadshot ammo.
<b>Harpoon gun</b>	Various tips to harpoons. Standard and explosive. One shot. Slow reload. Short or medium range weapon.
<b>Taser</b>	<b>K2 Impactor.</b> Fires 50,000-volt twin electric probes. Effective at ranges up to 21 feet. Short range. Optional laser sight
<b>Tranquilliser gun.</b>	<b>Dart-SS.</b> (super stealth) Four dart stealth weapon. Renders target instantly unconscious. Short range. Optional laser sight
<b>Lasar sights</b>	Optional fitting for some weapons increasing accuracy over any distance.
<b>Silencer</b>	<b>Optional fitting for some models. Greatly increases stealth.</b>

## WEAPON POWER AND DISTANCE TABLE

<b>Weapon</b>	<b>Distance (In blocks)</b>	<b>Power (Hit Rate)</b>
<b>Taser</b>	1 or 2 blocks	1
<b>Tranq Gun</b>	5	
<b>Shot Gun</b>	5 (?)	2
<b>Standard Single Pistol</b>	7	5
<b>Rigg 09</b>	7	4
<b>Standard Autos Pair</b>	6	5
<b>Desert Ranger</b>	8	3
<b>Scorpion Single</b>	6	4
<b>Scorpion Pair</b>	6	4
<b>Viper SMG</b>	10	4
<b>MAG VEGA</b>	11	5
<b>Harpoon Gun</b>	5	2 standard - 1 explosive

## EXACT WEAPON LEVEL PLACEMENT TABLE

<b>LEVEL</b>	<b>WEAPON(s)</b>
<b>Paris 1</b>	MV-9
<b>Paris 1a</b>	MV-9, K2-Impactor
<b>Paris 1b</b>	MV-9, K2-Impactor, Vector R-35
<b>Paris 1c</b>	MV-9, K2-Impactor
<b>Paris 2</b>	MV-9, K2-Impactor
<b>Paris 2b</b>	MV-9, K2-Impactor, Desert Ranger
<b>Paris 2c</b>	MV-9, K2-Impactor, Dart-SS
<b>Paris 2d</b>	MV-9, K2-Impactor
<b>Paris 2e</b>	MV-9, K2-Impactor
<b>Paris 2f</b>	MV-9, K2-Impactor
<b>Paris 2g</b>	MV-9, K2-Impactor
<b>Paris 2h</b>	MV-9, K2-Impactor
<b>Paris 3</b>	MV-9, K2-Impactor, Dart-SS
<b>Paris 4</b>	MV-9, K2-Impactor, Dart-SS, Vector R-35's
<b>Paris 5a</b>	MV-9, K2-Impactor, Dart-SS, Vector R-35's, V-Packer
<b>Paris 5</b>	MV-9, K2-Impactor, Dart-SS, Vector R-35's, V-Packer
<b>Paris 4a</b>	MV-9, K2-Impactor, Dart-SS, Vector R-35's, V-Packer, Mag Vega
<b>Paris 6</b>	Rigg 09, Viper SMG
<b>Prague 1</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X
<b>Prague 2</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X, Mag

	Vega
<b>Prague 3</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X, Mag Vega
<b>Prague 4</b>	KURTIS ONLY – HAND GUN, CHIRUGAI
<b>Prague 4a</b>	KURTIS ONLY – HAND GUN, CHIRUGAI
<b>Prague 3a</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X, Mag Vega, Harpoon Gun
<b>Prague 5</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X, Mag Vega, Harpoon Gun
<b>Prague 6</b>	Rigg 09, Viper SMG, Vector R-35's, Scorpion X, Mag Vega, Harpoon Gun, Eckhardts Glove