

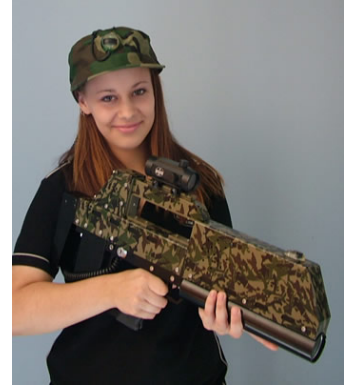


Commando Carbine

This gun is a great combination between compact design and huge fire-power. The Commando fills the gap between the Spitfire (machine pistol) and the Pulse Rifle/M16's (heavy assault rifles). Features include:

Highly adjustable stock so that a wide range of players can use this unit comfortably. By having a flat front end, this model is designed to work both indoors and outdoors. It also has an weaver style mount for a red dot scope. The new design long focal length lens assembly is included on the commando for extended range.

The ROF is 350 rounds per minute on full auto and the unit has a 50 round magazine in the default arcade mode.



GUNS SPECS		COMMANDO
Style		Carbine
Range		Long
Primary Config		ARCADE MODE
Long Range Ammunition		50 rounds per magazine, 15 magazines in total
Rate of Fire		330 rounds per minute
Reload Duration		8 seconds
Hit Delay		3 seconds
Default Hit Points		9 but can be set to any 1 thru 99
Secondary Config		MODERN MILITARY MODE
Long Range Ammunition		30 rounds per magazine, 15 magazines
Rate of Fire		350 rounds per minute
Reload Duration		6 seconds
Hit Delay		1 second
Default Hit Points		2 but can be set to any 1 thru 99
Tertiary Config		BOLT ACTION MODE
Long Range Ammunition		10 rounds per magazine, 15 magazines
Rate of Fire		60 rounds per minute
Reload Duration		8 seconds
Hit Delay		1 second
Default Hit Points		2 but can be set to any 1 thru 99
Other Specs		
Recommended Scope		Red Dot
Warranty		24 months
Construction		Metal, resin handle (m16 style).
Trigger		full trigger mechanism
Weight		3.5kgs/7lbs
Recommended environments		Day/Night Outdoors, eg ski fields, forest, woodlands. Also able to be used indoors or in an urban environment