

Weapons [POG]

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1 Decimal Values

00 - Nothing

01 - Fist

02 - Knife

03 - Bajonett

04 - Saber

05 - Cattle Prod

06 - Pistol

07 - Rifle

08 - Rifle Burst

09 - MG

10 - Heavy MG

11 - Sniper Rifle

12 - Shotgun

13 - Flamethrower

14 - Rocket Launcher

15 - Guided Missile

16 - Medicine Dart

17 - Tranquiliser

18 - Grenade

19 - Clustergrenade

20 - HX-Grenade

21 - Roller Grenade (Experimental)

22 - Confusion Gas (Experimental/Skips turn)

- 23 - Freeze Gas
- 24 - Madness Gas
- 25 - Poison Gas
- 26 - Mortar
- 27 - Bazooka
- 28 - Airburst
- 29 - Super Airburst
- 30 - Medicine Ball
- 31 - Homing Missile
- 32 - Mine
- 33 - Anti-P Mine
- 34 - TNT
- 35 - Long Range Shell ([Artillery](#))
- 36 - Mine Shell ([Artillery](#))
- 37 - Poison Shell ([Artillery](#))
- 38 - Fire Rain Shell ([Artillery](#))
- 39 - 1000 LBS Shell ([Artillery](#))
- 40 - Shock Shell ([Artillery](#))
- 41 - Heavy M-Gun (MG)
- 42 - Flamethrower (MG)
- 43 - Airburst ([Tank](#))
- 44 - Bazooka ([Tank](#))
- 45 - Mortar ([Tank](#))
- 46 - Sabotage (Crash)
- 47 - Pig Noices (Crash)
- 48 - Sabotage (Crash)
- 49 - ? (Crash)
- 50 - Sabotage (Crash)
- 51 - Jetpack

52 - Suicide
53 - Healing Hands
54 - Self Heal
55 - Pick Pocket
56 - Shockwave
57 - Spec-Ops
58 - Airstrike
59 - Fire Rain Airstrike
60 - Vehicle Enter/Exit (Ability/Crash)
61 - Building Enter/Exit (Ability/Crash)
62 - Exit (Ability/Crash)
63 - Map View (Ability/Freeze Timer)
64 - Binoculars (Ability/Cosmetic)
65 - Skip Turn (Ability)
66 - Surrender (Ability)
67 - HX-TNT
68 - Hide
69 - Super Shotgun
70 - Shrapnel Grenade
71 - Grenade Launcher
72 - (Crash)
73+ - Gives you Random Weapons

2 Hex Values

00 - Nothing
01 - Fist
02 - Knife
03 - Bajonett
04 - Saber
05 - Cattle Prod

06 - Pistol
07 - Rifle
08 - Rifle Burst
09 - MG
0A - Heavy MG
0B - Sniper Rifle
0C - Shotgun
0D - Flamethrower
0E - Rocket Launcher
0F - Guided Missile
10 - Medicine Dart
11 - Tranquiliser
12 - Grenade
13 - Clustergrenade
14 - HX-Grenade
15 - Roller Grenade (Experimental)
16 - Confusion Gas (Experimental/Skips turn)
17 - Freeze Gas
18 - Madness Gas
19 - Poison Gas
1A - Mortar
1B - Bazooka
1C - Airburst
1D - Super Airburst
1E - Medicine Ball
1F - Homing Missile
20 - Mine
21 - Anti-P Mine
22 - TNT

23 - Long Range Shell ([Artillery](#))
24 - Mine Shell ([Artillery](#))
25 - Poison Shell ([Artillery](#))
26 - Fire Rain Shell ([Artillery](#))
27 - 1000 LBS Shell ([Artillery](#))
28 - Shock Shell ([Artillery](#))
29 - Heavy M-Gun (MG)
2A - Flamethrower (MG)
2B - Airburst ([Tank](#))
2C - Bazooka ([Tank](#))
2D - Mortar ([Tank](#))
2E - Sabotage (Crash)
2F - Pig Noices (Crash)
30 - Sabotage (Crash)
31 - ? (Crash)
32 - Sabotage (Crash)
33 - Jetpack
34 - Suicide
35 - Healing Hands
36 - Self Heal
37 - Pick Pocket
38 - Shockwave
39 - Spec-Ops
3A - Airstrike
3B - Fire Rain Airstrike
3C - Vehicle Enter/Exit (Ability/Crash)
3D - Building Enter/Exit (Ability/Crash)
3E - Exit (Ability/Crash)
3F - Map View (Ability/Freeze Timer)

- 40 - Binoculars (Ability/Cosmetic)
- 41 - Skip Turn (Ability)
- 42 - Surrender (Ability)
- 43 - HX-TNT
- 44 - Hide
- 45 - Super Shotgun
- 46 - Shrapnel Grenade
- 47 - Grenade Launcher
- 48 - (Crash)
- 49+ - Gives you Random Weapons