

Weapon Name	Code	Short	Long	AP (d12)	FP (d12)	ROF	Traits	Notes
Very Light Machine Gun	VLMG	12	16	4	11	3		5.56mm
Light Machine Gun	LMG	12	16	4	11	6		5.56mm
Heavy Machine Gun	HMG	12	24	6	8	3		7.62mm
Frag Cannon	FGC	16	16	10	4	1	T, CA7	Shotgun
Very Light Rifle	VLR	12	24	11	6	1		.50 cal
Light Rifle	LRF	12	32	13	6	1		20mm
Medium Rifle	MRF	12	40	16	6	1		40mm
Heavy Rifle	HRF	12	40	20	6	1		57mm
Deployable Pack Gun	DPG	16	16	12	9	3	T, CA7	Shotgun
Light Anti Air Cannon	LAAC	12	16	10	7	5	AA	.50 cal
Medium Anti Air Cannon	MAAC	12	24	12	6	4	AA	20mm
Heavy Anti Air Cannon	HAAC	12	24	16	5	3	AA	40mm
Very Light Autocannon	VLAC	12	24	10	7	3		50 cal
Light Autocannon	LAC	12	24	12	7	3		2cm
Medium Autocannon	MAC	12	32	15	7	2		3.7cm
Heavy Autocannon	HAC	12	32	18	7	2		5cm
Very Heavy Autocannon	VHAC	12	32	18	7	3		5cm
Very Light Field Gun	VLFG	8	24	18	7	2		5cm
In bombardments		40		6	11		B, AE1	
Light Field Gun	LFG	12	24	22	5	2		7.5cm
In bombardments		48		8	9		B, AE2	
Heavy Field Gun	HFG	12	32	27	3	1		10.5cm
In bombardments		60		8	7		B, AE2	
Very Heavy Field Gun	VHFG	12	32	32	1	1		15cm
In bombardments		72		10	5		B, AE3	
Snub Cannon	SC	8	16	28	6	1	CA 11	15cm
Light Panzerfaust	LPZF	8	16	19	10	1	CA 10, OS, HEAT	
Medium Panzerfaust	MPZF	8	16	25	9	1	CA 11, OS, HEAT	
Heavy Panzerfaust	HPZF	8	24	29	8	1	CA 12, OS, HEAT	
Rapid Fire Bazooka	RFB	12	16	16	10	3	CA 8, HEAT	
Light Bazooka	LBZK	12	24	20	8	1	CA 9, HEAT	
Medium Bazooka	MBZK	12	24	25	7	1	CA 10, HEAT	
Heavy Bazooka	HBZK	12	24	30	6	1	CA 11, HEAT	
Very Light Rocket Pod	VLRP	8	16	11	8 *		T, HEAT	Variable ROF
In bombardment		24		5	5		B	
Light Rocket Pod	LRP	8	16	15	7 *		T, HEAT	Variable ROF
In bombardment		24		6	5		B	
Medium Rocket Pod	MRP	8	24	20	6 *		T, HEAT	Variable ROF
In bombardment		36		7	5		B	
Heavy Rocket Pod	HRP	8	32	26	5 *		T, HEAT	Variable ROF
In Bombardment		48		8	5		B	
Incendiary Rocket Pod	IRP	8	16	*	9 *		Flame, T	Variable ROF
In Bombardment		24		*	9		B, Flame	
Heavy Incendiary Rocket Pod	HIRP	8	32	*	7 *		Flame, T	Variable ROF
In Bombardment		48		*	7		B, Flame	
Anti-Aircraft Missile	AAM	16	56	6	7	1	AA, MR(18), G, IF, HEAT	
Air Burst Missile	ABM	12	32	6	5	1	IF, T, HEAT	
Anti-Gear Missile	AGM	16	32	10	3	1	IF, G, HEAT	
Anti-Tank Missile	ATM	16	32	12	3	1	IF, G, HEAT	
Heavy Anti-Tank Missile	HATM	16	48	14	3	1	IF, G, HEAT	
Light Flamer	LFL	6	8 *		11	1	Flame, CA10	
Medium Flamer	MFL	8	12 *		9	2	Flame, CA11	

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Heavy Flamer	HFL	10	16	*	7	3	Flame, CA12	
Anti-personnel Mortar	APM	12	24	4	9	1	B, AE4	
Light Guided Mortar	LGM	32		6	8	1	B, G, AE1	
Heavy Guided Mortar	HGM	48		8	6	1	B, G, AE2	
Light Field Mortar	LFM	32		6	7	1	B, AE3	
Medium Field Mortar	MFM	48		8	5	1	B, AE3	
Heavy Field Mortar	HFM	52		10	3	1	B, AE4	
Anti-personnel Grenade Launcher	APGL	8	16	2	6	1	IF, AE3	
Light Grenade Launcher	LGL	8	16	6	9	3	IF, CA8, AE2	
Heavy Grenade Launcher	HGL	8	24	8	7	2	IF, CA10, AE2	
Light Particle Accelerator	LPA	16	24	14	6	1	RFP2, Stun	
Heavy Particle Accelerator	HPA	16	32	20	4	1	RFP2, Stun	
Light Railgun	LRG	12	48	17	7	3		
Heavy Railgun	HRG	12	60	33	5	1		
Sniper Laser Cannnon	SLC	16	48	15	9	1	RFP1	
Heavy Gatling Laser Cannon	HGLC	16	24	21	5	2	RFP3	
Light Laser Cannon	LLC	16	48	21	7	1	RFP2	
Heavy Laser Cannon	HLC	16	48	26	5	1	RFP3	
Light Pulse Laser Cannon	LPLC	16	32	20	6	2	RFP3	
Heavy Pulse Laser Cannon	HPLC	16	32	25	4	2	RFP4	
Anti-gear Rifle		16	32	14	9	1		
Assault Rifle		12	16	3	11	3		
Chain Gun		12	16	3	11	6		
Grenade Rifle		12	16	2	9	1	IF, AE2	
Heavy Rifle		12	16	8	8	1		
Light Machinegun		12	24	3	11	4		
Light Mortar (Bombardment)		48		4	9		B	
Rifle		12	16	4	11	1		
Rocket Launcher		12	16	10	7	1	IF	
Sniper Laser Rifle		16	40	12	7	1		
Sniper Rifle		16	24	6	10	1		
Combat Reinforcement	CR	-	-	-	-		CA7	
Chain Sword	CS	-	-	-	-		CA10	
Heavy Vibrosword	HVS	-	-	-	-		CA12	
Vibroaxe	VA	-	-	-	-		CA11	
Vibroblade	VB	-	-	-	-		CA8	
Vibrorapier	VR	-	-	-	-		CA9	
Ram Plate	RP	-	-	-	-		CA6	