

WEAPONS SHEET

Weapon Type	Code	Range	L	M	H	Traits	Category
Air Burst Missile	*ABM	18-48 / 96"	5	6	7	AI, AE:3", Blast, Guided	Missile, Indirect
Anti-Personnel Rockets	*APR	6-18 / 36"	3	5	7	AI, AE:5"	Ballistic, Indirect
Anti-Personnel Grenade Launchers	APGL	0"	3	-	-	Proximity: 3", AI, Frag	Ballistic, Indirect
Anti-Tank Missile**	*ATM	12-36 / 72"	8	9	10	AP:2/4/6, Guided	Missile, Indirect
Anti-Vehicle Missile	*AVM	6-18 / 36"	5	6	7	AP:1, Guided	Missile, Indirect
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect
Artillery Gun	*AG	24-48 / 96"	8	10	12	AE:4", AP:1, AS, Blast	Indirect
Artillery Missile	*AM	18-48 / 96"	7	9	11	AE:4", AS, Blast, Guided	Missile, Indirect
Artillery Rockets	*AR	18-36 / 72"	7	8	9	AE: 5"	Indirect
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:1, Split:2	Ballistic
Bazooka**	*BZ	6-12 / 24"	7	8	9	AP:2/3/4	Ballistic
Bomb	*BB	0-3 / 3"	8	10	12	AE:5", Blast	Indirect
Combat Weapon	*CW	0-0 / 0" ***	5	7	9	-	Melee
Field Gun*	*FG	12-24 / 48"	8	9	10	AE:3", Ammo: AS, Ammo:AP:1/2/3	Ballistic, Indirect
Field Mortar	*FM	18-36 / 72"	8	9	10	AE:4", Blast	Indirect
Flamer**	*FL	0-6 / 9"	3	4	5	AE:3", AI, Fire:2/3/4, Spray	Ballistic
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP:1, Ammo: Frag (AI)	Ballistic
Grenade Launcher	*GL	6-12 / 24"	7	8	9	AE:3", Blast, AP:1	Ballistic, Indirect
Grenades	*HG	3-6 / 9"	8	9	10	AE:3", Blast, AP:1	Indirect
Guided Mortar	*GM	18-36 / 72"	7	8	9	AE:3", Blast, Guided	Indirect
Infantry Laser	*IL	6-18 / 36"	3	4	5	AI, Burst:1	Advanced
Infantry Mortars	*IM	18-36 / 72"	4	5	6	AE:2", Blast, AI, Stabilizer	Indirect
Infantry Support Weapons	*IS	6-18 / 36"	3	4	5	-	Ballistic
Infantry Weapons	*IW	3-9 / 18"	2	3	4	AI, Burst:1	Ballistic
Laser Cannon	*LC	12-36 / 72"	8	9	10	Precise	Advanced
Machine Gun	*MG	3-9 / 18"	2	3	4	AI, Burst:2	Ballistic
Pack Gun	PG	0-6 / 9"	6			Burst:2, Split:2	Ballistic, Melee
Panzerfaust**	*PZ	3-6 / 9"	6	7	8	AP:2/3/4	Ballistic
Particle Accelerator	*PA	6-18 / 36"	7	8	9	Haywire	Advanced
Pulse Laser	*PL	12-24 / 48"	9	10	11	AS, AE:2", Blast	Advanced
Railgun**	*RG	12-36 / 72"	8	9	10	AP:2/4/6	Advanced
Rifle	*RF	12-24 / 48"	7	8	9	Precise	Ballistic
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:2, Split:2	Ballistic
Rotary Laser	*RL	6-12 / 24"	7	8	9	Burst:1, Split:2	Advanced
Shaped Explosives**	*SE	0-0 / 0" ***	8	9	10	AP:2/3/4, AS, Brawler:-1D6	Melee
Snub Cannon**	*SC	3-9 / 18"	8	9	10	AP:2/3/4, AS	Ballistic
Spike Gun**	*SG	0-0 / 0" ***	6	7	8	AP:2/4/6	Melee
Surface to Air Missile	*SAM	12-36 / 72"	5	7	9	AA, Flak, Guided	Missile
Tank Gun**	*TG	18-36 / 72"	9	10	11	Ammo:AP:2/3/4, Ammo:AS (AP:1)	Ballistic
Vibro Blade	*VB	0-0 / 0" ***	7	8	9	AP:1/3/5	Melee

*Letter Prefix indicated which Penetration rating column to use for the weapon Penetration rating, L = Light, M = Medium, or H = Heavy.

**Weapons listings with trait ratings listed as Trait:X/Y/Z use X for the Light rating, Y for the Medium rating, and Z for the Heavy rating weapon.

*** Range may vary based on Reach trait.