

Weapon Conversion

Beta V1.1

Part 2 of 4

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Weapon Information

As you look at the **unit form sheet**, you will notice that most of the space on it is taken up by weapon information. This section determines what weapons a model carries and allows you to work out the cost and effectiveness of the weapons carried by a model. When you assign characteristics to weapons you will be using tables that determine what target type the weapon is most effective against based on how big the weapon is or how the weapon is carried. This means that you will give a one-handed weapon the characteristics of one-handed weapons, and not the characteristics of shoulder mount weapons.

You record the same basic information regardless of the weapon or weapon system being used. Most weapons can be given a special characteristic, if you want to pay the price for them. Generally speaking, the larger the weapon the more special characteristics you have to choose from.

Generally speaking, a soldier is not going to come with 23 weapons hidden inside 12 body crevices. The normal soldier will have a primary weapon, a close combat weapon and perhaps a grenade or two. For those of you who do have units bristling with weapons, there is a second version of the Unit Form Sheet that includes extra weapon spaces. This sheet may also be used to list the weapons an entire squad has.

Ground Unit Sheet

Name / Ttype		Cost			
Actions		Level		Move	
Weapon 1	#	Range	Prim	Second	Tertiary
Special					
Weapon 2	#	Range	Prim	Second	Tertiary
Special					
Weapon 3	#	Range	Prim	Second	Tertiary
Special					
Weapon 4	#	Range	Prim	Second	Tertiary
Special					
Weapon 5	#	Range	Prim	Second	Tertiary
Special					



A large robotic walker

Each weapon takes up very little space on the Unit Sheet. I have isolated out below the three lines that can be used to describe any weapon you care to make (you don't believe me, but you will...).

Weapon Information

Weapon 1	#	Range	Prim	Second	Tertiary
Special					

Weapon Number (and name)

The first thing you have to record is the weapons name. In the above example the weapon name would go directly below the Weapon 1 Box. Beside the weapon 1 box is a # sign. You will be finding the weapon number after you have decided on its firing characteristics. For now, list the name of the weapon as you have come to know it by (or, if you are in a particularly generous frame of mind, you can list the name that everyone else knows it by).

Weapon Characteristics

All weapon characteristics are found or decided upon at the same time. Once you have identified what is carrying the weapon and the manner in which it is carried, then all that remains is to look at a table and decide what exact characteristics you want the weapon to have. Following is a list that will describe any model you have by what it is or by the armor it has.

Body (/ no) Armor Weapons

- Close Combat & Template Weapons (base to base or teardrop weapons): WEAPON TABLE 1 (page11).
- Grenades: WEAPON TABLE 2 (page12).
- 1 Handed: WEAPON TABLE 3 (page13).
- 2 Handed: WEAPON TABLE 4 (page14).
- Waist Mount: WEAPON TABLE 5 (page15).
- Shoulder Mount: WEAPON TABLE 6 (page17).
- 2 Man Ground Mount: WEAPON TABLE 7 (page18).
- 3 Man Ground Mount: WEAPON TABLE 8 (page18).

Power Armor Weapons

- Close Combat & Template Weapons (base to base or teardrop weapons): WEAPON TABLE 9 (page19).
- Grenades: WEAPON TABLE 10 (page20).
- 1 Handed: WEAPON TABLE 11 (page21).
- 2 Handed: WEAPON TABLE 12 (page23).
- Waist Mount: WEAPON TABLE 13 (page25).
- Shoulder Mount: WEAPON TABLE 14 (page27).

Assault Armor Weapons

- Close Combat & Template Weapons (base to base or teardrop weapons): WEAPON TABLE 15 (page29).
- Grenades: WEAPON TABLE 16 (page30).
- 1 Handed: WEAPON TABLE 17 (page31).
- 2 Handed: WEAPON TABLE 18 (page32).
- Shoulder Mount: WEAPON TABLE 19 (page34).

Light, Medium and Heavy Armor (Vehicles)

- Close In and Defense Weapons: WEAPON TABLE 20 (page36).

Light Armor (Vehicles)

- General Weapons: WEAPON TABLE 21 (page37).

Medium Armor (Vehicles)

- General Weapons: WEAPON TABLE 22 (page39).

Heavy Armor (Vehicles)

- General Weapons: WEAPON TABLE 23 (page41).

Platform Weapons

- General Weapons: WEAPON TABLE 24 (page43).

Flyers

- Defensive and Dropped Weapons: WEAPON TABLE 25 (page45).

Low Flyers

- General Weapons: WEAPON TABLE 26 (page47).

Off Board Weapons

- General Weapons: WEAPON TABLE 27 (page49).

If you are not to sure what's what, **part 1 page 4** gives a basic description of the different armor types.

In the image to the right we see two fairly normal models. Both have Power Armor on. Notice the categories that you can find under power armor weapons (listed below). You can have close combat or template weapons, grenades, one or two-handed weapons. The final two categories list Waist mount weapons and Shoulder Mount weapons (Weapon tables 13 and 14 respectively). For now we will concentrate on the left most model. He has a waist mount weapon. I list the first 30 lines of **Weapon Table 13** below: "Waist Mount Power Armor Weapons".

Categories for Power Armor Weapons

- Close Combat & Template Weapons (base to base or teardrop weapons): WEAPON TABLE 9 (page 19)
- Grenades: WEAPON TABLE 10 (page 19)
- 1 Handed: WEAPON TABLE 11 (page 20)
- 2 Handed: WEAPON TABLE 12 (page 23)
- Waist Mount: WEAPON TABLE 13 (page 23)
- Shoulder Mount: WEAPON TABLE 14 (page 27)



Two Models in Power Armor; one with a waist mount weapon and the second with a shoulder mount weapon.

Weapon Table 13 (Partial Duplicate)

Power Armor Weapons (Waist Mount weapons)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1300	12	-	-	6Hea	See List Below	17
1301	12	-	5Med	-		22
1302	12	-	-	5Med		17
1303	12	-	4Lit	3Ass		27
1304	12	-	2Pow, 3Ass	4Lit		37
1305	12	3Ass	2Pow	0Non, 1Bod		47
1306	12	2Pow, 3Ass	0Non, 1Bod	-		62
1307	12	-	1Bod	0Non, 2Pow		32
1308	12	-	0Non, 1Bod	2Pow, 3Ass		42
1309	22	1Bod, 2Pow	0Non, 3Ass	-		72
1310	22	3Ass	2Pow	0Non, 1Bod		57
1311	22	-	1Bod, 2Pow, 3Ass	-		52
1312	22	0Non, 1Bod	2Pow	3Ass		67
1313	22	-	1Bod, 2Pow	3Ass		47
1314	22	-	2Pow, 3Ass	-		42

With the weapon table you will notice that each weapon has a cost associated with it (last column). The weapons range and the number of targets that it can affect have determined this cost. You can find the weapon number on column one on the table. With this in mind you can look up weapon 1305 and see that it has a range of 12 inches and is very effective against Assault Armor (its primary target type is 3Ass), fairly effective against Power Armor and (with nothing better to shoot at) can be used against targets with no armor or just body armor on. On the other hand, weapon 1314 has a range of 22 inches, is fairly effective against Power and Assault armor but much good against anything else.



The first thing you may notice about the weapon table is the fact that there is only one weapon range figure. This may seem very odd to you at first but should make a bit more sense in a moment.

Weapon Range figures present a unique problem to any tabletop game, especially a 25 to 35 mm one. The scale of the models used in this manual is 35mm or about 1:72. At 1:72 scale a real life English long bow man has an effective range of about 100 inches on the tabletop and a maximum range of about 200 inches. An 88-mm WWII artillery piece has a maximum range of about 13,000 inches (game scale). A 48-inch wide table would mean a weapon would fire 288 feet (not bad considering that an average rifle would easily make ten times the table width).

The point I am trying to make is that any type of realistic scale is impossible on a tabletop. What you want is a working scale. Here is how this game gets a working scale.

When you look at the weapon tables you will notice several things. The first thing you will notice, as you move from table to table, is that the maximum range of a weapon increases by 4 inches, as you increase the size of the weapon. This means that the one handed Power Armor weapon has a maximum possible range that is 4 inches greater than the maximum possible range of a one handed Body Armor weapon. Likewise, a one handed Assault Armor weapon has a 4-inch greater range than a one handed power Armor Weapon. You will also notice that as you step down the list for each type of armor, the range of the weapon also increases. This means that a two handed Power Armor weapon can be made to fire further than a one handed Power Armor. It does not mean that you have to make a weapon fire further but that you can if you want.

In regards to giving the weapons a single range figure. I do this because having multiple range figures adds nothing to the game's enjoyment. You will find that most things on the table decrease the likelihood of a hit. Since the chance of having objects and items block the line of sight between two models increases as the distance between two models increases, you have an automatic way to adjust for range. There is no need to make it any more complicated than that.

Primary, Secondary and Tertiary Target Types

Before you can properly decide on the weapon characteristics you are going to pick you are going to have to know what is meant by Primary, Secondary and Tertiary weapon target types as well as by what the "special characteristics" mean in game terms.

The three classifications are used to determine what the weapon is to be used against. In the game, you will roll 1d20 after you have hit the target to determine if you have caused a wound on the target. If the target is listed in the weapons Primary Target Type slot, then you need a 6+ to cause a wound. If it is under the Secondary slot, then you need an 11+ to cause a wound and finally, if the Target Type were listed under the Tertiary slot, then you would have to roll 16+ to cause the wound. When you assign the characteristics to the weapon you are deciding exactly what it will be designed to take out. Most times, you will want a weapon to be fairly versatile; just don't expect to find one-handed power armor anti tank capable weapons...

Every model on the battlefield has one wound so there is no need to track wounds; either a target is wounded or not wounded. If wounded it is rendered ineffective for the remainder of the battle (unless repaired...). If a shot fails to wound the target then the target continues on as normal. This system only gives one wound per model because you have to use the right weapon to cause the wound. You are not going to fire a bullet at a tank or an anti armor shell against a foot troop. When a tank is hit on the battlefield it is either taken out or it is not, it is not sort of taken out. An armor piercing shell will reach the inside compartment and bounce around killing everyone there.

Special Weapon Characteristics

The other piece of information you need before being able to assign your weapon information is a description of what the "special characteristics" means in game terms. A list is provided below that contains all of the special characteristics that are currently used in the game.

- Counter Battery Fire. This is given to Platform weapons and may be given to weapons with Light, Medium or Heavy armor. When in use, a unit with Counter Battery Fire has a chance of hitting off board units. The unit with this ability stands ready and may fire at an off board unit, after the off board unit has fired. To use this special characteristic the firing unit must be on overwatch (see part 4, the main rules).
- Explosion (up to 4 inch radius). This is the basic area of effect template. It may have a radius of 1 to 4 inches. Everything under the template is hit. Models on the edge of the template are hit on a 1-3 on a d6. You roll to wound against all models that are hit. Generally speaking, Foot Troop weapons have a 1-inch radius, Vehicles have 2-inch radius, and support Platforms are 3 inch and Off Board is 4-inch. Area of effect weapons are generally anti personal weapon although off board can make use of interdiction fire.
- Circular Templates (2 to 4, various patterns). Weapons may fire up to four area of affect templates. The larger the firing weapon the more templates it can have (up to one per barrel- to a maximum of four templates) and the larger

the templates can be. The pattern for multiple templates is usually a line or random.

Random. When you have a random pattern, you pick the center point for the weapon and then roll scatter dice for each template. If dropped from Low Flyers, roll a d6 with the deviation dice. For High flyers and Off Board weapons, you will normally roll 3d6. The deviation dice is any dice with arrows on its surface (rolling it gives a random direction).

Line. Some weapons drop templates in a line pattern. Highflying aircraft and Off Board units use this. In the case of highflying aircraft you will have a line that is across the table (90 degrees to the table edge). In the case of Off Board weapons, the line may be at right angles to the table edge or run parallel to it. The choice is left to the firing player. If you have a weapon that fires (drops) a line of templates, then the edge of one template will touch the edge of the next template in the line.

- Flak (1 use). Flak represents a defensive weapon system that can be given to low and highflying vehicles. You cannot give flak to anti gravity tanks or to jump troops. Any missile weapon fired at the vehicle may be drawn off target by the flak. Flak may be purchased once for a given vehicle. It is a defensive weapon system that can be fired without using an action. Flak is fired and then protects the vehicle for the entire turn (from the time it is fired to the next time the vehicle is activated).
- Following Fire: Following fire may affect models up to three inches away from the target model. The larger the firing weapon, the larger the area of effect. Following fire is very nearly like a template weapon except that you must make to-hit rolls against the models as well as to wound rolls. Only models that are hit can be damaged.
- Grenades. Models in No Armor, Body Armor or Power Armor normally throw grenades. Models with Assault armor, walkers and Vehicles have auto grenade launchers. Auto grenade launchers are considered short-range defensive weapons. They do not require an action to fire. They land in preset patterns. Auto launchers may have smoke or explosive grenades but not both. Each model will have one and only one shot with his auto launchers.
- I list below the patterns that are normally used in auto launchers.

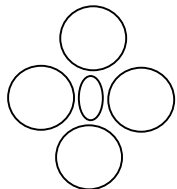
2 to the front; 2" Radius Template (1Use)



3 to the front; 2" Radius Template (1 Use)



1 to each side; 2" Radius Template (1 Use)



The following are obvious and should not require a picture.

- 1 to the front; 2" Radius Template; Smoke (1 Use)
- 2 to the front; 2" Radius Template; Smoke (1 Use)
- 3 to the front; 2" Radius Template; Smoke (1 Use)
- 2 in a line; 2" Radius Template; Smoke (1 Use)
- 3 in a line; 2" Radius Template; Smoke (1 Use)

- Indirect Fire Capacity. Weapons with this characteristic are often given explosive area of effect templates. Smaller weapons will have the smallest radius (down to 1 inch). Larger weapons will have a larger radius up to the maximum of 4 inch given to off board units. When you fire an indirect fire weapon, you need a spotter. The mark the target spot and on the following turn you the shot lands. See the main rules for the exact procedure.
- Interdiction fire. Off board units are the only units that may use interdiction fire. Interdiction fire is the bombardment of an area with the intent to block movement in the area. The fire lasts the whole turn and has a chance of destroying any unit that is in the area or expands an action while in the area. As is normal with artillery fire, you designate the target and the artillery piece is fired in the next turn.
- Linked Weapons: 1 to hit roll plus 2 (or more) rolls to damage against a single target. This is at it sounds. Usually given to weapons that have more than one barrel. If the target is hit then you get two or more chances to damage it.
- Multiple Shots may be given to high rate of fire weapons or to weapons with multiple barrels. This special characteristic gives the weapon multiple to hit and damage rolls. The target may be a single target such as a vehicle or a unit, in which case the shots are randomized over the troops that can be seen by the firing model (can't hit something you can't see).
- Shields can be carried by Assault armor (and not much else). They make it harder to hit such models, although it should be pointed out that they have no affect on area of affect weapons. Shields are only an option for troops with Assault Armor on. They do not inflict damage but are purely defensive. These are not normal shields. These shields generate energy fields that are capable of stopping weapons and shots that would cut through steel and iron like a sharp knife cuts through the air.

A shield is listed as a primary, secondary or tertiary weapon type. When a shot is taken at the model's front or shield side, the model rolls 1d20. If the model's shield is listed under the primary target type slot, then on a roll of 6 or more, the shield blocks the shot. If a shield is listed in

the secondary Target Type slot, then the shot is deflected on a roll of 11 or more. If in the Tertiary weapon slot, it is deflected on a roll of 16 or more. A shield protects the wielder from all close combat attacks and point shots that come from the wielders front or shielded side. It offers no protection from area of effect weapons.

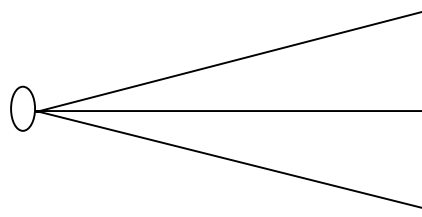
- Smoke is one of those obvious special characteristics. Want to avoid a hail of bullets. Can't shoot what you can't see. Smoke is listed as a primary, secondary and Tertiary target type. This shows the chance of the smoke sticking around from turn to turn. You do not roll on the first turn. On the second and subsequent turns you roll 1d20. If the smoke was listed under the Primary target type, then it remains in play on a roll of 6 or more. If it was listed under the secondary target type, it remains in play on a roll of 11 or more and if it was listed as a tertiary target type, it remains in play on a roll of 16 or more.

If multiple smoke templates are used (i.e., an auto smoke launcher that discharges three smoke grenades), then each template is rolled for separately.

- Suppression Fire is covering an area with a spray of bullets. This characteristic is normally 6, 9 or 12-inch range. Suppression fire is normally effective against foot troops (and nothing else). The down side is that Suppression Fire goes through the ammo at such a rate that it can exhaust the supply in very short order. The individual characteristics will tell you what the chance is of the weapon running out of ammo. Generally it will be 1 in 6, 1-2 in 6, 1-3 in 6 or 1-4 in 6. Vehicles with this type of weapon will normally have less chance of running out of ammo (more in reserve).

The range given to suppression fire is listed in the special characteristics section. The range given suppression fire is independent of the actual range given the weapon. To find out what is hit you measure out the suppression fire distance. From this point you measure out (at right angles) half the distance out and connect the ends back to the firing model. The suppression fire may hit everything in this area.

Distance Across equals the distance out



Measure the distance out

When you use suppression fire, you roll a to hit and to wound on the targets in the area. The suppression fire lasts from the models discard to the next time the owning player activates the model. When the model is activated, the owning player checks to see if the weapon runs out of ammunition. Anything entering into or using an action

while in the area is subject to the effects of suppression fire (i.e., when a model uses an action, you make a to hit and wound roll against it). Consider suppression fire as bullets in the air. They are very hard to ignore. If you move or even if you try to shoot the firing model, you are likely to get yourself shot.

- Teardrop Templates represent flame weapons or weapons that cover the area in the same manner. When a vehicle fires a teardrop template weapon, it cannot be moving at a speed greater than half the length of the template.

With this information to refer back to, work through your models one unit at a time assigning the weapon characteristics that you believe you will need. I have given two examples below that may aid you when assigning characteristics to your own models.

Defensive Weapon Systems

Even though some weapon systems are considered defensive in nature, they must still be put on overwatch if you want to be able to use them. These systems include:

Anti Missile weapons
 Anti Air weapons (versus high flyers)
 Counter Battery Fire

Anti Air weapons operate as any other weapon if used on low flying aircraft. If you want to use them against highflying aircraft, you must put the model on overwatch.

For this reason, you may want to put all your defensive weapons together in a single unit so you can put them all on overwatch at one time. The down side to this is that one well placed shot may wipe out your entire ability to use these types of weapons.

An Example is in Order.



We will now concentrate on the space marine on the right. The figure wears Power Armor and carries a shoulder mount weapon. I show the appropriate section of the Weapon Characteristics list found on page 3.

Power Armor Weapons

- Close Combat & Template Weapons (base to base or teardrop weapons): WEAPON TABLE 9 (page 19).
- Grenades: WEAPON TABLE 10 (page 20).
- 1 Handed: WEAPON TABLE 11 (page 21).
- 2 Handed: WEAPON TABLE 12 (page 21).
- Waist Mount: WEAPON TABLE 13 (page 25).
- Shoulder Mount: WEAPON TABLE 14 (page 27).

By the list you can see that Weapon Table 14 gives Shoulder Mount Weapon for space marines in power armor. I list the table again below.

Weapon Table 14 (Partial Duplicate)

2Pow Armor Weapons (Shoulder Mount)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1400	12	-	-	Anti Air	See List Below	22
1401	12	-	-	Anti Missile		17
1402	12	-	-	Counter Battery		62
1403	12	-	-	7Pla		17
1404	12	-	6Hea	-		22
1405	12	5Med	-	-		27
1406	12	4Lit	3Ass, 5Med	-		47
1407	12	3Ass	4Lit	5Med		42
1408	12	3Ass	2Pow	0Non, 1Bod		47
1409	12	2Pow, 3Ass	0Non, 1Bod	-		62

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30

Legend Weaver; The Future Of Combat

The shoulder mount laser weapon is as powerful or as weak as I want to make it. If I make it effective against infantry, then it is not powerful enough to take out armored vehicles. Because it is a shoulder mount weapon **carried by a single model**, it will have a tough time destroying a heavily armored vehicle unless I am willing to make it a very short-range weapon (#1404). I decide to go with weapon 1409 and make it an anti infantry weapon. As such I will be very good against power and assault armor. I list below how it would look on the first line of the weapon form.

The weapon information would be listed below.

Weapon 1	# 1409	Range	Prim	Second	Tertiary
Laser Cannon (1*62)		12	2Pow, 3Ass	0Non, 1Bod	
Special:					

I have a lot of options to choose from with the weapon (more than what is shown on this partial table) and decide to give it following fire to a 2" radius (see above). The cost of this is 80 points. Note that after the weapons name I put 1*62. This is the base cost of the weapon and the number of weapons I expect to have in the squad. With the special characteristic of following fire this would become 1*142. The final entry for the weapon would be:

Weapon 1	# 1409	Range	Prim	Second	Tertiary
Laser Cannon (1*142)		12	2Pow, 3Ass	0Non, 1Bod	
Special: Following Fire; 2" Radius					

When you determine the final cost of a unit, it must include all weapons used by the unit. A unit that has multiple weapons per model gets very expensive very quickly.



Power Armor with shoulder Mount Weapon
And 1 handed weapon

I will now convert the missile launcher above. I will make use of the entire Shoulder Mount Weapons Table found on page 27. This weapon is being used by four of members in a squad of 10. I want to give the weapon an anti-personal exploding round and an anti armor round.

Weapon 1	# 1406	Range	Prim	Second	Tertiary
Missile Launcher (4*47)		12	4Lit	3Ass, 5Med	
Special: No Special Characteristics					
Weapon 2	# 1430	Range	Prim	Second	Tertiary
ML (AP round) (4*186)		36		0Non, 1Bod, 2Pow	
Special: Circular Template; 2" Radius					

The one type of shell has a limited range but has a good chance of taking out Assault, Light and Medium armor. The range is short but it is tough to get great range on an anti tank weapon that you carry around on your shoulder.

Legend Weaver; The Future Of Combat

The anti infantry round has better ranges but will only affect up to powered infantry. I could have had it include Assault armor but then the range would have dropped by 12 inches. You may think that would have been a better trade off...

The bottom line is that this weapon combo will cost me:

4 times 47	=188
4 times 186	=744
	=932

This is for the four weapons, two types of ammunition each. I will still want to outfit the squad with close combat weapons of some type.

Don't let the point cost scare you off. A normal game is 10,000 points. It is a good starting point for a great game.

A last couple of things I would like to mention. It is not normally possible to give a single weapon two distinct attack forms. The missile launcher is one of the rare exceptions to this. If it makes sense that a weapon has two types of bullets or rounds available then you can purchase them for it. You should let your opponent know in advance that you have done such a thing.

And you will note, that you pay full cost for the second round, even though it is the same 'weapon'. Every weapon and every weapon round is paid for separately. If you put 10 weapons on a huge tank, then you pay full cost for each weapon, no discounts.

Happy converting!

Weapon Tables

Weapon Table 1

0Non, 1Bod Armor Weapons (Close Combat & Teardrop Template Weapons)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
100	0	Mouse Hole	-	-	See List Below	15
101	0	-	Mouse Hole	-		10
102	0	-	-	Mouse Hole		5
103	0	-	0Non, 1Bod, 2Pow	-		30
104	0	-	1Bod, 2Pow	0Non, 3Ass		30
105	0	0Non	1Bod	2Pow		30
106	0	0Non, 1Bod	2Pow	3Ass		45
107	0	0Non, 1Bod	2Pow, 3Ass	-		50
108	0	3Ass	2Pow	-		25
109	0	2Pow, 3Ass	1Bod	0Non		45
110	0	2Pow	3Ass	-		25
111	0	3Ass	2Pow	0Non, 1Bod		35
112	0	1Bod	0Non, 2Pow	-		35
113	0	2Pow	-	-		15
114	0	3Ass	-	-		15
115	0	-	0Non, 1Bod	-		10
116	0	-	1Bod, 2Pow	-		20
117	0	-	2Pow, 3Ass	-		20
118	0	-	0Non, 1Bod	2Pow		25
119	0	-	1Bod, 2Pow	0Non, 3Ass		30

Special Characteristics

Template, Teardrop- Small (see below for Legitimate Targets)	30
Template, Teardrop- Medium (see below for Legitimate Targets)	60
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5

Notes

The teardrop area of affect template is normally used to signify a fire based weapon attack (i.e., a flame thrower). Fire is very ineffective against Assault armor (3Ass). The template may actually indicate some form of electronic attack against the control systems found in power or assault armor. For this reason, either Body Armor (1Bod) or Assault armor (3Ass) must be in the weapons Tertiary Weapon slot before being able to choose a teardrop template as a special attack form for the weapon.

Weapon Table 2**0Non, 1Bod Armor Weapons (Grenades)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
200	8	-	0Non, 1Bod, 2Pow	-	Template- Circular- 2" Radius	158
201	6	-	1Bod, 2Pow	0Non, 3Ass	Template- Circular- 2" Radius	156
202	8	0Non	1Bod	2Pow	Template- Circular- 2" Radius	158
203	6	0Non, 1Bod	2Pow	3Ass	Template- Circular- 2" Radius	171
204	6	3Ass	2Pow	-	Template- Circular- 2" Radius	151
205	6	2Pow	3Ass	-	Template- Circular- 2" Radius	151
206	8	1Bod	0Non, 2Pow	-	Template- Circular- 2" Radius	163
207	8	2Pow	-	-	Template- Circular- 2" Radius	143
208	6	3Ass	-	-	Template- Circular- 2" Radius	141
209	10	-	0Non, 1Bod	-	Template- Circular- 2" Radius	140
210	8	-	1Bod, 2Pow	-	Template- Circular- 2" Radius	148
211	6	-	2Pow, 3Ass	-	Template- Circular- 2" Radius	146
212	8	-	0Non, 1Bod	2Pow	Template- Circular- 2" Radius	153
213	6	-	1Bod, 2Pow	0Non, 3Ass	Template- Circular- 2" Radius	156
214	8	0Non, 1Bod	-	-	Template- Circular- 2" Radius	158

Weapon Table 3**0Non, 1Bod Armor Weapons (1 Handed)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
300	8	-	-	3Ass	See List Below	13
301	8	0Non, 1Bod	-	-		38
302	8	1Bod, 2Pow	-	-		38
303	8	-	0Non, 1Bod, 2Pow	-		38
304	8	0Non	1Bod	2Pow		38
305	8	0Non	1Bod, 2Pow	-		43
306	8	1Bod	0Non, 2Pow	-		43
307	8	2Pow	0Non, 1Bod	-		43
308	8	2Pow	1Bod	0Non		38
309	14	0Non	-	-		29
310	14	1Bod	-	-		29
311	14	2Pow	-	-		29
312	14	-	0Non, 1Bod	-		24
313	14	-	1Bod, 2Pow	-		34
314	14	-	0Non, 1Bod	2Pow		39
315	14	-	1Bod, 2Pow	0Non		39
316	14	-	0Non	1Bod, 2Pow		34
317	20	-	1Bod	0Non, 2Pow		40
318	20	-	2Pow	0Non, 1Bod		40
319	20	-	0Non	-		30
320	20	-	1Bod	-		30
321	20	-	2Pow	-		30
322	20	-	-	0Non, 1Bod, 2Pow		35

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45

Weapon Table 4

0Non, 1Bod Armor Weapons (2-Handed)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	
400	8	-	-	4Lit	See List Below	13
401	8	-	3Ass	-		18
402	8	-	3Ass	2Pow		23
403	8	0Non, 1Bod	-	-		38
404	8	1Bod, 2Pow	-	-		38
405	8	1Bod	0Non, 2Pow	3Ass		48
406	8	0Non	1Bod	2Pow		38
407	8	-	0Non, 1Bod, 2Pow	-		38
408	8	2Pow	3Ass	-		33
409	8	0Non	1Bod, 2Pow	3Ass		48
410	16	-	-	3Ass		21
411	16	2Pow	0Non, 1Bod	-		51
412	16	-	0Non, 1Bod	2Pow		41
413	16	0Non	1Bod	2Pow		46
414	16	0Non	-	-		31
415	16	1Bod	-	-		31
416	16	2Pow	-	-		31
417	16	-	0Non, 1Bod	-		26
418	16	-	1Bod, 2Pow	-		36
419	16	-	0Non, 1Bod	2Pow		41
420	24	-	1Bod, 2Pow	0Non		49
421	24	-	0Non	1Bod, 2Pow		44
422	24	-	1Bod	0Non, 2Pow		44
423	24	-	2Pow	0Non, 1Bod		44
424	24	-	0Non	-		34
425	24	-	1Bod	-		34
426	24	-	2Pow	-		34
427	24	-	-	0Non, 1Bod, 2Pow		39

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

Weapon Table 5**0Non, 1Bod Armor Weapons (Waist Mount)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	
500	8	-	-	5Med	See List Below	13
501	8	-	4Lit	-		18
502	8	-	3Ass	4Lit		23
503	8	3Ass	2Pow	0Non, 1Bod		43
504	8	2Pow, 3Ass	1Bod	0Non		53
505	8	3Ass	-	-		23
506	8	3Ass	1Bod, 2Pow	-		43
507	8	0Non, 1Bod	2Pow, 3Ass	-		58
508	8	0Non, 1Bod	2Pow	3Ass		53
509	8	-	0Non, 1Bod	-		18
510	18	1Bod	0Non, 2Pow	-		53
511	18	2Pow	-	-		33
512	18	2Pow	3Ass	-		43
513	18	-	1Bod, 2Pow	0Non, 3Ass		48
514	18	-	-	4Lit		23
515	18	2Pow	1Bod, 3Ass	0Non		58
516	18	0Non, 1Bod	2Pow	3Ass		63
517	18	-	2Pow, 3Ass	-		38
518	18	1Bod	0Non, 2Pow	3Ass		58
519	28	-	1Bod, 2Pow	0Non, 3Ass		58
520	28	2Pow	0Non, 1Bod	-		63
521	28	-	0Non, 1Bod	2Pow		53
522	28	0Non	1Bod	2Pow		58
523	28	0Non, 1Bod	2Pow	-		68
524	28	-	1Bod, 2Pow	0Non, 3Ass		58
525	28	-	0Non, 1Bod, 2Pow	-		58
526	28	2Pow	0Non, 1Bod	-		63
527	28	-	1Bod, 2Pow	-		48

See the following page for Special Characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 6

0Non, 1Bod Armor Weapons (Shoulder Mount)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	
600	8	-	-	6Hea	See List Below	13
601	8	-	5Med	-		18
602	8	-	-	5Med		13
603	8	-	4Lit	3Ass		23
604	8	-	2Pow, 3Ass	4Lit		33
605	8	3Ass	2Pow	0Non, 1Bod		43
606	8	2Pow, 3Ass	0Non, 1Bod	-		58
607	16	-	1Bod	0Non, 2Pow		36
608	16	-	0Non, 1Bod	2Pow, 3Ass		46
609	16	1Bod, 2Pow	0Non, 3Ass	-		66
610	16	3Ass	2Pow	0Non, 1Bod		51
611	16	-	1Bod, 2Pow, 3Ass	-		46
612	16	0Non, 1Bod	2Pow	3Ass		61
613	24	-	1Bod, 2Pow	3Ass		49
614	24	-	2Pow, 3Ass	-		44
615	24	0Non, 1Bod	-	-		54
616	24	1Bod, 2Pow	-	-		54
617	24	2Pow	0Non, 1Bod	-		59
618	24	-	0Non, 1Bod, 2Pow	-		54
619	32	-	1Bod, 2Pow	3Ass		57
620	32	-	0Non, 1Bod, 2Pow	-		62
621	32	0Non	1Bod	2Pow		62
622	32	0Non	1Bod, 2Pow	3Ass		72
623	32	1Bod	0Non, 2Pow	-		67
624	32	2Pow	0Non, 1Bod	-		67

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 7

0Non, 1Bod Armor Weapons (2 Man Ground Mount)

Use the 2Pow Armor Weapons Table (Shoulder Mount: page)

Weapon Table 8

0Non, 1Bod Armor Weapons (3 Man Ground Mount)

Use the 3AssArmor Weapons Table (Shoulder Mount weapons: page)

Weapon Table 9**2Pow Armor Weapons (Close Combat & Teardrop Template Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
900	0	Mouse Hole	-	-	See List Below	15
901	0	-	Mouse Hole	-		10
902	0	-	-	Mouse Hole		5
903	0	-	-	2Pow, 3Ass, 4Lit		15
904	0	-	2Pow	3Ass, 4Lit		20
905	0	-	0Non, 1Bod	2Pow, 3Ass		30
906	0	0Non	1Bod, 2Pow	3Ass		40
907	0	0Non, 1Bod	2Pow, 3Ass	-		50
908	0	2Pow	1Bod	0Non		30
909	0	2Pow, 3Ass	-	-		30
910	0	-	0Non, 1Bod, 2Pow	-		30
911	0	0Non	1Bod	2Pow		30
912	0	-	1Bod, 2Pow	3Ass		25
913	0	-	2Pow, 3Ass	-		20
914	0	-	0Non, 1Bod	2Pow		25
915	0	-	1Bod, 2Pow	0Non, 3Ass		30
916	0	0Non, 1Bod	-	-		30
917	0	1Bod, 2Pow	-	-		30
918	0	3Ass	2Pow	-		25
919	0	2Pow	3Ass	-		25
920	0	0Non, 1Bod	2Pow	3Ass		45

Special Characteristics

Template, Teardrop- Small (see below for Legitimate Targets)	30
Template, Teardrop- Medium (see below for Legitimate Targets)	60
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5
1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15

Notes

The teardrop area of affect template is normally used to signify a fire based weapon attack (i.e., a flame thrower). Fire is very ineffective against Assault armor (3Ass). The template may actually indicate some form of electronic attack against the control systems found in power or assault armor. For this reason, either Body Armor (1Bod) or Assault armor (3Ass) must be in the weapons Tertiary Weapon slot before being able to choose a teardrop template as a special attack form for the weapon.

Weapon Table 10**2Pow Armor Weapons (Grenades)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1000	12	-	0Non, 1Bod, 2Pow	-	Template- Circular- 2" Radius	162
1001	9	-	1Bod, 2Pow	0Non, 3Ass	Template- Circular- 2" Radius	159
1002	12	0Non	1Bod	2Pow	Template- Circular- 2" Radius	162
1003	9	0Non, 1Bod	2Pow	3Ass	Template- Circular- 2" Radius	174
1004	9	3Ass	2Pow	-	Template- Circular- 2" Radius	154
1005	9	2Pow	3Ass	-	Template- Circular- 2" Radius	154
1006	12	1Bod	0Non, 2Pow	-	Template- Circular- 2" Radius	167
1007	12	2Pow	-	-	Template- Circular- 2" Radius	147
1008	9	3Ass	-	-	Template- Circular- 2" Radius	144
1009	15	-	0Non, 1Bod	-	Template- Circular- 2" Radius	145
1010	12	-	1Bod, 2Pow	-	Template- Circular- 2" Radius	152
1011	9	-	2Pow, 3Ass	-	Template- Circular- 2" Radius	149
1012	12	-	0Non, 1Bod	2Pow	Template- Circular- 2" Radius	157
1013	9	-	1Bod, 2Pow	0Non, 3Ass	Template- Circular- 2" Radius	159
1014	12	0Non, 1Bod	-	-	Template- Circular- 2" Radius	162

Special Characteristics

Auto Grenade Pattern Drop - 1 (one use) (cost * 1.25)	0
Auto Grenade Patter Drop - 2 in a row (one use) (cost * 1.5)	0
Auto Grenade Pattern drop - 3 in a row (one use) (cost * 2)	0

Notes

Auto Grenade Pattern Drop can only be given to Powered Jump troops (not to troops that use anti gravity belts). Take the cost of the grenade and multiply it by the amount listed in the description (i.e., for 2 in a row you would multiply the cost of the grenade by 1.5). If you pay for grenade drops then the troop has the grenade to use in normal combat (i.e., he can throw them). The grenade drop is a mechanism that holds a single grenade and releases it as a defensive action. It cannot be rearmed during battle so it is a one shot affair.

Weapon Table 11**2Pow Armor Weapons (1 Handed)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1100	12	-	-	4Lit	See List Below	17
1101	12	-	3Ass	-		22
1102	12	-	3Ass	2Pow		27
1103	12	0Non, 1Bod	-	-		42
1104	12	1Bod, 2Pow	-	-		42
1105	12	1Bod	0Non, 2Pow	3Ass		52
1106	12	0Non	1Bod	2Pow		42
1107	12	-	0Non, 1Bod, 2Pow	-		42
1108	12	2Pow	3Ass	-		37
1109	12	0Non	1Bod, 2Pow	3Ass		52
1110	18	-	-	3Ass		23
1111	18	2Pow	0Non, 1Bod	-		53
1112	18	-	0Non, 1Bod	2Pow		43
1113	18	0Non	1Bod	2Pow		48
1114	18	0Non	-	-		33
1115	18	1Bod	-	-		33
1116	18	2Pow	-	-		33
1117	18	-	0Non, 1Bod	-		28
1118	18	-	1Bod, 2Pow	-		38
1119	18	-	0Non, 1Bod	2Pow		43
1120	24	-	1Bod, 2Pow	0Non		49
1121	24	-	0Non	1Bod, 2Pow		44
1122	24	-	1Bod	0Non, 2Pow		44
1123	24	-	2Pow	0Non, 1Bod		44
1124	24	-	0Non	-		34
1125	24	-	1Bod	-		34
1126	24	-	2Pow	-		34
1127	24	-	-	0Non, 1Bod, 2Pow		39

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 12**2Pow Armor Weapons (2 handed)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1200	12	-	-	5Med	See List Below	17
1201	12	-	4Lit	-		22
1202	12	-	3Ass	4Lit		27
1203	12	3Ass	2Pow	0Non, 1Bod		47
1204	12	2Pow, 3Ass	1Bod	0Non		57
1205	12	3Ass	-	-		27
1206	12	3Ass	1Bod, 2Pow	-		47
1207	12	0Non, 1Bod	2Pow, 3Ass	-		62
1208	12	0Non, 1Bod	2Pow	3Ass		57
1209	12	-	0Non, 1Bod	-		22
1210	20	1Bod	0Non, 2Pow	-		55
1211	20	2Pow	-	-		35
1212	20	2Pow	3Ass	-		45
1213	20	-	1Bod, 2Pow	0Non, 3Ass		50
1214	20	-	-	4Lit		25
1215	20	2Pow	1Bod, 3Ass	0Non		60
1216	20	0Non, 1Bod	2Pow	3Ass		65
1217	20	-	2Pow, 3Ass	-		40
1218	20	1Bod	0Non, 2Pow	3Ass		60
1219	28	-	1Bod, 2Pow	0Non, 3Ass		58
1220	28	2Pow	0Non, 1Bod	-		63
1221	28	-	0Non, 1Bod	2Pow		53
1222	28	0Non	1Bod	2Pow		58
1223	28	0Non, 1Bod	2Pow	-		68
1224	28	0Non, 1Bod	2Pow	3Ass		73
1225	28	-	0Non, 1Bod, 2Pow	-		58
1226	28	2Pow	0Non, 1Bod	-		63
1227	28	-	1Bod, 2Pow	-		48

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 13**2Pow Armor Weapons (Waist Mount)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1300	12	-	-	6Hea	See List Below	17
1301	12	-	5Med	-		22
1302	12	-	-	5Med		17
1303	12	-	4Lit	3Ass		27
1304	12	-	2Pow, 3Ass	4Lit		37
1305	12	3Ass	2Pow	0Non, 1Bod		47
1306	12	2Pow, 3Ass	0Non, 1Bod	-		62
1307	12	-	1Bod	0Non, 2Pow		32
1308	12	-	0Non, 1Bod	2Pow, 3Ass		42
1309	22	1Bod, 2Pow	0Non, 3Ass	-		72
1310	22	3Ass	2Pow	0Non, 1Bod		57
1311	22	-	1Bod, 2Pow, 3Ass	-		52
1312	22	0Non, 1Bod	2Pow	3Ass		67
1313	22	-	1Bod, 2Pow	3Ass		47
1314	22	-	2Pow, 3Ass	-		42
1315	22	0Non, 1Bod	-	-		52
1316	22	1Bod, 2Pow	-	-		52
1317	32	2Pow	0Non, 1Bod	-		67
1318	32	-	0Non, 1Bod, 2Pow	-		62
1319	32	-	1Bod, 2Pow	3Ass		57
1320	32	-	0Non, 1Bod, 2Pow	-		62
1321	32	0Non	1Bod	2Pow		62
1322	32	0Non	1Bod, 2Pow	3Ass		72
1323	32	1Bod	0Non, 2Pow	-		67
1324	32	2Pow	0Non, 1Bod	-		67

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 14**2Pow Armor Weapons (Shoulder Mount)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1400	12	-	-	Anti Air	See List Below	22
1401	12	-	-	Anti Missile		17
1402	12	-	-	Counter Battery		62
1403	12	-	-	7Pla		17
1404	12	-	6Hea	-		22
1405	12	5Med	-	-		27
1406	12	4Lit	3Ass, 5Med	-		47
1407	12	3Ass	4Lit	5Med		42
1408	12	3Ass	2Pow	0Non, 1Bod		47
1409	12	2Pow, 3Ass	0Non, 1Bod	-		62
1410	12	0Non, 1Bod	2Pow, 3Ass	-		62
1411	12	3Ass	2Pow, 4Lit	-		47
1412	24	-	-	6Hea		29
1413	24	-	5Med	-		34
1414	24	-	-	5Med		29
1415	24	-	4Lit	3Ass		39
1416	24	-	2Pow, 3Ass	4Lit		49
1417	24	3Ass	2Pow	0Non, 1Bod		59
1418	24	2Pow, 3Ass	0Non, 1Bod	-		74
1419	24	-	1Bod	0Non, 2Pow		44
1420	24	-	0Non, 1Bod	2Pow, 3Ass		54
1421	24	1Bod, 2Pow	0Non, 3Ass	-		74
1422	24	3Ass	2Pow	0Non, 1Bod		59
1423	24	-	1Bod, 2Pow, 3Ass	-		54
1424	24	0Non, 1Bod	2Pow	3Ass		69
1425	24	-	1Bod, 2Pow	3Ass		49
1426	24	-	2Pow, 3Ass	-		44
1427	24	0Non, 1Bod	-	-		54
1428	36	1Bod, 2Pow	-	-		66
1429	36	2Pow	0Non, 1Bod	-		71
1430	36	-	0Non, 1Bod, 2Pow	-		66
1431	36	-	1Bod, 2Pow	3Ass		61
1432	36	-	0Non, 1Bod, 2Pow	-		66
1433	36	0Non	1Bod	2Pow		66
1434	36	0Non	1Bod, 2Pow	3Ass		76
1435	36	1Bod	0Non, 2Pow	-		71
1436	36	2Pow	0Non, 1Bod	-		71

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

See table 13 notes on suppression and following fire special characteristics.

Weapon Table 15

3Ass Armor Weapons (Close Combat & Template Weapons)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1500	0	Mouse Hole	-	-	See List Below	15
1501	0	-	Mouse Hole	-		10
1502	0	-	-	Mouse Hole		5
1503	0	-	-	Shield		5
1504	0	-	Shield	-		10
1505	0	Shield	-	-		15
1506	0	-	-	2Pow, 3Ass, 4Lit		15
1507	0	-	2Pow	3Ass, 4Lit		20
1508	0	-	0Non, 1Bod	2Pow, 3Ass		30
1509	0	0Non	1Bod, 2Pow	3Ass		40
1510	0	0Non, 1Bod	2Pow, 3Ass	-		50
1511	0	2Pow	1Bod	0Non		30
1512	0	2Pow, 3Ass	-	-		30
1513	0	-	0Non, 1Bod, 2Pow	-		30
1514	0	0Non	1Bod	2Pow		30
1515	0	-	1Bod, 2Pow	3Ass		25
1516	0	-	2Pow, 3Ass	-		20
1517	0	-	0Non, 1Bod	2Pow		25
1518	0	-	1Bod, 2Pow	0Non, 3Ass		30
1519	0	0Non, 1Bod	-	-		30
1520	0	1Bod, 2Pow	-	-		30
1521	0	3Ass	2Pow	-		25
1522	0	2Pow	3Ass	-		25
1523	0	0Non, 1Bod	2Pow	3Ass		45
1524	0	-	-	3Ass, 4Lit, 5Med		15
1525	0	-	4Lit	5Med		15
1526	0	-	2Pow, 3Ass, 4Lit	-		30
1527	0	2Pow	3Ass, 4Lit	-		35
1528	0	4Lit	-	-		15

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
Blade: Subtract 10 from incoming CC attack rolls, Front and Weapon Side only	10
Blade: Subtract 5 from incoming CC attack rolls, Front and Weapon Side only	5
Template, Teardrop- Small (see below for Legitimate Targets)	30
Template, Teardrop- Medium (see below for Legitimate Targets)	60
Template- Teardrop- Large (see below for Legitimate Targets)	90

Notes

The teardrop area of affect template is normally used to signify a fire based weapon attack (i.e., a flame thrower). Fire is very ineffective against Assault armor (3Ass). The template may actually indicate some form of electronic attack against the control systems found in power or assault armor. For this reason, either Body Armor (1Bod) or Assault armor (3Ass) must be in the weapons Tertiary Weapon slot before being able to choose a teardrop template as a special attack form for the weapon.

Weapon Table 16**3Ass Armor Weapons (Grenades- One Use Each!)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1600	14	-	0Non, 1Bod, 2Pow	-	See List Below	44
1601	11	-	1Bod, 2Pow	0Non, 3Ass		41
1602	14	0Non	1Bod	2Pow		44
1603	11	0Non, 1Bod	2Pow	3Ass		56
1604	11	3Ass	2Pow	-		36
1605	11	2Pow	3Ass	-		36
1606	14	1Bod	0Non, 2Pow	-		49
1607	14	2Pow	-	-		29
1608	11	3Ass	-	-		26
1609	17	-	0Non, 1Bod	-		27
1610	14	-	1Bod, 2Pow	-		34
1611	11	-	2Pow, 3Ass	-		31
1612	14	-	0Non, 1Bod	2Pow		39
1613	11	-	1Bod, 2Pow	0Non, 3Ass		41
1614	14	0Non, 1Bod	-	-		44
1615	9	-	3Ass	-		19
1616	9	-	4Lit	-		19
1617	9	-	3Ass	4Lit		24
1618	9	-	4Lit	3Ass		24
1619	3	-	Smoke	-		13
1620	6	-	Smoke	-		16
1621	9	-	Smoke	-		19
1622	12	-	Smoke	-		22

Special Characteristics

Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Auto Grenade Launcher - 1 to the front, 2" Template	90
Auto Grenade Pattern- 1 each side 2" Template	150
Auto Grenade Pattern- 2 to the front 2" Template	105
Auto Grenade Pattern- 3 to the front 2" Template	135
Auto Grenade (smoke) Pattern- 1 to the front, 2" Template	25
Auto Grenade (smoke) Pattern- 1 each side 2" Template	40
Auto Grenade (smoke) Pattern- 2 to the front 2" Template	35
Auto Grenade (smoke) Pattern- 3 to the front 2" Template	45

Notes

All grenades must be given a special characteristic. Grenades are not point weapons; they blow up.
When it comes to Assault armor, all grenades are one shot each. If you want two grenades you have to pay for two.

You must buy an Auto Grenade (smoke) Pattern launcher for all smoke grenades.

Auto grenade launchers are defensive weapons. They may be fired without the expenditure of an action point. A model may use only one auto grenade launcher in a given turn.

Weapon Table 17

3Ass Armor Weapons (1 Handed)

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1700	16	-	-	5Med	See list below	21
1701	16	-	4Lit	-		26
1702	16	-	3Ass	4Lit		31
1703	16	3Ass	2Pow	0Non, 1Bod		51
1704	16	2Pow, 3Ass	1Bod	0Non		61
1705	16	3Ass	-	-		31
1706	16	3Ass	1Bod, 2Pow	-		51
1707	16	0Non, 1Bod	2Pow, 3Ass	-		66
1708	16	0Non, 1Bod	2Pow	3Ass		61
1709	16	-	0Non, 1Bod	-		26
1710	22	1Bod	0Non, 2Pow	-		57
1711	22	2Pow	-	-		37
1712	22	2Pow	3Ass	-		47
1713	22	-	1Bod, 2Pow	0Non, 3Ass		52
1714	22	-	-	4Lit		27
1715	22	2Pow	1Bod, 3Ass	0Non		62
1716	22	0Non, 1Bod	2Pow	3Ass		67
1717	22	-	2Pow, 3Ass	-		42
1718	22	1Bod	0Non, 2Pow	3Ass		62
1719	28	-	1Bod, 2Pow	0Non, 3Ass		58
1720	28	2Pow	0Non, 1Bod	-		63
1721	28	-	0Non, 1Bod	2Pow		53
1722	28	0Non	1Bod	2Pow		58
1723	28	0Non, 1Bod	2Pow	-		68
1724	28	-	1Bod, 2Pow	0Non, 3Ass		58
1725	28	-	0Non, 1Bod, 2Pow	-		58
1726	28	2Pow	0Non, 1Bod	-		63
1727	28	-	1Bod, 2Pow	-		48

Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 18**Assault Armor Weapons (2Handed)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1800	16	-	-	6Hea	See the list on the following page	21
1801	16	-	5Med	-		26
1802	16	-	-	5Med		21
1803	16	-	4Lit	3Ass		31
1804	16	-	2Pow, 3Ass	4Lit		41
1805	16	3Ass	2Pow	0Non, 1Bod		51
1806	16	2Pow, 3Ass	0Non, 1Bod	-		66
1807	16	-	1Bod	0Non, 2Pow		36
1808	16	-	0Non, 1Bod	2Pow, 3Ass		46
1809	24	1Bod, 2Pow	0Non, 3Ass	-		74
1810	24	3Ass	2Pow	0Non, 1Bod		59
1811	24	-	1Bod, 2Pow, 3Ass	-		54
1812	24	0Non, 1Bod	2Pow	3Ass		69
1813	24	-	1Bod, 2Pow	3Ass		49
1814	24	-	2Pow, 3Ass	-		44
1815	24	0Non, 1Bod	-	-		54
1816	24	1Bod, 2Pow	-	-		54
1817	32	2Pow	0Non, 1Bod	-		67
1818	32	-	0Non, 1Bod, 2Pow	-		62
1819	32	-	1Bod, 2Pow	3Ass		57
1820	32	-	0Non, 1Bod, 2Pow	-		62
1821	32	0Non	1Bod	2Pow		62
1822	32	0Non	1Bod, 2Pow	3Ass		72
1823	32	1Bod	0Non, 2Pow	-		67
1824	32	2Pow	0Non, 1Bod	-		67

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Suppression Fire (To Range of 12) Exhaust ammo on a 1 on a 1d6	250
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The Following Fire characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 19**3Ass Armor Weapons (Shoulder Mount)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
1900	16	-	Anti Air	-		36
1901	16	-	Anti Missile	-		26
1902	16	-	Counter Battery	-		116
1903	16	-	7Pla	-		26
1904	16	-	6Hea	7Pla		31
1905	16	6Hea	-	-		31
1906	16	5Med	6Hea	-		41
1907	16	4Lit	5Med	6Hea		46
1908	16	4Lit	3Ass, 5Med	-		51
1909	16	3Ass	4Lit	5Med		46
1910	16	3Ass	2Pow	0Non, 1Bod		51
1911	16	2Pow, 3Ass	0Non, 1Bod	-		66
1912	16	0Non, 1Bod	2Pow, 3Ass	-		66
1913	16	3Ass	2Pow, 4Lit	-		51
1914	28	-	-	Anti Air		38
1915	28	-	-	Anti Missile		33
1916	28	-	-	Counter Battery		78
1917	28	-	-	7Pla		33
1918	28	-	6Hea	-		38
1919	28	5Med	-	-		43
1920	28	4Lit	3Ass, 5Med	-		63
1921	28	3Ass	4Lit	5Med		58
1922	28	3Ass	2Pow	0Non, 1Bod		63
1923	28	2Pow, 3Ass	0Non, 1Bod	-		78
1924	28	0Non, 1Bod	2Pow, 3Ass	-		78
1925	40	3Ass	2Pow, 4Lit	-		75
1926	40	-	-	6Hea		45
1927	40	-	5Med	-		50
1928	40	-	4Lit	3Ass		55
1929	40	3Ass	2Pow	0Non, 1Bod		75
1930	40	2Pow, 3Ass	0Non, 1Bod	-		90
1931	40	-	0Non, 1Bod	2Pow, 3Ass		70
1932	40	1Bod, 2Pow	0Non, 3Ass	-		90
1933	40	3Ass	2Pow	0Non, 1Bod		75
1934	40	-	1Bod, 2Pow, 3Ass	-		70
1935	40	0Non, 1Bod	2Pow	3Ass		85
1936	40	-	2Pow, 3Ass	-		60
1937	40	0Non, 1Bod	-	-		70

Special Characteristics

See the following page for the list.

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1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Indirect Fire Capability (double weapon cost)	0
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

If you give the weapon the indirect fire characteristic, then you have to buy a template characteristic. Add the template cost to the weapons target type costs and then double the result.

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 20**All 4Lit, 5Med and 6Hea Armor Vehicles (Close In, Defense and Template Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2000	0	-	-	0Non, 1Bod, 2Pow	See below	15
2001	0	-	2Pow	3Ass, 4Lit		20
2002	0	-	0Non, 1Bod	2Pow, 3Ass		30
2003	0	-	2Pow	0Non, 1Bod		20
2004	0	0Non, 1Bod	2Pow, 3Ass	-		50
2005	0	2Pow	1Bod	0Non		30
2006	0	2Pow, 3Ass	-	-		30
2007	0	-	0Non, 1Bod, 2Pow	-		30
2008	0	0Non	1Bod	2Pow		30
2009	0	-	1Bod, 2Pow	3Ass		25
2010	0	-	2Pow, 3Ass	-		20
2011	0	-	0Non, 1Bod	2Pow		25
2012	0	-	1Bod, 2Pow	0Non, 3Ass		30
2013	0	0Non, 1Bod	-	-		30
2014	0	1Bod, 2Pow	-	-		30
2015	0	3Ass	2Pow	-		25
2016	0	2Pow	3Ass	-		25
2017	0	0Non, 1Bod	2Pow	3Ass		45
2018	3	-	Smoke	-		13
2019	6	-	Smoke	-		16
2020	9	-	Smoke	-		19
2021	12	-	Smoke	-		22
2022	15	-	Smoke	-		25

Special Characteristics

Auto Grenade Pattern- 1 each side 2" Template (Can only be given to walkers and similar vehicles... i.e., not to tanks, APC's etc)	150
Auto Grenade Pattern- 2 to the front 2" Template	105
Auto Grenade Pattern- 3 to the front 2" Template	135
Auto Grenade (smoke) Pattern- 1 each side 2" Template (Can only be given to walkers and similar vehicles... i.e., not to tanks or APC's etc.)	40
Auto Grenade (smoke) Pattern- 2 to the front 2" Template	35
Auto Grenade (smoke) Pattern- 3 to the front 2" Template	45
Template, Teardrop- Small (see below for Legitimate Targets)	30
Template, Teardrop- Medium (see below for Legitimate Targets)	60
Template- Teardrop- Large (see below for Legitimate Targets)	90
Template- Teardrop- Xlarge (see below for Legitimate Targets)	120
Auto Grenade (smoke) Pattern- 1 to the front, 2" Template	25
Auto Grenade Launcher - 1 to the front, 2" Template	90

Notes

Auto grenade launchers are defensive weapons and do not cost an action to fire.

Auto grenade launchers have a 6-inch range on 4Lit vehicles. Auto Smoke Grenade launchers can have a range of 3 to 15 inches.

Tanks normally have grenade launchers that point forward.

Weapon Table 21**4Lit Armor Vehicles (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2100	20	Anti Air	-	-		50
2101	20	Anti Missile	-	-		35
2102	20	Counter Battery	-	-		170
2103	20	7Pla	-	-		35
2104	20	-	6Hea, 7Pla	-		40
2105	20	5Med	6Hea	7Pla		50
2106	20	4Lit	5Med	6Hea		50
2107	20	4Lit	3Ass, 5Med	-		55
2108	20	3Ass	4Lit	5Med		50
2109	20	3Ass	2Pow	0Non, 1Bod		55
2110	20	2Pow, 3Ass	0Non, 1Bod	-		70
2111	20	0Non, 1Bod	2Pow, 3Ass	-		70
2112	20	3Ass	2Pow, 4Lit	-		55
2113	32	-	Anti Air	-		52
2114	32	-	Anti Missile	-		42
2115	32	-	Counter Battery	-		132
2116	32	-	7Pla	-		42
2117	32	-	6Hea	7Pla		47
2118	32	4Lit	3Ass, 5Med	-		67
2119	32	3Ass	4Lit	5Med		62
2120	32	3Ass	2Pow	0Non, 1Bod		67
2121	32	2Pow, 3Ass	0Non, 1Bod	-		82
2122	32	0Non, 1Bod	2Pow, 3Ass	-		82
2123	44	3Ass	2Pow, 4Lit	-		79
2124	44	-	-	6Hea		49
2125	44	-	5Med	-		54
2126	44	-	4Lit	3Ass		59
2127	44	3Ass	2Pow	0Non, 1Bod		79
2128	44	2Pow, 3Ass	0Non, 1Bod	-		94
2129	44	-	0Non, 1Bod	2Pow, 3Ass		74
2130	44	1Bod, 2Pow	0Non, 3Ass	-		94
2131	44	3Ass	2Pow	0Non, 1Bod		79
2132	44	-	1Bod, 2Pow, 3Ass	-		74
2133	44	0Non, 1Bod	2Pow	3Ass		89
2134	44	-	2Pow, 3Ass	-		64
2135	44	0Non, 1Bod	-	-		74

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Indirect Fire Capability (double weapon cost)	0
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Suppression Fire (To Range of 12) Exhaust ammo on a 1-3 on a 1d6	150
Suppression Fire (To Range of 12) Exhaust ammo on a 1-4 on a 1d6	100
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120

Notes

If you give the weapon the indirect fire characteristic, then you have to buy a template characteristic. Add the template cost to the weapons target type costs and then double the result.

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

Weapon Table 22**5Med Armor Vehicles (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2300	20	Anti Air	-	-		50
2301	20	Anti Missile	-	-		35
2302	20	Counter Battery	-	-		170
2303	20	-	Anti Air	-		40
2304	20	-	Anti Missile	-		30
2305	20	-	Counter Battery	-		120
2306	20	4Lit	3Ass, 5Med	-		55
2307	20	3Ass	4Lit	5Med		50
2308	20	3Ass	2Pow	0Non, 1Bod		55
2309	20	2Pow, 3Ass	0Non, 1Bod	-		70
2310	20	0Non, 1Bod	2Pow, 3Ass	-		70
2311	20	3Ass	2Pow, 4Lit	-		55
2312	20	-	1Bod, 2Pow, 3Ass	-		50
2313	34	Anti Air	-	-		64
2314	34	Anti Missile	-	-		49
2315	34	-	Anti Air	-		54
2316	34	-	Anti Missile	-		44
2317	34	7Pla	-	-		49
2318	34	-	6Hea, 7Pla	-		54
2319	34	5Med	6Hea	7Pla		64
2320	34	4Lit	5Med	6Hea		64
2321	34	4Lit	3Ass, 5Med	-		69
2322	34	3Ass	4Lit	5Med		64
2323	48	4Lit	3Ass, 5Med	-		83
2324	48	3Ass	4Lit	5Med		78
2325	48	3Ass	2Pow	0Non, 1Bod		83
2326	48	2Pow, 3Ass	0Non, 1Bod	-		98
2327	48	0Non, 1Bod	2Pow, 3Ass	-		98
2328	48	3Ass	2Pow, 4Lit	-		83
2329	48	2Pow, 3Ass	0Non, 1Bod	-		98
2330	48	0Non, 1Bod	2Pow, 3Ass	-		98
2331	48	3Ass	2Pow, 4Lit	-		83
2332	48	-	Anti Air	-		68
2333	48	-	Anti Missile	-		58

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Following Fire; 3" Radius	160
Indirect Fire Capability (double weapon cost)	0
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 2" Radius	180
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Line)- 2" Radius	135
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 3- Circular (Random)- 2" Radius	120
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Line)- 2" Radius	180
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Multiple Templates: 4- Circular (Random)- 2" Radius	150
Suppression Fire (To Range of 12) Exhaust ammo on a 1 on a 1d6	250
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Suppression Fire (To Range of 12) Exhaust ammo on a 1-2 on a 1d6	200
Suppression Fire (To Range of 12) Exhaust ammo on a 1-3 on a 1d6	150
Suppression Fire (To Range of 12) Exhaust ammo on a 1-4 on a 1d6	100
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240

Notes

If you give the weapon the indirect fire characteristic, then you have to buy a template characteristic. Add the template cost to the weapons target type costs and then double the result.

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 23**6Hea Armor Vehicles (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2500	20	4Lit	3Ass, 5Med	-		55
2501	20	3Ass	4Lit	5Med		50
2502	20	3Ass	2Pow	0Non, 1Bod		55
2503	20	2Pow, 3Ass	0Non, 1Bod	-		70
2504	20	0Non, 1Bod	2Pow, 3Ass	-		70
2505	20	3Ass	2Pow, 4Lit	-		55
2506	20	6Hea, 7Pla	4Lit, 5Med	-		70
2507	20	-	6Hea, 7Pla	-		40
2508	20	5Med	6Hea	7Pla		50
2509	20	4Lit	5Med	6Hea		50
2510	20	4Lit	3Ass, 5Med	-		55
2511	36	Anti Air	-	-		66
2512	36	Anti Missile	-	-		51
2513	36	-	Anti Air	-		56
2514	36	-	Anti Missile	-		46
2515	36	4Lit	3Ass, 5Med	-		71
2516	36	3Ass	4Lit	5Med		66
2517	36	3Ass	2Pow	0Non, 1Bod		71
2518	36	2Pow, 3Ass	0Non, 1Bod	-		86
2519	36	0Non, 1Bod	2Pow, 3Ass	-		86
2520	36	3Ass	2Pow, 4Lit	-		71
2521	52	Anti Air	-	-		82
2522	52	Anti Missile	-	-		67
2523	52	-	Anti Air	-		72
2524	52	-	Anti Missile	-		62
2525	52	7Pla	-	-		67
2526	52	-	6Hea, 7Pla	-		72
2527	52	5Med	6Hea	7Pla		82
2528	52	4Lit	5Med	6Hea		82
2529	52	4Lit	3Ass, 5Med	-		87
2530	52	3Ass	4Lit	5Med		82
2531	52	4Lit	3Ass, 5Med	-		87
2532	52	3Ass	4Lit	5Med		82
2533	52	3Ass	2Pow	0Non, 1Bod		87
2534	52	2Pow, 3Ass	0Non, 1Bod	-		102
2535	52	0Non, 1Bod	2Pow, 3Ass	-		102
2536	52	3Ass	2Pow, 4Lit	-		87

See the next page for special characteristics

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Following Fire; 3" Radius	160
Indirect Fire Capability (double weapon cost)	0
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (2nd L/R of first)- 3" Radius	195
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 3" Radius	195
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 2- Circular (Random)- 3" Radius	180
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 2" Radius	180
Multiple Templates: 3- Circular (L&R of First)- 3" Radius	360
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Line)- 2" Radius	135
Multiple Templates: 3- Circular (Line)- 3" Radius	255
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 3- Circular (Random)- 2" Radius	120
Multiple Templates: 3- Circular (Random)- 3" Radius	240
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Line)- 2" Radius	180
Multiple Templates: 4- Circular (Line)- 3" Radius	360
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Multiple Templates: 4- Circular (Random)- 2" Radius	150
Multiple Templates: 4- Circular (Random)- 3" Radius	300
Suppression Fire (To Range of 12) Exhaust ammo on a 1 on a 1d6	250
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Suppression Fire (To Range of 12) Exhaust ammo on a 1-2 on a 1d6	200
Suppression Fire (To Range of 12) Exhaust ammo on a 1-3 on a 1d6	150
Suppression Fire (To Range of 12) Exhaust ammo on a 1-4 on a 1d6	100
Suppression Fire (To Range of 12) Will not exhaust amo during game	300
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240
Template- Circular- 4" Radius	480

Notes

If you give the weapon the indirect fire characteristic, then you have to buy a template characteristic. Add the template cost to the weapons target type costs and then double the result.

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 24**7Pla Mounts (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2600	24	Anti Air	-	-		54
2601	24	Anti Missile	-	-		39
2602	24	Counter Battery	-	-		174
2603	24	-	Anti Air	-		44
2604	24	-	Anti Missile	-		34
2605	24	-	Counter Battery	-		124
2606	24	6Hea, 7Pla	4Lit, 5Med	-		74
2607	24	-	6Hea, 7Pla	-		44
2608	24	5Med	6Hea	7Pla		54
2609	24	4Lit	5Med	6Hea		54
2610	24	4Lit	3Ass, 5Med	-		59
2611	24	3Ass	2Pow	0Non, 1Bod		59
2612	24	2Pow, 3Ass	0Non, 1Bod	-		74
2613	24	0Non, 1Bod	2Pow, 3Ass	-		74
2614	24	3Ass	2Pow, 4Lit	-		59
2615	24	2Pow, 3Ass	0Non, 1Bod	-		74
2616	24	0Non, 1Bod	2Pow, 3Ass	-		74
2617	40	Anti Air	-	-		70
2618	40	Anti Missile	-	-		55
2619	40	-	Anti Air	-		60
2620	40	-	Anti Missile	-		50
2621	40	3Ass	2Pow	0Non, 1Bod		75
2622	40	2Pow, 3Ass	0Non, 1Bod	-		90
2623	40	0Non, 1Bod	2Pow, 3Ass	-		90
2624	40	3Ass	2Pow, 4Lit	-		75
2625	40	2Pow, 3Ass	0Non, 1Bod	-		90
2626	40	0Non, 1Bod	2Pow, 3Ass	-		90
2627	40	3Ass	2Pow, 4Lit	-		75
2628	40	6Hea, 7Pla	4Lit, 5Med	-		90
2629	40	-	6Hea, 7Pla	-		60
2630	40	5Med	6Hea	7Pla		70
2631	40	4Lit	5Med	6Hea		70
2632	40	4Lit	3Ass, 5Med	-		75
2633	56	3Ass	2Pow	0Non, 1Bod		91
2634	56	2Pow, 3Ass	0Non, 1Bod	-		106
2635	56	0Non, 1Bod	2Pow, 3Ass	-		106
2636	56	3Ass	2Pow, 4Lit	-		91
2637	56	2Pow, 3Ass	0Non, 1Bod	-		106
2638	56	0Non, 1Bod	2Pow, 3Ass	-		106
2639	56	3Ass	2Pow, 4Lit	-		91
2640	56	6Hea, 7Pla	4Lit, 5Med	-		106
2641	56	-	6Hea, 7Pla	-		76
2642	56	5Med	6Hea	7Pla		86
2643	56	4Lit	5Med	6Hea		86
2644	56	4Lit	3Ass, 5Med	-		91

See next page for special Characteristics

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1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Following Fire; 1" Radius	40
Following Fire; 2" Radius	80
Following Fire; 3" Radius	160
Following Fire; 4" Radius	320
Indirect Fire Capability (double weapon cost)	0
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (2nd L/R of first)- 3" Radius	195
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 3" Radius	195
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 2- Circular (Random)- 3" Radius	180
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 2" Radius	180
Multiple Templates: 3- Circular (L&R of First)- 3" Radius	360
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Line)- 2" Radius	135
Multiple Templates: 3- Circular (Line)- 3" Radius	255
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 3- Circular (Random)- 2" Radius	120
Multiple Templates: 3- Circular (Random)- 3" Radius	240
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Line)- 2" Radius	180
Multiple Templates: 4- Circular (Line)- 3" Radius	360
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Multiple Templates: 4- Circular (Random)- 2" Radius	150
Multiple Templates: 4- Circular (Random)- 3" Radius	300
Suppression Fire (To Range of 12) Exhaust ammo on a 1 on a 1d6	250
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Suppression Fire (To Range of 12) Exhaust ammo on a 1-2 on a 1d6	200
Suppression Fire (To Range of 12) Exhaust ammo on a 1-3 on a 1d6	150
Suppression Fire (To Range of 12) Exhaust ammo on a 1-4 on a 1d6	100
Suppression Fire (To Range of 12) Will not exhaust amo during game	300
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240
Template- Circular- 4" Radius	480

Notes

If you give the weapon the indirect fire characteristic, then you have to buy a template characteristic. Add the template cost to the weapons target type costs and then double the result.

The **Suppression Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other target types can be in the weapons Ttype descriptions.

The **Following Fire** characteristic can only be given to weapons that target 0Non, 1Bod, 2Pow, and 3Ass targets. No other targets types can be in the weapons Ttype descriptions.

Weapon Table 25**8Fly (Defensive and Dropped Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2700	0	-	-	Flake (1 use)		5
2701	0	-	Flake (1 Use)	-		10
2702	0	Flake (1 Use)	-	-		15
2703	0	-	0Non, 1Bod, 2Pow	-		30
2704	0	-	1Bod, 2Pow	0Non, 3Ass		30
2705	0	0Non	1Bod	2Pow		30
2706	0	0Non, 1Bod	2Pow	3Ass		45
2707	0	0Non, 1Bod	2Pow, 3Ass	-		50
2708	0	3Ass	2Pow	-		25
2709	0	2Pow, 3Ass	1Bod	0Non		45
2710	0	2Pow	3Ass	-		25
2711	0	3Ass	2Pow	0Non, 1Bod		35
2712	0	1Bod	0Non, 2Pow	-		35
2713	0	-	6Hea, 7Pla	-		20
2714	0	5Med	6Hea	7Pla		30
2715	0	4Lit	5Med	6Hea		30
2716	0	4Lit	3Ass, 5Med	-		35
2717	0	3Ass	4Lit	5Med		30
2718	0	4Lit	3Ass, 5Med	-		35
2719	0	5Med	6Hea	7Pla		30
2720	0	7Pla	5Med, 6Hea	-		35

See the following page for special characteristics.

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Special Characteristics

Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 3" Radius	195
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 2- Circular (Random)- 3" Radius	180
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Line)- 2" Radius	135
Multiple Templates: 3- Circular (Line)- 3" Radius	255
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 3- Circular (Random)- 2" Radius	120
Multiple Templates: 3- Circular (Random)- 3" Radius	240
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Line)- 2" Radius	180
Multiple Templates: 4- Circular (Line)- 3" Radius	360
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Multiple Templates: 4- Circular (Random)- 2" Radius	150
Multiple Templates: 4- Circular (Random)- 3" Radius	300
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240
Template- Circular- 4" Radius	480
Template- Circular- 5" Radius	600

Notes

Low flyers drop grenades and small bombs. High flyers drop large bombs. High flyers may be given templates that are up to 3 inches in radius. Low flyers are restricted to 1 and 2 inch templates.

Flake is a defensive weapon and does not cost the crew an action to use. It is only good against missile fire and you must roll to see if it works against each missile fired at it. It's protection will last for one turn (card discard to model activation)

On Special Characteristics marked as random. Deviation for low flyers is 1d6 inches from the desired target. Deviation for high flyers is 3d6 from the desired target. All bombs dropped by high flyers deviate somewhat (see the main rules).

Weapon Table 26**Low Flyers (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2800	12	-	6Hea, 7Pla	-		32
2801	12	5Med	6Hea	7Pla		42
2802	12	4Lit	5Med	6Hea		42
2803	12	4Lit	3Ass, 5Med	-		47
2804	12	3Ass	4Lit	5Med		42
2805	12	5Med	4Lit	-		37
2806	12	5Med	6Hea	7Pla		42
2807	12	7Pla	5Med, 6Hea	-		47
2808	12	-	0Non, 1Bod, 2Pow	-		42
2809	12	-	1Bod, 2Pow	0Non, 3Ass		42
2810	12	0Non	1Bod	2Pow		42
2811	12	0Non, 1Bod	2Pow	3Ass		57
2812	12	0Non, 1Bod	2Pow, 3Ass	-		62
2813	12	3Ass	2Pow	-		37
2814	12	2Pow, 3Ass	1Bod	0Non		57
2815	12	2Pow	3Ass	-		37
2816	12	3Ass	2Pow	0Non, 1Bod		47
2817	12	1Bod	0Non, 2Pow	-		47
2818	12	Anti Air	-	-		42
2819	12	Anti Missile	-	-		27
2820	24	-	0Non, 1Bod, 2Pow	-		54
2821	24	-	1Bod, 2Pow	0Non, 3Ass		54
2822	24	0Non	1Bod	2Pow		54
2823	24	0Non, 1Bod	2Pow	3Ass		69
2824	24	0Non, 1Bod	2Pow, 3Ass	-		74
2825	24	3Ass	2Pow	-		49
2826	24	2Pow, 3Ass	1Bod	0Non		69
2827	24	2Pow	3Ass	-		49
2828	24	3Ass	2Pow	0Non, 1Bod		59
2829	24	1Bod	0Non, 2Pow	-		59
2830	24	-	Anti Air	-		44
2831	24	-	Anti Missile	-		34

See the following page for special characteristics.

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Special Characteristics

1 roll to hit, 2 rolls to wound (needs a two barrel weapon)	15
1 roll to hit, 3 rolls to wound (needs a three barrel weapon)	30
1 roll to hit, 4 rolls to wound (needs a four barrel weapon)	45
Multiple Shots, 1d3 shots versus one target or squad	30
Multiple Shots, 1d4 shots versus one target or squad	45
Multiple Shots, 1d5 shots versus one target or squad	60
Multiple Shots, 1d6 shots versus one target or squad	75
Suppression Fire (To Range of 6) Exhaust ammo on a 1-2 on a 1d6	100
Suppression Fire (To Range of 6) Exhaust ammo on a 1-3 on a 1d6	75
Suppression Fire (To Range of 9) Exhaust ammo on a 1-2 on a 1d6	150
Suppression Fire (To Range of 9) Exhaust ammo on a 1-3 on a 1d6	100
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240

Template weapons can only have targets types of 0Non, 1Bod, 2Pow, and 3Ass.

Weapon Table 27**90Off (Board) Weapons (General Weapons)**

Weap#	Range	Primary Ttype	Secondary Ttype	Tertiary Ttype	Special	Cost
2900	72	-	-	All Ground	Interdiction (Purchase a template and then double the weapons cost)	112
2901	72	-	All Ground	-	Interdiction (Purchase a template and then double the weapons cost)	142
2902	72	All Ground	-	-	Interdiction (Purchase a template and then double the weapons cost)	177
2903	73	-	Smoke	-		83
2904	72	-	6Hea, 7Pla	-		92
2905	72	5Med	6Hea	7Pla		102
2906	72	4Lit	5Med	6Hea		102
2907	72	4Lit	3Ass, 5Med	-		107
2908	72	3Ass	4Lit	5Med		102
2909	72	4Lit	3Ass, 5Med	-		107
2910	72	5Med	6Hea	7Pla		102
2911	72	7Pla	5Med, 6Hea	-		107
2912	72	-	0Non, 1Bod, 2Pow	-		102
2913	72	-	1Bod, 2Pow	0Non, 3Ass		102
2914	72	0Non	1Bod	2Pow		102
2915	72	0Non, 1Bod	2Pow	3Ass		117
2916	72	0Non, 1Bod	2Pow, 3Ass	-		122
2917	73	3Ass	2Pow	-		98
2918	74	2Pow, 3Ass	1Bod	0Non		119
2919	75	2Pow	3Ass	-		100
2920	76	3Ass	2Pow	0Non, 1Bod		111
2921	77	1Bod	0Non, 2Pow	-		112

See Next Page for Special Characteristics

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Special Characteristics

Multiple Templates: 2- Circular (2nd L/R of first)- 1" Radius	60
Multiple Templates: 2- Circular (2nd L/R of first)- 2" Radius	105
Multiple Templates: 2- Circular (2nd L/R of first)- 3" Radius	195
Multiple Templates: 2- Circular (Line)- 1" Radius	60
Multiple Templates: 2- Circular (Line)- 2" Radius	105
Multiple Templates: 2- Circular (Line)- 3" Radius	195
Multiple Templates: 2- Circular (Random)- 1" Radius	45
Multiple Templates: 2- Circular (Random)- 2" Radius	90
Multiple Templates: 2- Circular (Random)- 3" Radius	180
Multiple Templates: 3- Circular (L&R of first)- 1" Radius	90
Multiple Templates: 3- Circular (L&R of first)- 2" Radius	180
Multiple Templates: 3- Circular (L&R of First)- 3" Radius	360
Multiple Templates: 3- Circular (Line)- 1" Radius	75
Multiple Templates: 3- Circular (Line)- 2" Radius	135
Multiple Templates: 3- Circular (Line)- 3" Radius	255
Multiple Templates: 3- Circular (Random)- 1" Radius	60
Multiple Templates: 3- Circular (Random)- 2" Radius	120
Multiple Templates: 3- Circular (Random)- 3" Radius	240
Multiple Templates: 4- Circular (Line)- 1" Radius	90
Multiple Templates: 4- Circular (Line)- 2" Radius	180
Multiple Templates: 4- Circular (Line)- 3" Radius	360
Multiple Templates: 4- Circular (Random)- 1" Radius	75
Multiple Templates: 4- Circular (Random)- 2" Radius	150
Multiple Templates: 4- Circular (Random)- 3" Radius	300
Template- Circular- 1" Radius	60
Template- Circular- 2" Radius	120
Template- Circular- 3" Radius	240
Template- Circular- 4" Radius	480
Interdiction (Purchase a template and then double the weapons cost)	0

All off board weapons require spotters.

With All Ground Target types, you must purchase a template (or templates) add the cost to the weapons Ttype figure and then double the result. All Ground target types have to come with interdiction fire. You can give interdiction fire to other more specific target types.

Pre aim all off board weapon attacks. All off board weapons must be aimed in one turn and fired in the next.

Optional rule.

Off board weapons attacks may drift. There is a 25% chance that this will happen. If it happens then the target is moved 2d6 inches in a random direction. Work out the shot as if that were the intended target.