

SQUAD BASIC WEAPONS		
Weapon	Range	Damage
Low-Tech Rifles	x5	+1
Submachine Guns	x2	+1
Assault Carbines	x4	+2
Assault Rifles	x5	+2
High-Tech Rifles	x6	+2
Gauss Rifles	x6	+3

SQUAD SUPPORT WEAPONS			
Weapon	Range	Fire Effect	Anti-Tank
Assault Shotgun *	x1	+1	-
Flamethrower **	x1	+1d6	+3
Rifle Grenades	x2	+1	+1
Grenade Launcher	x2	+1d6	+2
Squad Automatic Weapon	x6	+2	-
Plasma Rifle	x5	+1	+3

\* Also adds +1 per shotgun to all close assaults.

\*\* Also adds +2 per flamethrower to all close assaults.

HEAVY & SPECIAL WEAPONS						
Weapon	Range	Damage	Fire Effect	Anti-Tank	Blast	Crew
Auto Cannon - Light	x10	+6	-	+2	-	3
Auto Cannon - Heavy	x13	+6	-	+4	-	4
Beam - Light *	x15	+2	-	+3	-	2
Beam - Heavy *	x20	+2	-	+5	-	3
Cannon - Light	x10	+3	-	+3	2"	3
Cannon - Medium **	x12	+3	+1	+4	3"	4
Cannon - Heavy **	x15	+3	+3	+5	4"	5
Chain Gun - Light	x4	+2	+5	-	-	2
Chain Gun - Heavy	x7	+2	+7	-	-	4
General Purpose MG	x7	+2	+3	-	-	2
Heavy MG	x8	+4	+2	+1	-	3
Mines - Anti-Personnel	-	+4	-	-	-	-
Mines - Anti-Vehicle	-	+6	-	+5	-	-
Missile Launcher	x8	+2	+1	+5	2"	2
Mortar - Light	x10	+2	-	-	2"	3
Mortar - Heavy **	x12	+2	+1	-	3"	4
Rail Gun - Light	x12	+4	-	+5	-	3
Rail Gun - Heavy	x15	+4	-	+7	-	5
RPG ***	x5	+2	-	+5	-	1
Sniper Rifle	x8	+3	-	-	-	1

\* Range-based Fire Effect Modifiers are never applied to these weapons.

\*\* Infantry targeted by these weapons suffer a Pinned result instead of being Under Fire.

\*\*\* May only be fired at "hard" targets (vehicles, buildings, bridges, etc.).