

**MISCELLANEOUS WEAPONS :
INFANTRY AND CREW-SERVED**

3

NEUTRALIZERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Neutralizer pistol	3	P	2	2	0	5
Light neutralizer rifle	8	P	2	4	0	6
Medium neutralizer rifle	10	P	2	5	0	6
Heavy neutralizer rifle	12	P	2	6	0	7
Magnum neutralizer rifle	14	P	2	7	0	7
Ultra neutralizer rifle	16	P	2	8	0	8

PARASONAR WEAPONS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Parasonar pistol	4	P	1	None	0	3
Light parasonar rifle	7	P	1	None	0	3
Medium parasonar rifle	9	P	1	None	0	4
Heavy parasonar rifle	11	P	1	None	0	4
Magnum parasonar rifle	13	P	1	None	0	5
Ultra parasonar rifle	15	P	1	None	0	5

SONIC WEAPONS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Sonic pistol	5	P	3	None	0	5
Light sonic rifle	8	P	3	None	0	6
Medium sonic rifle	10	P	3	None	0	6
Heavy sonic rifle	12	P	3	None	0	7
Magnum sonic rifle	14	P	3	None	0	7
Super-heavy sonic rifle	16	P	3	None	0	8

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ULTRASONIC WEAPONS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Ultrasonic pistol	6	P	5	None	0	7
Light ultrasonic rifle	10	P	5	None	0	8
Medium ultrasonic rifle	12	P	5	None	0	9
Heavy ultrasonic rifle	14	P	5	None	0	10
Magnum ultrasonic rifle	16	P	5	None	0	10
Super-heavy ultrasonic rifle	18	P	5	None	0	13

FLAMETHROWERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Flame pistol	3	S	6	4 x 2	+2	7
Light flamethrower	6	S	6	6 x 2	+2	8
Medium flamethrower	9	S	6	6 x 2	+2	9
Heavy flamethrower	12	S	6	6 x 2	+2	10
Magnum flamethrower	15	S	6	6 x 2	+2	10
Ultra flamethrower	18	S	6	6 x 2	+2	11