

## MISCELLANEOUS WEAPONS : VEHICLE AND STRONGPOINT

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SONIC PROJECTORS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light sonic projector	12	P	3	None	0	7
Medium sonic projector	16	P	3	None	0	8
Heavy sonic projector	20	P	3	None	0	9

ULTRASONIC PROJECTORS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light ultrasonic projector	16	P	5	None	0	10
Medium ultrasonic projector	20	P	5	None	0	11
Heavy ultrasonic projector	24	P	5	None	0	12

FLAME CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light flame cannon	8	S	5	6 x 2	+2	8
Medium flame cannon	12	S	5	6 x 2	+2	9
Heavy flame cannon	16	S	5	6 x 2	+2	10

PETARD	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light petard	15	S	7	4	0	11
Medium petard	20	S	7	6	0	13
Heavy petard	25	S	7	8	0	14

\* Types of warhead used: hammerhead, hellburner.