

## WARHEAD PROJECTILE WEAPONS : INFANTRY AND CREW-SERVED

6

GRENADES	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Hand grenade	3	S	*	3	0	7
Antitank grenade (hammerhead)	3	S	7	3	0	8
Antitank grenade (piercer)	3	S	8	None	0	9
Rifle grenade	6	S	*	3	0	8

\* Dependent upon type of warhead used: high explosive [6], sonic [3], smoke [0].

GRENADE LAUNCHERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Grenade/flare pistol	4	S	*	2	0	8
Light grenade launcher	8	S	*	2	0	9
Medium grenade launcher	10	S	*	3	0	9
Heavy grenade launcher	12	S	*	4	0	10

\* Dependent upon type of warhead used: hellburner [7], high explosive [6], smoke [0].  
Hellburner warheads do not have effect areas.

AUTOMATIC GRENADE LAUNCHERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Grenade/flare pistol	4	A	*	2	0	9
Light grenade launcher	8	A	*	2	0	10
Medium grenade launcher	10	A	*	3	0	10
Heavy grenade launcher	12	A	*	4	0	11

\* Dependent upon type of warhead used: hellburner [7], high explosive [6], smoke [0].  
Hellburner warheads do not have effect areas.

BOMB THROWERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light bomb thrower	8	S	*	3	0	10
Medium bomb thrower	10	S	*	4	0	10
Heavy bomb thrower	12	S	*	5	0	11
Magnum bomb thrower	14	S	*	6	0	11
Ultra bomb thrower	16	S	*	7	0	12

\* Dependent upon type of warhead used: high explosive [6], chemical [5], smoke [0].

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<b>RPG LAUNCHERS (rocket-propelled grenade)</b>	<b>Range factor</b>	<b>Rate of fire</b>	<b>Attack factor</b>	<b>Effect area</b>	<b>Detection effect</b>	<b>Cost</b>
Light RPG launcher	8	S	8	None	+1	11
Medium RPG launcher	12	S	8	None	+1	12
Heavy RPG launcher	16	S	8	None	+1	13

Type of warhead used: piercer.

<b>ATR LAUNCHERS (antitank rocket)</b>	<b>Range factor</b>	<b>Rate of fire</b>	<b>Attack factor</b>	<b>Effect area</b>	<b>Detection effect</b>	<b>Cost</b>
Light ATR launcher	8	S	8	None	+1	11
Medium ATR launcher	12	S	8	None	+1	12
Heavy ATR launcher	16	S	8	None	+1	13

Type of warhead used: piercer.

<b>INFANTRY ROCKET LAUNCHERS</b>	<b>Range factor</b>	<b>Rate of fire</b>	<b>Attack factor</b>	<b>Effect area</b>	<b>Detection effect</b>	<b>Cost</b>
Light rocket launcher	10	S	*	3	0	11
Medium rocket launcher	14	S	*	4	0	12
Heavy rocket launcher	18	S	*	5	0	13

\* Dependent upon type of warhead used: piercer [8], high explosive [6], smoke [0].

Piercer warheads do not have effect areas.

<b>INFANTRY MISSILE LAUNCHERS</b>	<b>Range factor</b>	<b>Rate of fire</b>	<b>Attack factor</b>	<b>Effect area</b>	<b>Detection effect</b>	<b>Cost</b>
Light missile launcher	12	S	*	2	0	12
Medium missile launcher	16	S	*	3	0	13
Heavy missile launcher	20	S	*	4	0	14

\* Dependent upon type of warhead used: piercer [8], hammerhead [7], hellburner [7], chemical [5].

Hellburner and piercer warheads do not have effect areas.

Infantry missiles are smart weapons for hit/miss determination purposes.

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AAM LAUNCHERS (antiaircraft missile)	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light AAM launcher	12	S	7	2	0	11
Medium AAM launcher	15	S	7	3	0	11
Heavy AAM launcher	18	S	7	4	0	12
Magnum AAM launcher	21	S	7	5	0	13
Ultra AAM launcher	24	S	7	6	0	14

Type of warhead used: hammerhead.

AAM launchers are smart weapons for hit/miss determination purposes.

MINI-ROCKET LAUNCHERS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light mini-rocket launcher	6	P	*	3	0	10
Medium mini-rocket launcher	9	P	*	4	0	11
Heavy mini-rocket launcher	12	P	*	5	0	12

\* Dependent upon type of warhead used: high explosive [6], chemical [5], smoke [0].

HELLDRIVER WEAPONS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light helldriver rifle	15	S	Varies *	2	0	13
Medium helldriver rifle	20	S	Varies *	2	0	15
Heavy helldriver rifle	25	S	Varies *	3	0	16
Magnum helldriver rifle	30	S	Varies *	3	0	17
Ultra helldriver rifle	35	S	Varies *	4	0	18

\* The attack factor will equal the armor class of the target struck.

RECOILLESS RIFLES	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
50mm recoilless rifle	12	S	*	2	+2	12
75mm recoilless rifle	16	S	*	3	+2	13
100mm recoilless rifle	20	S	*	4	+2	14

\* Dependent upon type of warhead used: piercer [8], high explosive [6].

Piercer warheads do not have effect areas.

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SATCHEL CHARGES	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light satchel charge	3	S	*	4	0	8
Medium satchel charge	2	S	*	5	0	8
Heavy satchel charge	1	S	*	6	0	8

\* Dependent upon type of warhead used: hammerhead [7], high explosive [6].

KEG BOMBS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light keg bomb	3	S	*	4	0	8
Medium keg bomb	2	S	*	5	0	8
Heavy keg bomb	1	S	*	6	0	8

\* Dependent upon type of warhead used: hammerhead [7], chemical [5].

