

Weapon	Warheads available
Antiaircraft missile launchers	Hammerhead
Antitank rocket launchers	Piercer
Artillery rockets	Vaporshock, high explosive, chemical
Attack missiles	Hammerhead, high explosive
Autocannon	Piercer, hammerhead
Air-dropped bombs	Vaporshock, hellburner, high explosive, chemical, smoke
Bomb throwers	High explosive, chemical, smoke
Cannon	Piercer, hammerhead
Grenade launchers	Hellburner, high explosive, smoke
Guns (artillery)	Hailstorm, hammerhead, high explosive, chemical, smoke
Hand grenades	High explosive, sonic, smoke
Helldriver rifles	Anti-matter
Howitzers	Hailstorm, hammerhead, high explosive, chemical, smoke
Infantry missile launchers	Piercer, hammerhead, hellburner, chemical
Infantry rocket launchers	Piercer, high explosive, smoke
Keg bombs	Hammerhead, chemical
Mini-rocket launchers	High explosive, chemical, smoke
Mortars	High explosive, chemical, sonic, smoke
Petards	Hammerhead, hellburner
Recoilless rifles	Piercer, high explosive
Rifle grenades	High explosive, sonic, smoke
Rocket-propelled grenade launchers	Piercer, hammerhead
Satchel charges	Hammerhead, high explosive
Seeker mines	Hammerhead
Seeker projectiles	Anti-armor – piercer, hellburner Anti-personnel – hammerhead, high explosive Anti-radiation – hammerhead, vaporshock
Strike missiles	Piercer, hammerhead
Tactical missiles	Nuclear (Multiple warheads may be vaporshock, hailstorm, hammerhead, high explosive or chemical)

Warhead	Attack factor	Effect area?
Chemical	5	Yes
Hailstorm	7	Yes
Hammerhead	7	Yes
Hellburner	7	No
High explosive	6	Yes
Nuclear	9	Yes
Piercer	8	No
Smoke	0	Yes
Sonic	3	Yes
Vaporshock	7	Yes

The size of the effect area of a warhead is determined by the size of the weapon from which it is fired.

