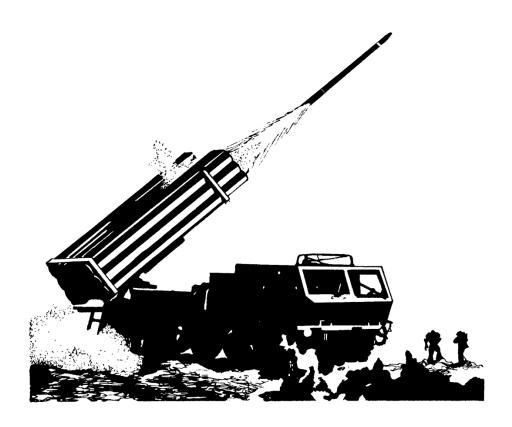
Weapon	Warheads available	
Antiaircraft missile launchers	Hammerhead	
Antitank rocket launchers	Piercer	
Artillery rockets	Vaporshock, high explosive, chemical	
Attack missiles	Hammerhead, high explosive	
Autocannon	Piercer, hammerhead	
Air dranged hambs	Vaporshock, hellburner, high explosive,	
Air-dropped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

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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.



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