

WEAPONS										
WEAPON	RANGE				Damage	B	Ammunition	Template	E/M Vulnerability	CC
	Short	Medium	Long	Maximum						
AP Close Combat Weapon (AP CCW)	--	--	--	--	PH	--	AP	No	No	Yes
Close Combat Weapon (CCW)	--	--	--	--	PH	--	N	No	No	Yes
Electric Pulse	--	--	--	--	IMM	--	--	No	Yes	Yes
E/M Close Combat Weapon (E/M CCW)	--	--	--	--	PH	--	N+E/M (12)	No	No	Yes
Explosive Close Combat Weapon (EXP CCW)	--	--	--	--	PH	--	EXP	No	No	Yes
Knife	--	--	--	--	PH-2	--	N	No	No	Yes
Monofilament Close Combat Weapon (MF CCW)	--	--	--	--	12	--	Monofilament	No	Yes	Yes
Shock Close Combat Weapon (SH CCW)	--	--	--	--	PH	--	Shock	No	No	Yes
Adhesive Launcher (ADHL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	IMM	1	Adhesive	No	No	No
Antipersonnel Mines	--	--	--	--	13	1	Shock	Circular	Yes(Ariadna No)	No
AP Heavy Machine Gun (AP HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	AP	No	No	No
AP Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	AP	No	No	No
AP Sniper Rifle (AP Sniper)	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	AP	No	No	No
Autocannon	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	2	AP+EXP	No	No	No
Boarding Shotgun	0-8/+3	8-16/0	16-24/-3	--	14	2	N/AP	Small Teardrop	No	No
Chain Rifle	--	--	--	--	13	1	N	Large Teardrop	No	No
Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	Yes	No
D-Charges	--	--	--	--	14	1	AP+EXP	No	Yes	Yes
E/M Light Grenade Launcher (E/M Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	1	E/M (13)	Circular	No	No
E/Marat	--	--	--	--	--	1	E/M (13)	Circular	Yes	Yes
E/Mauler	--	--	--	--	--	1	E/M (13)	Circular	Yes	No
Forward Observer	0-8/+3	8-32/0	32-48/-3	48-96/-6	--	1	--	No	Yes	No
Grenade	0-4/+3	4-8/0	8-12/-3	--	13	1	N	Circular	No	No
Guided Missile Launcher (Guided ML)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	Yes	No
Heavy Flamethrower (Heavy FT)	--	--	--	--	14	1	FIRE	Large Teardrop	No	No
Heavy Grenade Launcher (Heavy GL)	0-8/0	8-32/+3	32-48/-3	48-96/-6	13	1	N	Circular	No	No
Heavy Machine Gun (HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	N	No	No	No
Heavy Shotgun	0-8/+3	8-16/0	16-24/-3	--	15	2	N/AP	Small Teardrop	No	No
Hyper-rapid Magnetic Cannon (HMC)	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	5	AP	No	Yes	No
Light Grenade Launcher (Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	N	Circular	No	No
Light Flamethrower (Light FT)	--	--	--	--	13	1	FIRE	Small Teardrop	No	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3	--	13	2	N	Small Teardrop	No	No
Missile Launcher (ML)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	No	No
Monofilament Mines (MF Mines)	--	--	--	--	12	1	Monofilament	Circular	Yes	No
MULTI Heavy Machine Gun (MULTI HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4//2//1	N/AP/EXP	No	Yes	No
MULTI Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3//2//1	N/AP/Shock	No	Yes	No
MULTI Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	AP/Shock	No	Yes	No
Nanopulser	--	--	--	--	13	1	Nanotech	Small Teardrop	Yes	No
Ojótnik	0-8/0	8-16/+3	16-24/-3	24-48/-6	14	2	AP	No	No	No
Panzerfaust	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	AP+EXP	No	No	No
Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	N	No	No	Yes
Plasma Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	14	3	PLASMA	Circular/Small Teardrop	Yes	No
Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	No	No
Smoke Light Grenade Launcher (Smoke Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	1	SMOKE	Circular	No	No
Smoke Grenade	0-4/+3	4-8/0	8-12/-3	--	--	1	SMOKE	Circular	No	No
Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	N	No	No	No