

WEAPON TABLE (IMPERIAL)

| WEAPON | RANGE | ROF | CAS. | STRESS | AT | SPECIAL | EXAMPLES |
|---|--------------|-----|-------|--------|----|---|--|
| <i>Pistol</i> | 10" | 2 | 3 | 6 | - | - | <i>Makarov, Glock, M9</i> |
| <i>Submachine Gun (SMG)</i> | 16" | 3 | 3 | 6 | - | - | <i>MP-5, UZI</i> |
| <i>Assault Rifle</i> | 28" | 3 | 4 | 7 | - | - | <i>AK-47, M-16, G-36, M-4</i> |
| <i>Grenade Launcher</i> | 16" | - | 3 | 8 | 4 | <i>Blast, Reload</i> | <i>M79, M320</i> |
| <i>Rifle</i> | 40" | 1 | 4 | 8 | - | - | <i>Lee-Enfield, KaR98, Mosin-Nagant</i> |
| <i>Precision Rifle</i> | 40" | 1 | 4 | 8 | - | <i>Scope</i> | <i>Dragunov, Accuracy</i> |
| <i>Shotgun</i> | 12" | 1 | 5S/0L | 6S/6L | - | <i>Shotgun</i> | <i>Mossberg 590, Benelli M4</i> |
| <i>LMG</i> | 40" | 4 | 4 | 7 | 4 | <i>Jammed!</i> | <i>SAW, Minimi, RPK-47, MG-4</i> |
| <i>MMG*</i> | 48" | 5 | 4 | 8 | 6 | <i>Jammed!, 180° view</i> | <i>M60, PKM, FN-MAG</i> |
| <i>HMG*</i> | 60" | 6 | 4 | 8 | 6 | <i>Jammed!, Set up/Take down, 180° view</i> | <i>Browning .50 cal, DSHK</i> |
| <i>40mm Automatic Grenade Launcher*</i> | 40" | - | 3 | 8 | 6 | <i>Blast, Jammed!, Set up/Take down, 180° view</i> | <i>LAG-40, MK-19, AGS-17</i> |
| <i>Light Mortar*</i> | 36" | - | 3 | 8 | 6 | <i>Blast, Reload, Set up/Take down, 180° view, Smoke</i> | <i>50 mm Mortar, 60 mm Mortar, 2" Mortar</i> |
| <i>Medium Mortar*</i> | 48" | - | 4 | 8 | 7 | <i>Blast, Reload, Set up/Take down, 180° view, Smoke</i> | <i>80 mm Mortar, 3" Mortar</i> |
| <i>Heavy Mortar*</i> | 60" | - | 4 | 9 | 8 | <i>Blast (3d10), Reload, Set up/Take down, 180° view, Smoke</i> | <i>120 mm Mortar</i> |
| <i>Disposable Light Rocket Launcher</i> | 24" | - | 3 | 8 | 10 | <i>Blast, Single Use</i> | <i>LAW-80, AT-4, C-90</i> |
| <i>Reloadable Light Rocket Launcher</i> | 24" | - | 3 | 8 | 10 | <i>Blast, Reload</i> | <i>RPG-7</i> |
| <i>Heavy Rocket Launcher* (3 x Rockets)</i> | 32" | - | 4 | 8 | 12 | <i>Blast, Reload, Set up/Take down, 180° view</i> | <i>Javelin, NLAW, Alcotán-100</i> |
| <i>Fragmentation (Frag) Grenade</i> | 8" | - | 3 | 8 | 4 | <i>Blast, Smoke</i> | <i>Hand Grenade</i> |
| <i>Stun Grenade</i> | 8" | - | 0 | 10 | - | <i>Blast, Smoke</i> | <i>Hand Grenade</i> |
| <i>Molotov Cocktail</i> | 8" | - | 1 | 8 | 3 | <i>Blast, Smoke</i> | - |
| <i>Claymore/Booby Trap</i> | Contact Base | - | 3 | 8 | 4 | <i>Blast, Single Use</i> | - |
| <i>Cannon (Vehicle)</i> | 48" | - | 3 | 8 | 8 | <i>Blast (3d10 damage)</i> | <i>Bradley, Pizarro</i> |

* Support Weapon.

CONVERSION TABLES TO INCHES:

Some of our players have told us that they prefer using the imperial measurement system in their games. For these players, we've created this table that shows how many inches projectiles such as grenades and mortars deviate, without the need for any mathematical calculations.

PROJECTILE DEVIATION TABLE:

Use this table only if projectile deviates. If projectile lands in the point of impact do not use this table.

| NUMBER ROLLED IN THE DIE WHEN USING BLAST WEAPONS | DEVIATION IN INCHES IF PROJECTILE DEVIATES. | DISTANCE IN CENTIMETERS | DISTANCE IN INCHES |
|---|---|-------------------------|--------------------|
| 1 | 0,8" | 5 cm | 2" |
| 2 | 1,6" | 10 cm | 4" |
| 3 | 2,4" | 15 cm | 6" |
| 4 | 3,2" | 20 cm | 8" |
| 5 | 4" | 30 cm | 12" |
| 6 | 4,8" | 40 cm | 16" |
| 7 | 5,6" | 50 cm | 20" |
| 8 | 6,4" | 60 cm | 24" |
| 9 | 7,2" | 70 cm | 28" |
| 10 | Miss | 80 cm | 32" |

MOST USED DISTANCES IN INCHES:

- ◆ **Command ranges:** 12" for Main Commanders, 6" for Secondary Commander
- ◆ **Distance to other miniature within a group:** 2"
- ◆ **Moving distance:** 8", subtract 2" for any situation that reduces the movement.
- ◆ **Secondary target:** 1" away from Primary target
- ◆ **Reduction of movement for any SM:** 2"
- ◆ **C/S modifier for Target moving:** 2"
- ◆ **Area of fire:** 3-8 --> 1", more than 9--> 2"
- ◆ **Blast template:** 3" diameter
- ◆ **Mortar distance that can't be targeted:** 6"
- ◆ **Tactical scopes range:** 2"
- ◆ **Vehicle movement:** 16"