

WEAPON TABLE

WEAPON	RANGE	ROF	CAS.	STRESS	AT	SPECIAL	EXAMPLES
<i>Pistol</i>	25 cm	2	3	6	-	-	<i>Makarov, Glock, M9</i>
<i>Submachine Gun (SMG)</i>	40 cm	3	3	6	-	-	<i>MP-5, UZI</i>
<i>Assault Rifle</i>	70 cm	3	4	7	-	-	<i>AK-47, M-16, G-36, M-4</i>
<i>Grenade Launcher</i>	40 cm	-	3	8	4	<i>Blast, Reload</i>	<i>M79, M320</i>
<i>Rifle</i>	100 cm	1	4	8	-	-	<i>Lee-Enfield, KaR98, Mosin-Nagant</i>
<i>Precision Rifle</i>	100 cm	1	4	8	-	<i>Scope</i>	<i>Dragunov, Accuracy</i>
<i>Shotgun</i>	30 cm	1	5S/0L	6S/6L	-	<i>Shotgun</i>	<i>Mossberg 590, Benelli M4</i>
<i>LMG</i>	100 cm	4	4	7	4	<i>Jammed!</i>	<i>SAW, Minimi, RPK-47, MG-4</i>
<i>MMG*</i>	120 cm	5	4	8	6	<i>Jammed!, 180° view</i>	<i>M60, PKM, FN-MAG</i>
<i>HMG*</i>	150 cm	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>	100 cm	-	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>	90 cm	-	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>	120 cm	-	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>	150 cm	-	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>	60 cm	-	3	8	10	<i>Blast, Single Use</i>	<i>LAW-80, AT-4, C-90</i>
<i>Reloadable Light Rocket Launcher</i>	60 cm	-	3	8	10	<i>Blast, Reload</i>	<i>RPG-7</i>
<i>Heavy Rocket Launcher* (3 x Rockets)</i>	80 cm	-	4	8	12	<i>Blast, Reload, Set up/Take down, 180° view</i>	<i>Javelin, NLAW, Alcotán-100</i>
<i>Fragmentation (Frag) Grenade</i>	20 cm	-	3	8	4	<i>Blast, Smoke</i>	<i>Hand Grenade</i>
<i>Stun Grenade</i>	20 cm	-	0	10	-	<i>Blast, Smoke</i>	<i>Hand Grenade</i>
<i>Molotov Cocktail</i>	20 cm	-	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>	120 cm	-	3	8	8	<i>Blast (3d10 damage)</i>	<i>Bradley, Pizarro</i>

* Support weapon.