

Weapon	Abbr	Effect/Type	Hit	Dmg	DP	Cost	Wt.	Sp	Shots	CPS	WPS	L. Cst	L. Wt.	Notes
Machine Gun	MG	area	7	1d6	3 dp	\$1000	150 lb	1 sp	20 shot	\$25	2.5 lb	\$1500	200 lb	Standard ammo
• Incendiary Ammo										\$38	"	\$1750	"	Explosion Hazard; -1 pt damage to fireproof armor; starts fires as a flamethrower
• Anti-Personnel Ammo										\$125	"	\$3500	"	Double damage to pedestrians; does full damage to all targets in area of effect
• High-Density Ammo				1d6+1						\$50	5 lb	\$2000	250 lb	Double weight and cost
• Tracer Ammo				-1/d6						as per ammo type				Third turn sustained fire bonus of +3 possible; -1 pt damage/die, usable w/ any other ammo
Vulcan MG	VMG	area	6	2d6	3 dp	\$2000	350 lb	2 sp	20 shot	\$35	5 lb	\$2700	450 lb	Standard ammo
• Incendiary Ammo										\$53	"	\$3050	"	Explosion Hazard; -1 pt damage to fireproof armor; starts fires as a flamethrower
• Anti-Personnel Ammo										\$175	"	\$5500	"	Double damage to pedestrians; does full damage to all targets in area of effect
• High-Density Ammo				2d6+2						\$70	10 lb	\$3400	550 lb	Double weight and cost
• Tracer Ammo				-1/d6						as per ammo type				Third turn sustained fire bonus of +3 possible; -1 pt damage/die, usable w/ any other ammo
Rocket Launcher	RL	2" burst	8	2d6	2 dp	\$1000	200 lb	2 sp	10 shot	\$35	5 lb	\$1350	250 lb	Explosion Hazard; standard ammo
• Puff Dragon Ammo										\$35	"	\$1350	"	Explosion Hazard; creates 1"x1" smoke cloud @ 1-10" preset range; can alternate w/std ammo
• Smoking Jenny Ammo										\$25	"	\$1250	"	Explosion Hazard; creates line of 4 smoke clouds; can alternate with standard ammo
• Baffler Ammo										\$30	"	\$1300	"	Explosion Hazard; creates 1"x1" chaff cloud @ 1-10" preset range; can alternate w/std ammo
• Fireball Special Ammo				2d6+2						\$60	11 lb	\$1600	310 lb	Explosion Hazard; only 2d6 to fireproof armor; starts fires as flamethrower; can't alternate
Micro Missile Launcher	MML	1" burst	8	1d6	2 dp	\$750	100 lb	1 sp	10 shot	\$20	2.5 lb	\$950	125 lb	Explosion Hazard; standard ammo
• Puff Dragon Ammo										\$20	"	\$950	"	Explosion Hazard; creates 1"x1/2" smoke cloud @ 1-10" preset range; can alternate
• Smoking Jenny Ammo										\$15	"	\$900	"	Explosion Hazard; creates line of 2 smoke clouds; can alternate with standard ammo
• Baffler Ammo										\$20	"	\$950	"	Explosion Hazard; creates 1"x1/2" chaff cloud @ 1-10" preset range; can alternate
• Fireball Special Ammo				1d6+1						\$35	6 lb	\$1100	160 lb	Explosion Hazard; only 1d6 to fireproof armor; starts fires as flamethrower; can't alternate
Mini Rocket	MNR	1/2" burst	9	1d6-1	1 dp	\$50	20 lb	1/3 sp	1 shot	—	—	\$50	20 lb	Explosion Hazard; can be tuned to a laser for \$500/laser plus \$200/rocket
Light Rocket	LR	1" burst	9	1d6	1 dp	\$75	25 lb	1/2 sp	1 shot	—	—	\$75	25 lb	As above
Medium Rocket	MR	1" burst	9	2d6	2 dp	\$140	50 lb	1 sp	1 shot	—	—	\$140	50 lb	As above
Heavy Rocket	HR	2" burst	9	3d6	2 dp	\$200	100 lb	1 sp	1 shot	—	—	\$200	100 lb	As above
Multi-Fire Rocket Pod	MFR	2" burst	9	1d6	3 dp	\$450	150 lb	2 sp	1 shot	—	—	\$450	150 lb	Explosion Hazard; fires 6 rockets at once; each roll to hit, damage, and burst separately
Anti-Power-Plant Rocket	APPR	1/2" burst	9	1d6-1	1 dp	\$500	40 lb	1 sp	1 shot	—	—	\$500	40 lb	Explosion Hazard; one engine hit shorts out engine entirely; rest as per rocket
• Armor-Piercing Rocket				+1/d6		x1.5								Explosion Hazard; no burst effect; does +1 hit per d6; replaces above rocket types
Radar-guided Missile	RGM	2" burst	7	3d6	1 dp	\$5000	200 lb	2 sp	2 shot	\$1000	100 lb	\$7000	400 lb	Explosion Hazard; -1/4" closer than 24"; max 72"; LOS; ignores smoke, etc.; moves 2"/phase
Wire-Guided Missile	WGM	2" burst	6	3d6	2 dp	\$2500	200 lb	2 sp	2 shot	\$400	15 lb	\$3300	230 lb	Explosion Hazard; stationary launch & guidance; min 12"; no range mods at all; rest as above
Light Laser	LL	area	6	1d6	2 dp	\$3000	200 lb	1 sp	-1 power unit/shot			\$3000	200 lb	Draws power from engine or laser batteries; cannot fire through smoke or paint
Medium Laser	L	area	6	3d6	2 dp	\$8000	500 lb	2 sp	-2 power units/shot			\$8000	500 lb	As above
Twin Laser	TL	area	7	2d6+6	3 dp	\$10000	750 lb	2 sp	-3 power units/shot			\$10000	750 lb	As above
Heavy Laser	HL	area	6	4d6	2 dp	\$12000	1000 lb	3 sp	-3 power units/shot			\$12000	1000 lb	As above
Infrared Laser	IRL			half	double							double	same	As above, but does fire through smoke or paint
Targeting Laser	TGL	helps rockets	5		1 dp	\$1000	50 lb	0 sp				\$1000	50 lb	Cannot fire through smoke or paint; grants tuned missiles a to hit roll of 5
• Laser Battery					2 dp	\$500	100 lb	1 sp	special			\$500	100 lb	100 light shots, 50 Medium Shots, or 25 Heavy or Twin Shots
Flamethrower	FT	area	6	1d6	2 dp	\$500	450 lb	2 sp	10 shot	\$25	5 lb	\$750	500 lb	Explosion Hazard; max range 10"; smoke cloud when fired; cannot fire in direction of motion
HD Flamethrower	HDFT	area	6	2d6	3 dp	\$1250	650 lb	3 sp	10 shot	\$50	10 lb	\$1750	750 lb	as above, max range 15"
Grenade Launcher	GL	—	7	—	2 dp	\$1000	200 lb	2 sp	10 shot	—	4 lb	—	—	Effect as per grenade type
Starshell Launcher	SL	—	—	—	2 dp	\$500	100 lb	1 sp	5 shot	\$50	5 lb	\$750	125 lb	Top mounted only; does not preclude turret; turns night into day for all combatants
Flechette Gun	FG	area	6	1d6+1	2 dp	\$700	100 lb	1 sp	20 shot	\$10	2.5 lb	\$900	150 lb	Affects pedestrians and tires; no effect on vehicular armor
Vehicular Shotgun	VS	area	6	2 hits	2 dp	\$1000	190 lb	1 sp	10 shot	\$25	1 lb	\$1250	200 lb	Does full damage to vehicles
Recoilless Rifle	RR	2" burst	7	2d6	4 dp	\$1500	300 lb	2 sp	10 shot	\$35	5 lb	\$1850	350 lb	
Anti-tank Gun	AT	2" burst	8	3d6	5 dp	\$2000	600 lb	3 sp	10 shot	\$50	10 lb	\$2500	700 lb	Explosion Hazard; can only be mounted on front or back of normal sized vehicles
Autocannon	AC	2" burst	6	3d6	4 dp	\$6500	500 lb	3 sp	10 shot	\$75	10 lb	\$7250	600 lb	
Gauss Gun	GG	area	6	3d6	3 dp	\$10000	300 lb	2 sp	10 shot	\$50	10 lb	\$10500	400 lb	Silent operation
Tank Gun	TG	2" burst	7	6d6	10 dp	\$10000	1200 lb	10 sp	10 shot	\$100	20 lb	\$11000	1400 lb	Explosion Hazard; only on oversized vehicles; only on front or back; no turret mounts
Bomb	B	2" burst	9	4d6	2 dp	\$100	100 lb	1 sp	1 shot	—	—	\$100	100 lb	Explosion Hazard; helicopter weapon; burst does 2d6; creates a crater
Cluster Bomb	CB	3" burst	9	2d6	2 dp	\$200	150 lb	1 sp	1 shot	—	—	\$200	150 lb	As above, but also does 1d6 to pedestrians 3-5" away
Cloud Bomb	CLB	2" burst	6	special	1 dp	\$1000	100 lb	1 sp	1 shot	—	—	\$1000	100 lb	Explosion Hazard; 2"x1" smoke cloud detonates after 1d6 turns (3d6, 1d6 burst, D4 hazard)
AP Flechette Grenade	APFG	2" burst	—	1d6	0 dp	\$25	0 lb	0 sp	1 shot	\$25	0 lb	\$50	0 lb	No effect on vehicles or tires; only costs \$25 to replace
Flame Cloud Ejector	FCE	paint/smoke	—	1d6-1	3 dp	\$500	50 lb	2 sp	10 shot	\$60	5 lb	\$1100	100 lb	Explosion Hazard; paint ignites on 2nd phase; burns 2 turns (1d6-1, D4); leaves std smoke
Chaff Dispenser	CD	anti-radar	—	—	2 dp	\$300	25 lb	1 sp	10 shot	\$10	2 lb	\$400	45 lb	Creates 1"x1/2" chaff cloud; radar targeting is at -2; contact is a D1 hazard; lasts 1 second

Weapon	Abbr	Effect/Type	Hit	Dmg	DP	Cost	Wt.	Spc	Shots	CPS	WPS	L. Cst	L. Wt.	Notes
Minedropper	MD	dropped	—	1d/2d	2 dp	\$500	150 lb	2 sp	10 shot	\$50	5 lb	\$1000	200 lb	Does 1d6 to tires, 2d6 to underbody armor; detonates 4 in 6 on contact, 2 in 6 within 1/4"
• Napalm Mines										\$60	"	\$1100	"	Explosion Hazard; 1d6 to tires and underbody; 1 in 6 chance to set individual tires on fire
• Proximity Fuses										+100		+1000	"	After preset arming time (3 phase default) auto-detonates on contact or 4 in 6 if within 1/4"
Spear 1000 MD	SMD	dropped	—	—	2 dp	\$750	150 lb	2 sp	5 shot	\$100	10 lb	\$1250	200 lb	Does 1d6-3 to tires, 2d6+3 to underbody armor; detonates 4 in 6 on contact, 2 in 6 within 1/4"
• Napalm Spear Mines										\$150	"	\$1500	"	Explosion Hazard; 1d6 to tires, 2d6 to underbody; 1 in 6 chance to set individual tires on fire
• Proximity Fuses										+100		+500	"	After preset arming time (3 phase default) auto-detonates on contact or 4 in 6 if within 1/4"
Mine-Flinger	MF	—	5	—	3 dp	\$2250	275 lb	3 sp	5 shot	\$50	5 lb	\$2500	300 lb	Does 1d6 to tires, 2d6 to underbody armor; detonates 4 in 6 on contact, 2 in 6 within 1/4"
• Napalm Mines										\$60	"	\$2550	"	Explosion Hazard; 1d6 to tires and underbody; 1 in 6 chance to set individual tires on fire
Spike Plate	SP	dropped	—	1d/2d	4 dp	\$200	50 lb	1 sp	1 shot	—	—	\$200	50 lb	Does 2d6 to tires; 1d6 to solid tires; automatically affects all tires on contact; reusable
HD Spike Plate	HDSP	dropped	—	1d/2d	6 dp	\$350	100 lb	1 sp	1 shot	—	—	\$350	100 lb	As above
Spikedropper	SD	dropped	—	1d6	4 dp	\$100	25 lb	1 sp	10 shot	\$20	5 lb	\$300	75 lb	Does 1d6 to tires; 4 in 6 for each tire on contact, 2 in 6 within 1/4"; no effect on solid tires
• Explosive Spikes										\$50	"	\$600	"	Does 1d6+1 to tires; 1d6-1 to solid tires; removed after detonation; rest as above
Smoke Discharger	—	paint/smoke	—	—	0 dp	\$50	0 lb	0 sp	1 shot	\$0	0 lb	\$50	0 lb	Creates 1"x1/2" puff of smoke; targeting through smoke is at -2; no lasers; lasts 1 minute
Smoke Streamer	SST	paint/smoke	—	—	1 dp	\$100	50 lb	1 sp	2 shot	\$50	25 lb	\$200	100 lb	As above, but creates 5"x1/2" puff of smoke
Smokescreen	SS	paint/smoke	—	—	4 dp	\$250	25 lb	1 sp	10 shot	\$10	5 lb	\$350	75 lb	As above, but creates 1"x1/2" puff of smoke
HD Smokescreen	HDSS	paint/smoke	—	—	4 dp	\$500	50 lb	2 sp	10 shot	\$40	20 lb	\$900	250 lb	As above, but creates 2"x1" puff of smoke
• Tear Gas Ammo										double cost				As per standard smoke, plus special effects on pedestrians
Paint Streamer	PST	paint/smoke	—	—	1 dp	\$100	50 lb	1 sp	2 shot	\$50	10 lb	\$200	70 lb	Creates 5"x1/2" puff of paint; targeting is at -2 for 3 turns; lasts 1 second; rest as per smoke
Paint Spray	PS	paint/smoke	—	—	2 dp	\$400	25 lb	1 sp	25 shot	\$10	2 lb	\$650	75 lb	As above, but creates 1"x1/2" puff of paint
HD Paint Spray	HDPS	paint/smoke	—	—	3 dp	\$800	50 lb	2 sp	10 shot	\$40	8 lb	\$1200	130 lb	As above, but creates 2"x1" puff of paint
Paint Gun	PG	—	9	—	3 dp	\$1000	250 lb	3 sp	10 shot	\$25	5 lb	\$1250	300 lb	Paint effect is -4 for 10 turns if front of vehicle hit
Oil Jet	OJ	dropped	—	—	3 dp	\$250	25 lb	2 sp	25 shot	\$10	2 lb	\$500	75 lb	Creates 1"x1/2" oil slick; +D2 to any maneuver or hazard; lasts indefinitely
HD Oil Jet	HDOJ	dropped	—	—	4 dp	\$500	50 lb	3 sp	10 shot	\$40	8 lb	\$900	130 lb	As above, but creates 2"x1" oil slick
Oil Gun	OG	—	5(9)	—	3 dp	\$1000	250 lb	3 sp	10 shot	\$25	5 lb	\$1250	300 lb	Creates 1"x1" oil slick on target square; if car hit (at -4), as per paint and leaves 1"x1/2" slick
Flaming Oil Jet	FOJ	dropped	—	1d6-2	3 dp	\$300	30 lb	2 sp	25 shot	\$35	2 lb	\$1175	80 lb	Explosion Hazard; ignites on 2nd phase; burns 5 turns (1d6-2 to tires/und, D3 Hzd, +smoke)
HD Flaming Oil Jet	HDFOJ	dropped	—	1d6-2	4 dp	\$550	60 lb	3 sp	10 shot	\$140	8 lb	\$1950	140 lb	As above, but slick is 2"x1" instead of 1"x1/2"
Icedropper	ID	dropped	—	—	3 dp	\$750	50 lb	2 sp	25 shot	\$20	2 lb	\$1250	100 lb	Creates 1"x1/2" patch of ice; contact is a D2 hazard; +D4 to any maneuver; melted by fire
HD Icedropper	HDID	dropped	—	—	4 dp	\$1000	100 lb	3 sp	10 shot	\$100	10 lb	\$2000	200 lb	As above, but creates 2"x1" patch of ice