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Name						Ran	k	1				Pad C		1		
							Team			Rad. Class				_		
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Value	Bonu		_ocation		Hit d	on D2	20			Tota	al Bj	o/Sp	Current	t Bp/Sp		
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Armed Combat			Rifle								Camouflage					
Booby traps				Shotgun								Communications				
Crew Served Weapons		_			Sub Machine Gun								st aid		_	—
Demolitions					Special weapons Grenade launcher							GF	rk truction		_	
Hand-to-hand Combat Handgun					Flame-thrower							-	errogation			+
Heavy Weapons		+	+		Shoulder Mounted Missiles			;					poratory Te	chniques		+
Light Machi	ine Gun		+	Throw grenade								ten			+	
Heavy Mac					nrown weapon							Re	connaissar	nce		1
Mortar												Re	search Tec	hniques		
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Equipment

Miscellaneous Equipment	Weight Kg
	weight Ng
Total	

Weapon and range modifiers									
Weapon	Point Blank	Short	Medium	Long	Extreme				
Shotgun	+20	+10	+0	-10	-20				
Machinegun* ≜	+10	+10	+0	+0	+0				
Submachine gun*	+15	+10	+5	-10	-15				
Assault Rifle*	+10	+10	+0	+0	-5				
Single Shot Rifle	+0	+0	+0	+0	+0				
Pistol	+0	+0	+0	-15	-25				
Telescopic Sight**	N/A	+0	+15	+15	+15				
Automatic Shotgun*	+40	+20	+0	-15	-25				
Guided Missile	N/A	-10	+30	+20	+10				
Shoulder Launched Rocket	N/A	+10	+5	+0	-5				

* The modifier is based on a short burst. For each multiple burst on the same target add +5. (Example medium burst is +5 and a long burst is +10)
** This includes a starlight scope; the sight must be mounted on a weapon and zeroed.
This is applies to Crew Served Machine Guns, LMG, HMG and Vehicle Mounted Machine Guns.

Weapons	Weapon Ranges PB Short Medium Long Extreme								
Name	Weight	E-factor	M.o.F.	Load Size	PB	Short	Medium	Long	Extreme



Standard Issue Equipment



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