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HEAVY WEAPONS GUIDE

Loren
Wiseman



Twilight: 2000



McLONIGLE

Over 100 heavy weapons from the world's armies,
each one illustrated, described, and detailed
for use with Twilight: 2000!

GDW

Over 110 Heavy Weapons for *Twilight: 2000*

The **Heavy Weapons Guide** is a resource and guidebook to more than 110 mortars, grenade launchers, recoilless rifles, mines, hand grenades, rifle grenades, SAMs, and other support weapons. The latest in antitank missiles are described and illustrated, including BILL, ACCP, Eryx, and Tank Breaker. Mortars range from the American M224 60mm up to the Soviet M-55 240mm. Grenade launchers include the older American M79 "Thumper" and the latest Soviet underbarrel AK-GL. In addition, the game includes eight pieces of recoilless artillery, 26 rockets and rocket launchers, 20 mines, and more than 30 grenades covering all types currently in service and a few that haven't been adopted yet.

As a special bonus, the **Heavy Weapons Guide** also includes descriptions, illustrations, game statistics, and rules for the use of flame weapons in *Twilight: 2000*, including flamethrowers and the ever-popular home-made firebomb called the "Molotov cocktail."



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Wayne Kerner (order #26828204)

HEAVY WEAPONS GUIDE

Loren Wiseman

TWILIGHT: 2000

GDW

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Heavy Weapons Guide

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Twilight: 2000 is GDW's trademark for its role-playing game of survival in a devastated world.

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Introduction

No book can cover everything, and this one is no exception. As always in putting together a work of this nature, choosing what to leave out was more difficult than choosing what to include. I have adopted no formal definition of what constitutes a "heavy weapon," but have played it by ear and have chosen to include a number of items (such as smoke grenades) that are not really weapons at all. Because of space constraints, I have left out some weapons that were contained in the basic game (such as the 4.2" mortar) in favor of more nonstandard types. Nevertheless, I feel that the players and referees of **Twilight: 2000** will find this guide to their liking. In response to many requests, I have expanded the selection of mines and grenades available (although I have not included all types that are available, practically every country makes its own version of the basic hand grenade, and to include them all would crowd out something more interesting). The data on the mines (Dam, KDR, etc.) is calculated according to the basic game mine rules. I have tried to include a reasonable mix to enable referees to improvise types not mentioned.

I have included a few items which might, at first glance, seem out of place, especially given the background of the game. Incendiary weapons such as flamethrowers need petroleum fuel, and oil is almost impossible to get in the world of **Twilight: 2000**, as every player knows. It was for this reason that flame weapons were not included in the original game. Many people, however, have requested the information anyway, and a number say they have chosen to dispense with the game background and use the **Twilight: 2000** system for small-scale modern infantry combats. For these people, I have included rules for the use of flame weapons (including the ever-popular improvised firebomb called the Molotov cocktail). Players not using the standard game background must devise their own price and availability criteria.

The antiaircraft missiles are intended for use with the helicopter rules included in the module **Free City of Krakow**, and are provided for campaigns using the **RDF Sourcebook**, or for use in recreating nonbackground firefights.

FLAME WEAPONS

The fuel for flamethrowers is ordinary gasoline mixed with a jelling compound, but for game purposes gasoline or avgas (but not diesel or any alcohol fuel) may be used. All ranges are quartered when using nonjellied fuels. The price and availability of both gasoline and avgas are given in the rules and should be modified by the referee to suit the individual situation. Jellied gasoline used with the standard game background should be three times as expensive and very rare (after all, there are better uses for what little petroleum remains than putting it in a flamethrower).

Flame weapons score hits according to the ordinary fire combat rules (HW is the relevant skill). All persons and vehicles within the burst radius of a shot are subject to hits and are rolled for individually. Damage to vehicles and personnel is as follows:

Personnel Damage

Flame weapons (except as noted in this booklet or in the game rules) which hit a person inflict damage on all body parts (divide the damage equally, rounding fractions down). This damage is equal to 4D6 times the damage multiplier for the first five-second round, and it drops one die each subsequent round (but never drops below 1D6 times the damage multiplier) for each round the person is on fire. A person remains on fire until the flame burns out (1D6 30-second combat turns), or until it is extinguished.

Vehicle Damage

Each turn a vehicle is hit by a flame weapon, the referee must roll to see if the vehicle catches fire internally (an external fire is automatic). The base chance of this is 60% (+10% if the fuel tanks have taken any damage, +20% if the vehicle is open-topped, and +10% if any hatches or doors are open). The outside of a vehicle remains on fire until the flame burns out (1D6 30-second combat turns) or until it is extinguished. If in subsequent turns the external flames continue to burn, the referee should roll for interior fire only if a vehicle is open-topped, has taken fuel damage, or if any hatches or doors are open. Of course, a fresh hit by a flame weapon starts the cycle over again.

Damage from Internal Fires: This is dealt with in the Fuel Hits rule on page 10 of the *Referee's Manual*.










Damage from External Fires: All combustible stores on external surfaces of a vehicle automatically catch fire and will burn until destroyed or extinguished (how long this takes depends on the individual items and is up to the referee). Fuel or ammunition has a 50-percent chance of exploding each five-second turn it is on fire. Special mention should be made of vehicle suspensions: Both wheeled and tracked versions have combustible components. Damage points are inflicted to suspensions according to the same die rolls as for personnel, but suspensions have a maximum damage level—60% for wheeled, 30% for tracked. Once maximum damage has been inflicted, further burning has no effect.

Any vehicle with an external and/or internal fire lasting more than one minute of game time becomes uninhabitable (due to heat and lack of oxygen) and must be evacuated. Any personnel remaining inside after one minute lose consciousness. Any personnel remaining inside after an additional minute passes are seriously wounded. After a third minute, any personnel remaining inside die.

EXTINGUISHING FIRES

Putting out a fire is a task whose difficulty level depends on the equipment available. Extinguishing a fire using a fire extinguisher is ESY:AGL. Extinguishing a fire using a blanket, tarp, or bucket of water is AVG:AGL. Extinguishing a fire without proper equipment (using improvised materials such as thrown dirt, sand, a jacket, etc.) is DIF:AGL. Extinguishing burning ammunition or fuel is one level more difficult (AVG becomes DIF, etc.).

TABLE OF NATIONALITY SYMBOLS

	Canada		Czechoslovakia
	Federal Republic of Germany		France
KR	Free City of Krakow		Israel
JU	Jugoslavia		Sweden
	Warsaw Pact		United Kingdom
	United States		

Mortars



Mortars

M224 60mm Mortar

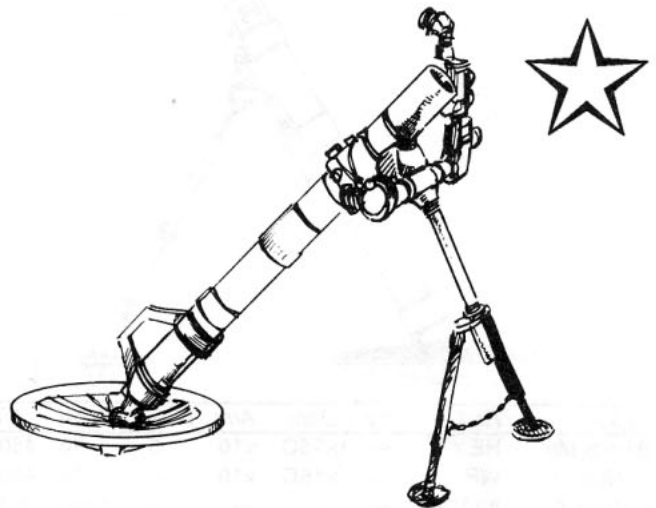
This weapon was introduced in the mid-1980s and is the standard light mortar of the United States armed forces and several of its allies.

Weight: 20 kg (bipod 8 kg, baseplate 4 kg, tube 8 kg)

Price: \$5000 (C/S)

Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
60mm Mtr	HE	—	×20C	×10	5	20	4000
ROF: 2	WP	—	×15C	×10	—	10	4000
Mag: 0	ILLUM	—	—	—	—	400	4000



L5 81mm Mortar

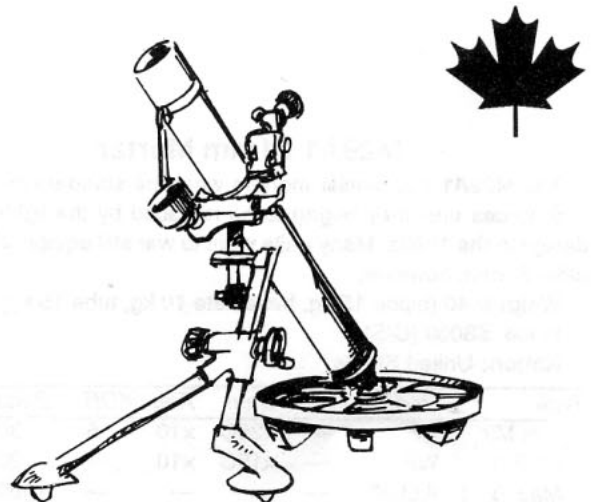
This mortar is being replaced in Canadian service by a lighter 60mm design similar to the U.S. M224.

Weight: 40 kg (bipod 15 kg, baseplate 10 kg, tube 15 kg)

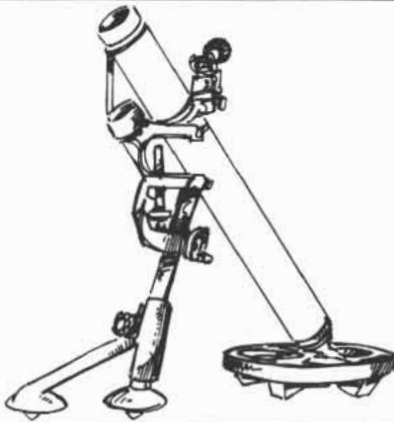
Price: \$10,000 (C/S)

Nation: Canada

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
1mm Mtr	HE	—	×25C	×10	5	30	4500
ROF: 1	WP	—	×15C	×10	—	20	4500
Mag: 0	ILLUM	—	—	—	—	1000	4500



Mortars



L16A1 81mm Mortar

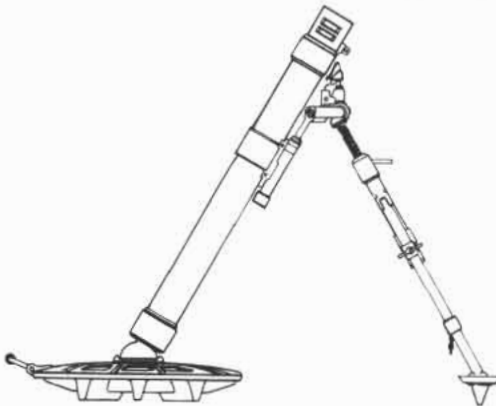
This weapon is the standard medium mortar for the British and Canadian armies, as well as several smaller nationalities.

Weight: 40 kg (bipod 15 kg, baseplate 10 kg, tube 15 kg)

Price: \$12,000 (C/S)

Nation: United Kingdom

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
81mm Mtr	HE	—	x25C	x10	5	30	4500
ROF: 1	WP	—	x15C	x10	—	20	4500
Mag: 0	ILLUM	—	—	—	—	1000	4500



M37, M41, M42 81mm Mortar

This mortar and its related designs, the M41 and M42, remain in service with Soviet and Warsaw Pact airborne and naval infantry formations in place of the 120mm that is standard with heavier infantry units.

Weight: 56 kg (bipod 21 kg, baseplate 14 kg, tube 21 kg)

Price: \$9000 (S/C)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
81mm Mtr	HE	—	x25C	x10	5	30	4500
ROF: 1	WP	—	x15C	x10	—	20	4500
Mag: 0	ILLUM	—	—	—	—	1000	4500

M29A1 81mm Mortar

The M29A1 and similar mortars were the standard mortar with U.S. forces until they began to be replaced by the lighter 60mm design in the 1980s. Many units went to war still equipped with the older 81mm, however.

Weight: 40 (bipod 15 kg, baseplate 10 kg, tube 15 kg)

Price: \$8000 (C/S)

Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
81mm Mtr	HE	—	x25C	x10	5	30	4500
ROF: 1	WP	—	x15C	x10	—	20	4500
Mag: 0	ILLUM	—	—	—	—	1000	4500



Mortars

Vasilek 82mm Mortar

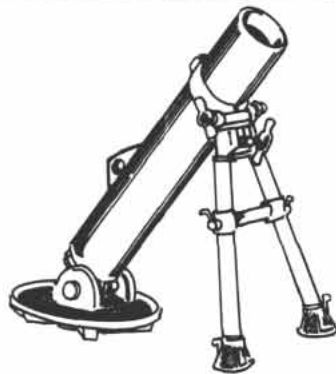
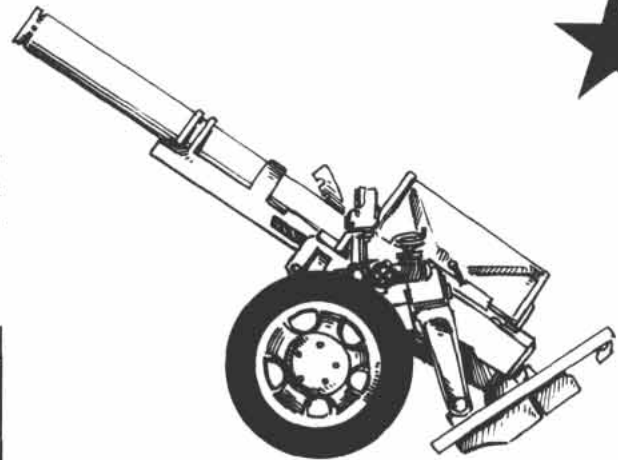
The Vasilek engendered considerable comment when it was introduced (in the 1970s) because of its clip-fed design. A more complete description is contained in the basic game equipment list.

Weight: 80 kg (carriage weighs 50 kg)

Price: \$20,000 (R/S)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
82mm Mtr	HE	200	x25C	x10	5	30	3000
ROF: 5	HEDP	200	x25C	x2	2.5	15	3000
Mag: 5	WP	200	x15C	x10	—	20	3000
	ILLUM	200	—	—	—	1000	3000



KR

Wojo 60/81/82mm Mortar

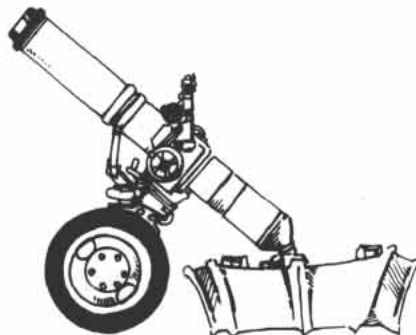
The Wojo combination mortar will fire either 82mm or 81mm rounds and comes with a number of wooden sabots to permit it to use 60mm rounds as well. When firing 60mm rounds, IFR is reduced by 10 percent, but all other factors remain the same.

Weight: 40 kg

Price: \$8000 (C/C)

Nation: Free City of Krakow

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
Combo Mtr	HE	200	x25C	x10	5	30	3000
ROF: 2	HEDP	200	x25C	x2	2.5	15	3000
Mag: 0	WP	200	x15C	x10	—	20	3000
	ILLUM	200	—	—	—	1000	3000



Thompson-Brandt 120mm Mortar

This mortar is used by both U.K. and Canadian forces, as well as those of other nationalities.

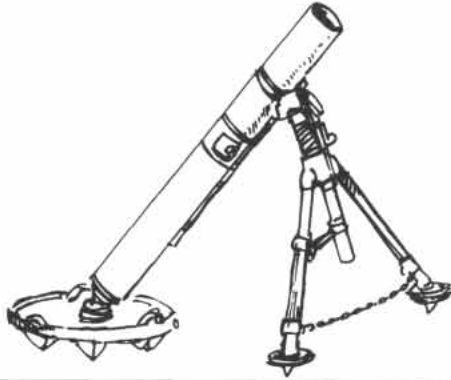
Weight: 120 kg

Price: \$22,000 (R/—)

Nation: United Kingdom

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
120mm Mtr	HE	—	x35C	x10	10	45	5700
ROF: 1	WP	—	x15C	x10	—	40	5700
Mag: 0	ILLUM	—	—	—	—	1500	5700
	CHEM	—	x1C	x10	—	15	5700

Mortars



M38, M43 120mm Mortars

The M38 and M43 are similar designs, with the main differences being minor modifications to the M43's elevating and traversing gear.

Weight: 275 kg
Price: \$15,000 (C/C)
Nation: Warsaw Pact

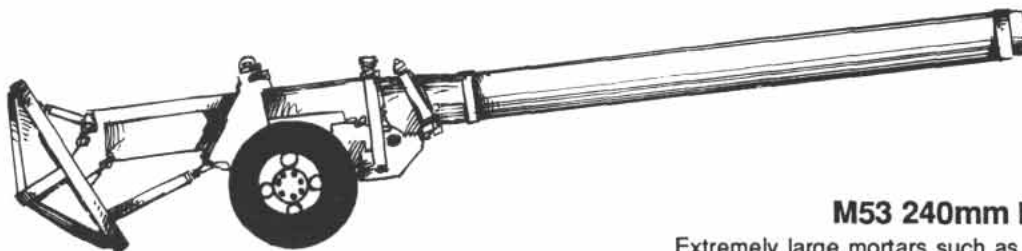
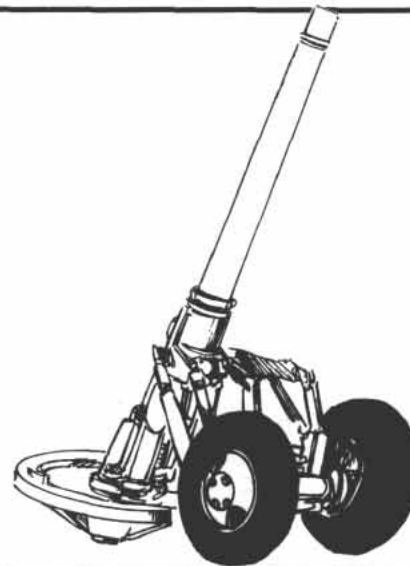
Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
120mm Mtr	HE	—	×35C	×10	10	45	5700
ROF: 1	WP	—	×15C	×10	—	40	5700
Mag: 0	ILLUM	—	—	—	—	1500	5700
	CHEM	—	×1C	×10	—	15	5700

M43, M53 160mm Mortars

Although slightly more common than their heavier brethren, mortars of this large caliber are still rarely encountered. Like most mortars of this size, the M43 and M53 are breechloaders.

Weight: 1.3 tons
Price: \$30,000 (—/R)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
160mm Mtr	HE	—	×40C	×8	12	50	8000
ROF: 1	WP	—	×20C	×8	—	45	8000
Mag: 0	CHEM	—	×1C	×8	—	18	8000



M53 240mm Mortar

Extremely large mortars such as this one are quite scarce, their use being limited to front level heavy mortar battalions. Their ammunition is also rare and often must be specially made. Like most mortars of this size, the M53 is a breechloader.

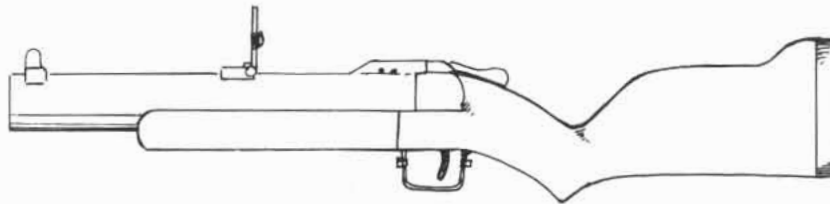
Weight: 3.6 tons
Price: \$45,000 (—/R)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
240mm Mtr	HE	—	×45C	×8	15	55	9000
ROF: 1	WP	—	×25C	×8	—	50	9000
Mag: 0	CHEM	—	×2C	×8	—	18	9000

Grenade Launchers



Grenade Launchers

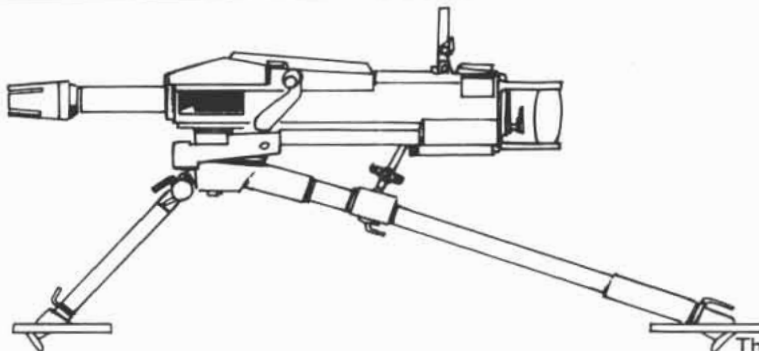


M79 Grenade Launcher

Before the adoption of the M203 grenade launcher, the M79 (a.k.a. "blooper" or "thumper") was the standard U.S. portable 40mm grenade launcher. A few late-war U.S. formations were equipped with old M79s from storage, and the weapon is common with many other armies as well.

Weight: 2 kg
Price: \$500 (C/S)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
40mm GL	HE	100	x10C	x10	5	10	400
ROF: 1	HEDP	100	x10C	x2	2.5	5	400
Mag: 1	CHEM	100	x1C	x10	—	5	400
	ILLUM	100	—	—	—	100	400
	APERS	20	10	x10	2.5	5	—



Mark-19 Autogrenade Launcher

The Mark-19 is described more fully in the basic rules equipment list. In addition to the rounds described on the chart at the left, the Mk-19 can also fire all rounds listed for the M79 GL (except for the APERS round), using the same statistics noted above.

Weight: 40 kg
Price: \$5000 (S/R)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
40mm AGL	HVHE	200	x10C	x10	5	10	3000
ROF: 8	HVHEDP	200	x10C	x2	2.5	5	3000
Mag: 50							

Grenade Launchers



M203 Grenade Launcher

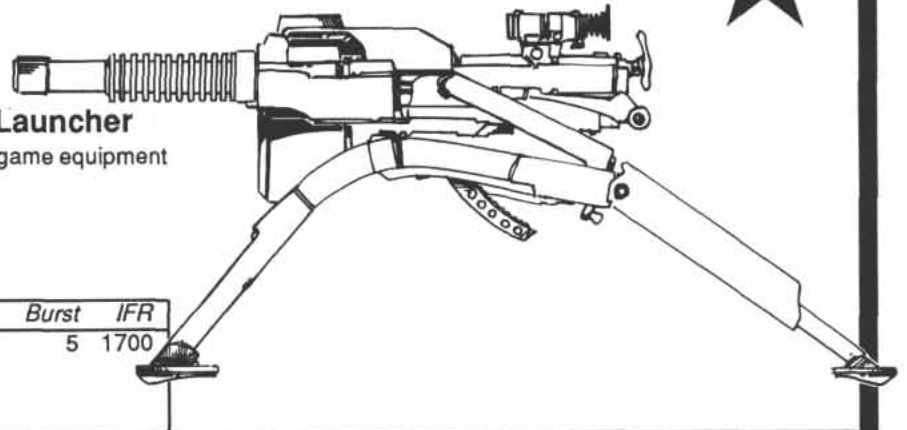
The M203 is the standard portable 40mm GL of the U.S. forces, and many other armies as well. The improved version, the M203PI (issued in the early 1990s) is more easily detachable and comes with a stock enabling the launcher to be used separately from the rifle if desired. Not all units had been reequipped with the newer version before the war began, however, and many units still used the older model M203.

Weight: 1.4 kg (2 kg w/stock)

Price: \$500 (C/S), M203PI \$700 (C/S)

Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
40mm GL	HE	100	x10C	x10	5	10	400
ROF: 1	HEDP	100	x10C	x2	2.5	5	400
Mag: 1	CHEM	100	x1C	x10	—	5	400
	ILLUM	100	—	—	—	100	400
	APERS	20	10	x10	2.5	5	—



AGS-17 "Plamya" Autogrenade Launcher

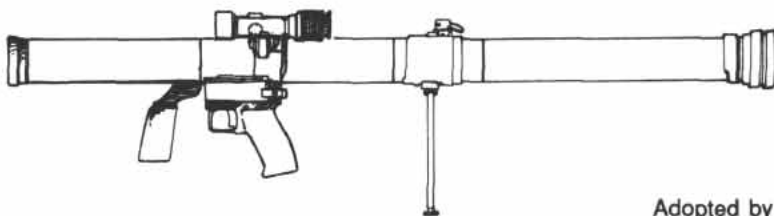
The AGS-17 is more fully described in the basic game equipment list.

Weight: 18 kg

Price: \$3000 (R/S)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
30mm AGL	HE	150	x8C	x10	2.5	5	1700
ROF: 5							
Mag: 30							



M12 SMAW

Adopted by the USMC in the early 1990s, the M12 SMAW (shoulder-launched multipurpose assault weapon) was soon nicknamed the "bunker buster." The M12 had only begun to be distributed to army infantry formations when the war began, and it is much prized when it and its ammunition can be obtained.

Weight: 3.5 kg (unloaded)

Price: \$3000 (R/R)

Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
82mm GL	HEAT	100	x20C	—	5	10
ROF: 1	HE	125	x25C	x10	5	30
Mag: (2)						

Grenade Launchers



TGS Grenade Launcher

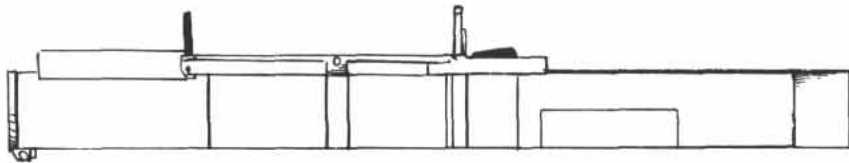
The TGS is similar in performance and characteristics to the M79 and HK-69 grenade launchers described in the basic rules equipment list.

Weight: 2 kg

Price: \$500 (C/S)

Nation: Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
40mm GL	HE	100	x10C	x10	5	10	400
ROF: 1	HEDP	100	x10C	x2	2.5	5	400
Mag: 1	CHEM	100	x1C	x10	—	5	400
	ILLUM	100	—	—	—	100	400
	APERS	40	10	x10	2.5	5	—



RPG-22

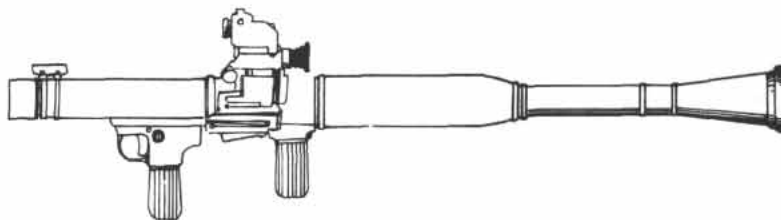
The RPG-22 is a disposable, rocket-propelled grenade (RPG) launcher issued to Warsaw Pact airborne and heliborne troops.

Weight: 4 kg

Price: \$400 (R/S)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
RPG-22	HEAT	150	x15C	—	5	5



RPG-7

The RPG-7 is an older, less powerful version of the RPG-16 detailed in the basic game equipment list. By the beginning of the war it was not in service with front-line units, but could be found in service with poorer quality units raised late in the war and with partisan and marauder groups almost everywhere.

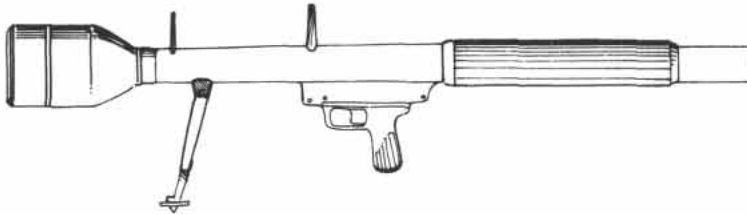
Weight: 10 kg

Price: \$1000 (S/C)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
RPG-7	HEAT	150	x20C	x4	5	x10
ROF: 1						
Mag: (2)						

Grenade Launchers



RPG-27

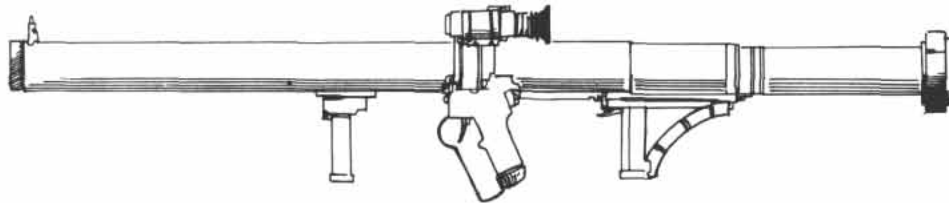
Traditionally, the Czech armament industry has preferred to manufacture its own variants of Warsaw Pact weapons for use by its soldiers. The RPG-27 continues this long tradition.

Weight: 7.5 kg (loaded)

Price: \$1500 (—/R)

Nation: Czechoslovakia

Type	Rnd	Rng	Dam	Arm	KDR	Burst
RPG-27	HEAT	100	x20C	—	5	10
ROF: 1						
Mag: (2)						



JU

M79

The Yugoslavian M79 (not to be confused with the American GL of the same designation) is patterned after the French LRAC 89.

Weight: 3.5 kg (unloaded)

Price: \$3500 (—/R)

Nation: Yugoslavia

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
90mm RPG	HEAT	150	x18C	—	2.5	10	400
ROF: 1							400
Mag: (2)							400



AK-GL

The advantages of a grenade launcher that can be attached to an assault rifle or used separately are obvious, although the Soviets took their time in developing theirs. The AK-GL was first used in the Afghan War in the mid- to late-1980s.

Weight: 1 kg

Price: \$700 (—/S)

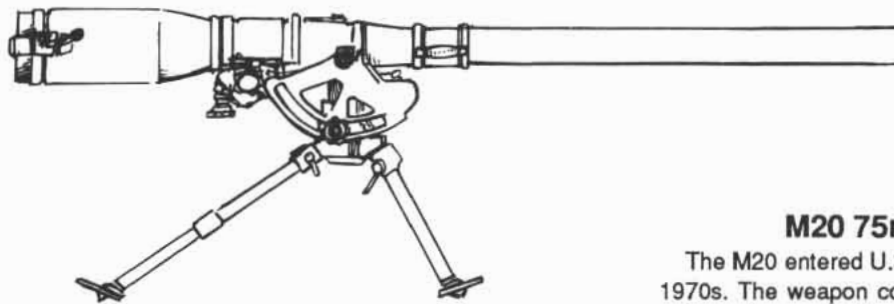
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
30mm GL	HE	100	x10C	x10	5	10	400
ROF: 1							400
Mag: 1							

Recoilless Artillery



Recoilless Artillery

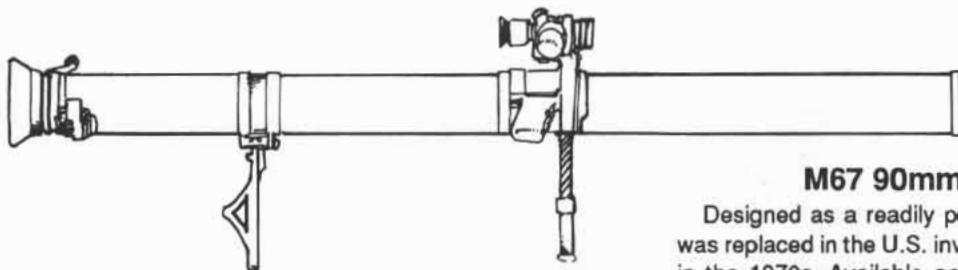


M20 75mm Recoilless Rifle

The M20 entered U.S. service in 1945 and left it by the early 1970s. The weapon continues in the inventories of numerous nations, however. It is most often found in mountain, airborne, and light infantry formations.

Weight: 52 kg
Price: \$18,000 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
75mm Rcl	HE	150	x20C	x10	5	15
ROF: 1	HEAT	150	x15C	—	2.5	10
Mag: 0	WP	150	x15C	x10	—	10



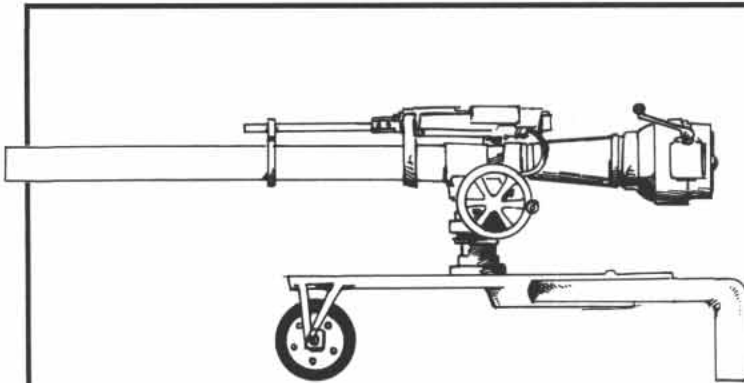
M67 90mm Recoilless Rifle

Designed as a readily portable antiarmor weapon, the M67 was replaced in the U.S. inventory by the Dragon MAW, starting in the 1970s. Available on the open market for years, many smaller armies still use it in 2000. Although larger in diameter than the 75mm M20's round, the 90mm round is lighter and more efficient.

Weight: 16 kg
Price: \$20,000 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
90mm Rcl	HE	150	x25C	x10	7.5	20
ROF: 1	HEAT	150	x20C	—	2.5	10
Mag: 0	APERS	150	x20C	x10	5	15

Recoilless Artillery

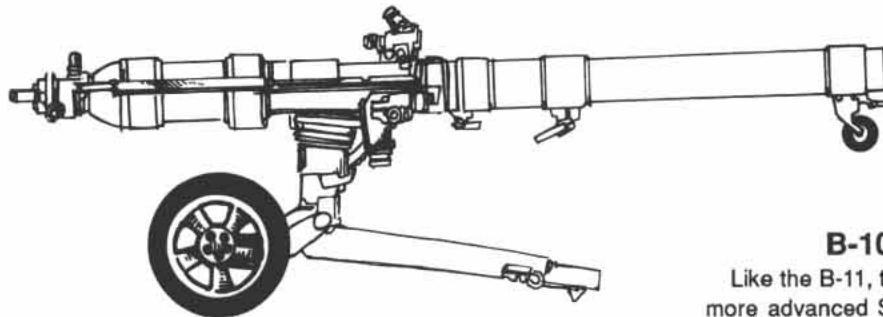


M40A2 106mm Recoilless Rifle

The M40A2 was the U.S. Army's heavy antiarmor weapon until replaced by the TOW missile in the 1960s. Other armies still make use of the weapon, however. The weapon is usually mounted on a jeep, but the statistics at left are for the tripod-mounted version.

Weight: 126 kg
Price: \$30,000 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
106mm Rcl	HEAT	350	×25C	—	5	15
ROF: 1	APERS	350	×25C	×10	10	25
Mag: 0						

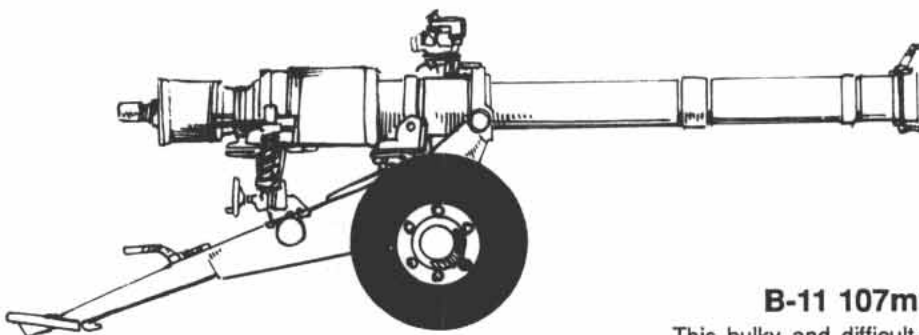


B-10 82mm Recoilless Rifle

Like the B-11, this weapon has largely been replaced by the more advanced SPG-9 recoilless rifle and by antitank guided missiles. It can still be found in use with lower quality troops, such as reservists, and in training formations.

Weight: 91 kg
Price: \$30,000 (—/S)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
82mm Rcl	HE	150	×25C	×10	7.5	20
ROF: 1	HEAT	150	×20C	—	2.5	10
Mag: 0						



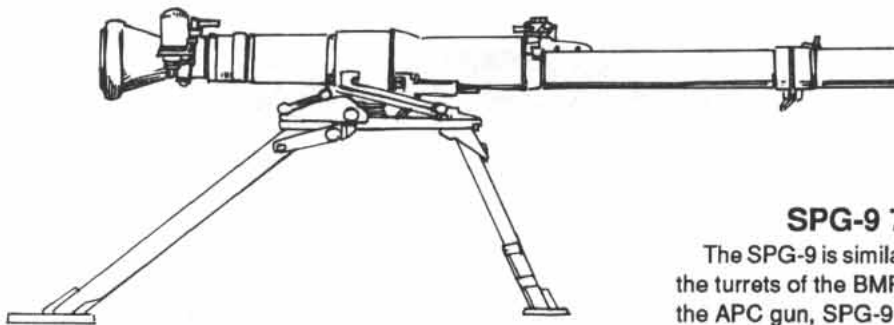
B-11 107mm Recoilless Rifle

This bulky and difficult-to-handle weapon has largely been replaced in Soviet service by antitank guided missiles. It can still be found in use by second- and third-class units, however.

Weight: 225 kg
Price: \$50,000 (—/R)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
107mm Rcl	HE	350	×25C	×10	8	20
ROF: 1	HEAT	350	×25C	—	5	10
Mag: 0						

Recoilless Artillery



SPG-9 73mm Recoilless Rifle

The SPG-9 is similar to the 73mm smoothbore gun mounted in the turrets of the BMP and BMD APCs. Like the ammunition for the APC gun, SPG-9 shells are fin-stabilized, but they are also rocket-assisted for increased range. The weapon can only be fired from its tripod.

Weight: 60 kg
Price: \$35,000 (R/C)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
73mm Rcl	HEAT	250	x20C	—	2.5	5
ROF: 1	HE	250	x15C	x10	10	15
Mag: 0						

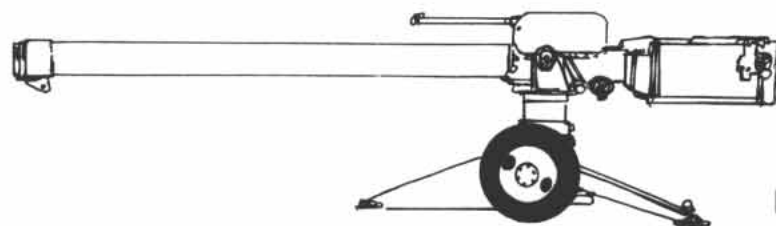


M-59A 82mm Recoilless Rifle

Produced by the famous Skoda Works in Czechoslovakia, the obsolescent M-59A is only found in service with second-class Czech formations and with a few city militia and marauder bands. It is extremely rare outside of Czechoslovakia, and the availability rating given is for use in that country or within 100 kilometers of its border.

Weight: 225 kg
Price: \$50,000 (—/R)
Nation: Czechoslovakia

Type	Rnd	Rng	Dam	Arm	KDR	Burst
82mm Rcl	HE	150	x25C	x10	7.5	20
ROF: 1	HEAT	150	x20C	—	2.5	10
Mag: 0						



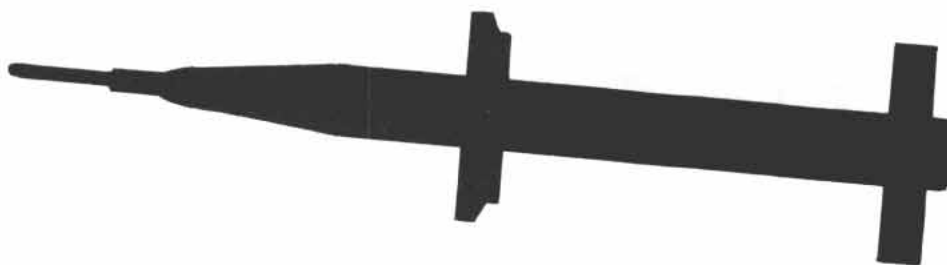
L-6 Wombat 120mm Recoilless Rifle

An obsolete British antiarmor weapon, the L-6 Wombat was replaced by the Milan and other antitank guided missiles. It remains in service with a number of armies around the world, however.

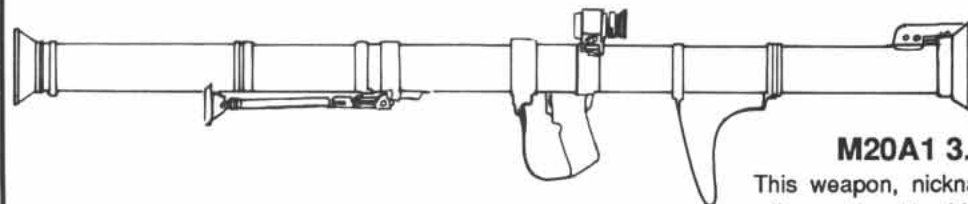
Weight: 230 kg
Price: \$60,000 (R/—)
Nation: United Kingdom

Type	Rnd	Rng	Dam	Arm	KDR	Burst
120mm Rcl	HE	450	x30C	x10	15	25
ROF: 1	HEAT	450	x35C	—	5	10
Mag: 0						

Antitank Missiles and Launchers



Antitank Missiles and Launchers

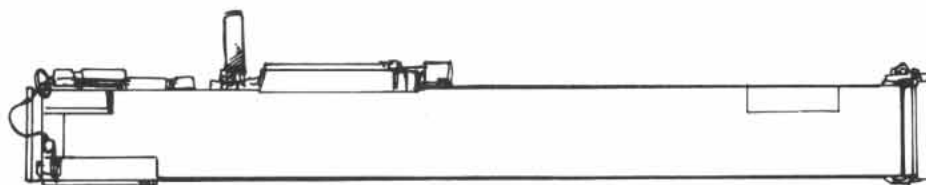


M20A1 3.5" Rocket Launcher

This weapon, nicknamed the bazooka, saw service in a smaller version (the M9) during WWII. The M20 3.5" version dates from the Korean War. The bazooka, like many early antitank weapons, had an extremely short range and required considerable courage to use effectively. It is no longer in service with U.S. units but can occasionally be found in use with smaller armies.

Weight: 10 kg
Price: \$3500 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
3.5" RL	HEAT	100	x15C	—	2.5	5
ROF: 1						
Mag: (2)						



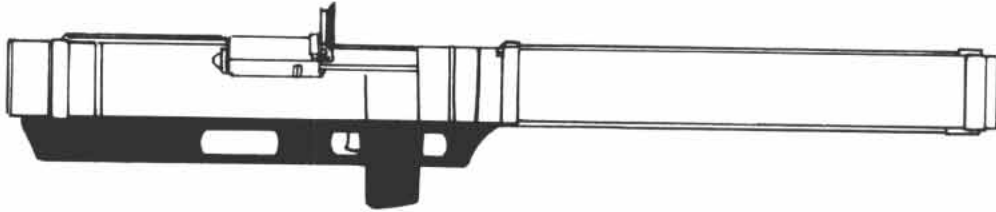
M72 66mm Light Antitank Weapon

The M72 was introduced in the late 1960s and was the first disposable antitank rocket used by U.S. forces. Many were still to be found in warehouses at the start of the war and were issued to a few later formations.

Weight: 2 kg
Price: \$180 (S/R)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
66mm LAW	HEAT	100	x15C	—	2.5	5
ROF: 1						
Mag: 0						

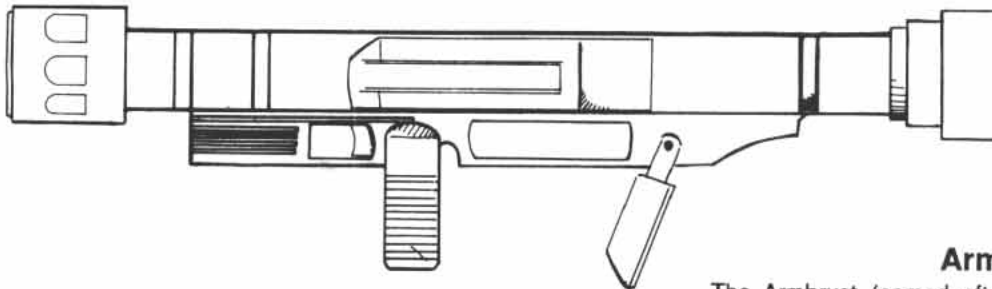
Antitank Missiles and Launchers



LAW-80

This weapon is the standard British LAW (light antitank weapon).
Weight: 6 kg
Price: \$300 (R/—)
Nation: United Kingdom

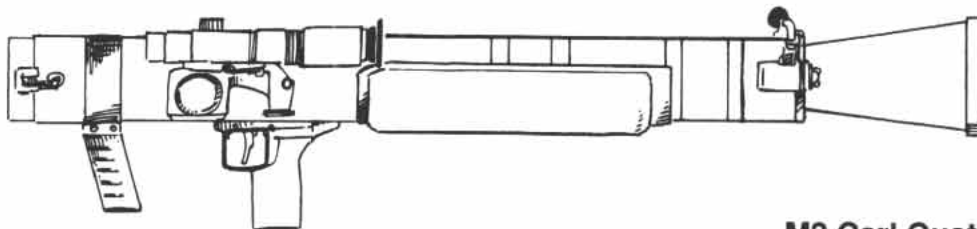
Type	Rnd	Rng	Dam	Arm	KDR	Burst
LAW	HEAT	100	x20C	—	5	5
ROF: 1						
Mag: 0						



Armbrust

The Armbrust (named after William Tell's crossbow) is a German disposable LAW used by many armies and described more fully in the basic game.
Weight: 6 kg
Price: \$200 (S/R)
Nation: Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst
LAW	HEAT	100	x20C	—	5	5
ROF: 1						
Mag: 0						

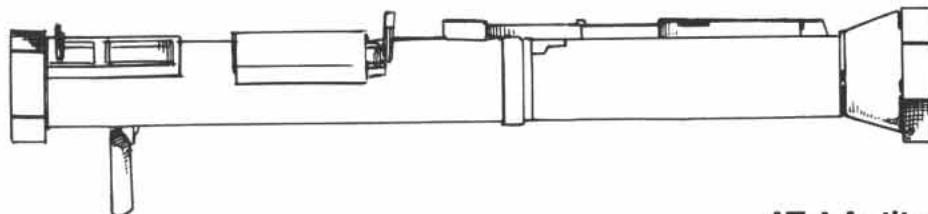


M3 Carl Gustav 84mm LAW

The M3 Carl Gustav 84mm is sold throughout the world by the Swedes, and the weapon is fairly common in many European and Third World armies.
Weight: 8 kg
Price: \$800 (C/S)
Nation: Sweden

Type	Rnd	Rng	Dam	Arm	KDR	Burst
LAW	HEAT	200	x20C	—	2.5	5
ROF: 1						
Mag: 0						
	HEDP	200	x20C	x5	5	5
	CHEM	200	x1C	x10	0	2.5

Antitank Missiles and Launchers

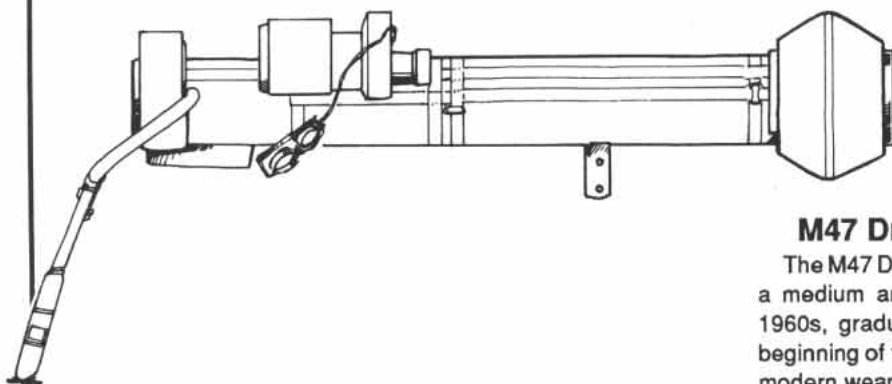


AT-4 Antitank Rocket Launcher

The AT-4 is a copy of a Swedish disposable AT rocket adopted by the U.S. in the late 1980s and manufactured under license from the Swedes.

Weight: 6 kg
Price: \$200 (C/S)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	100	x20C	—	5	5
ROF: 1						
Mag: 0						

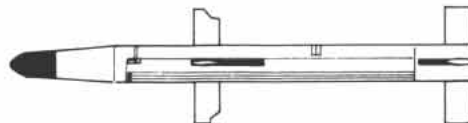
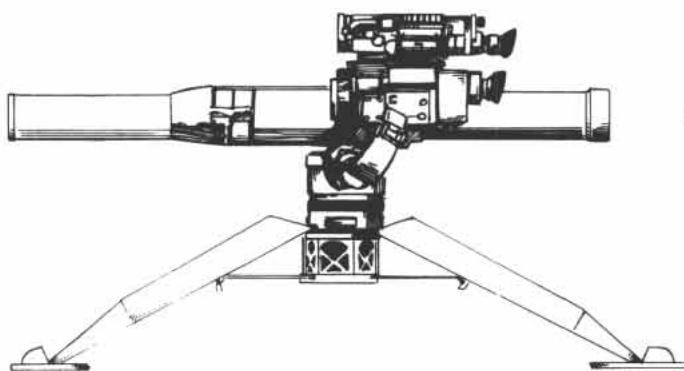


M47 Dragon Medium Antitank Weapon

The M47 Dragon was developed to fill an army requirement for a medium antitank weapon (MAW) and was adopted in the 1960s, gradually replacing the 90mm recoilless rifle. By the beginning of the war, the M47 had itself been replaced by more modern weapons and was found only in certain late formations equipped with obsolete equipment from old armories.

Weight: 13 kg
Price: \$3500 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	1200	x25C	—	5	5
ROF: 1						
Mag: (2)						



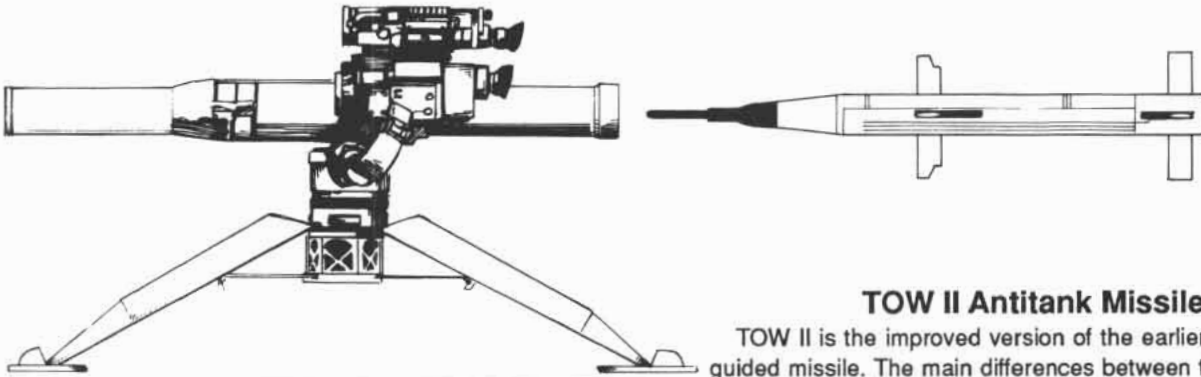
TOW I

TOW is an acronym for "tube-launched, optically-tracked, wire-guided." A sensor on the launcher tracks a light source on the missile while the gunner keeps the sight's crosshairs centered on the target. Course corrections are fed to the missile through the wire link trailed out by the missile in flight. The ROF and Mag ratings are for the tripod-mounted, man-packed version, although the launcher is more commonly mounted on a vehicle.

Weight: 35 kg
Price: \$8000 (R/—)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	3000	x25C	—	5	10
ROF: 1						
Mag: (2)						

Antitank Missiles and Launchers

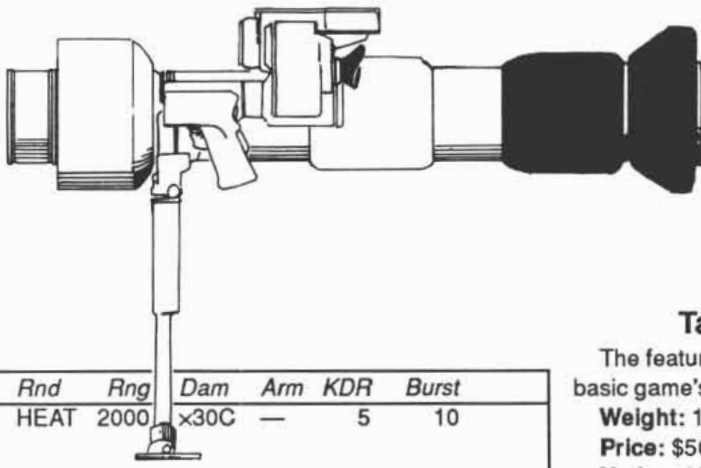


TOW II Antitank Missile

TOW II is the improved version of the earlier TOW antitank guided missile. The main differences between the two are the improved warhead and longer range of the TOW II system.

Weight: 30 kg
Price: \$10,000 (S/R)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	3500	x40C	—	10	15
ROF: 1						
Mag: (2)						

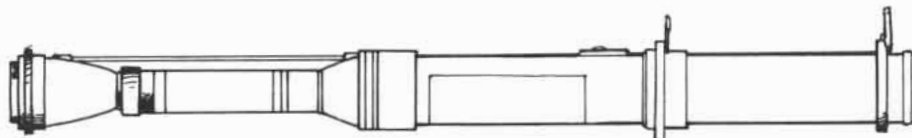


Tank Breaker Antitank Missile

The features of the Tank Breaker missile are dealt with in the basic game's equipment list.

Weight: 10 kg
Price: \$5000 (S/R)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	2000	x30C	—	5	10
ROF: 1						
Mag: (2)						



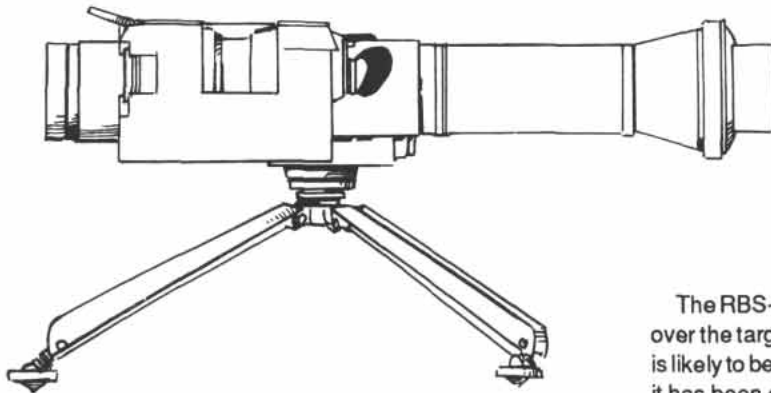
RPG-75

The Czech RPG-75 is a disposable antitank missile first manufactured in 1978 and now in service with a number of Warsaw Pact armies. Each launcher comes with a pair of earplugs in a little plastic case attached to the carrying strap.

Weight: 4 kg
Price: \$300 (—/R)
Nation: Czechoslovakia

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	100	x20C	—	5	5
ROF: 1						
Mag: 0						

Antitank Missiles and Launchers

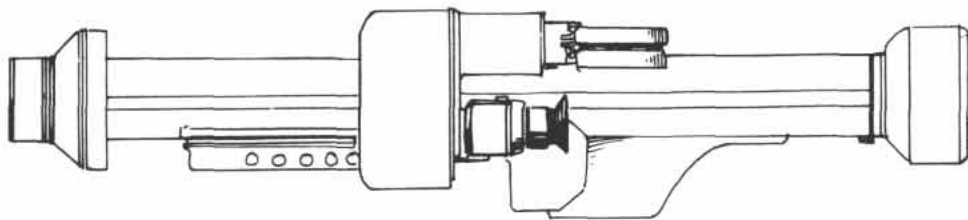


RBS-56 BILL

The RBS-56 BILL, like the American Tank Breaker missile, flies over the target and hits it from the top, where the armor of an AFV is likely to be thinner. Manufactured by the Swedish firm of Bofors, it has been exported to a number of other armies throughout the world.

Weight: 12 kg
Price: \$5500 (S/R)
Nation: Sweden

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ATRL	HEAT	2000	x30C	—	5	10
ROF: 1						
Mag: (2)						

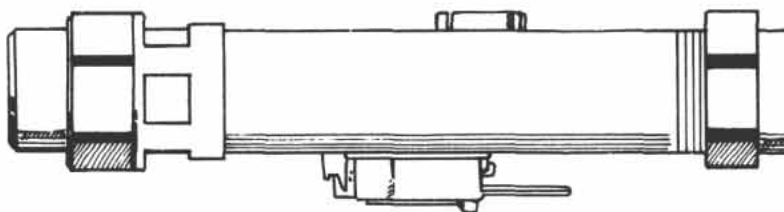


APILAS Antitank Missile Launcher

APILAS is a French, shoulder-fired, antitank missile launcher sold to a number of smaller armies in Europe and elsewhere.

Weight: 15 kg
Price: \$4000 (R/—)
Nation: France

Type	Rnd	Rng	Dam	Arm	KDR	Burst
APILAS	HEAT	200	x20C	—	5	5
ROF: 1						
Mag: (2)						



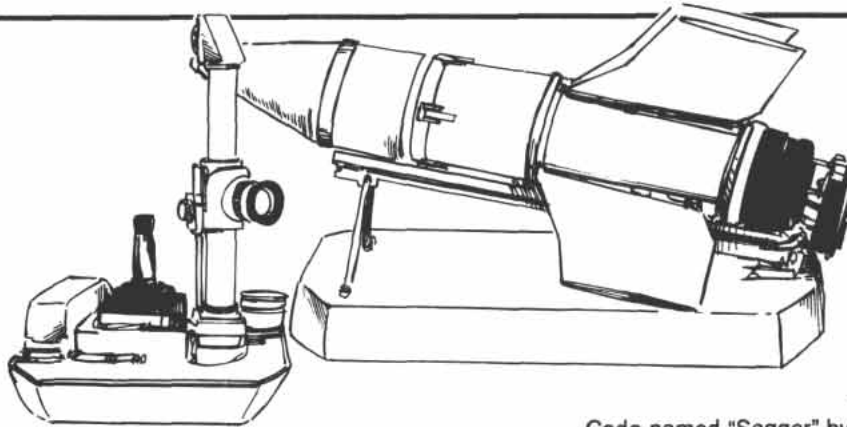
Eryx Antitank Missile Launcher

Eryx is a lightweight, wire-guided antitank missile system.

Weight: 14.4 kg
Price: \$3500 (R/—)
Nation: France

Type	Rnd	Rng	Dam	Arm	KDR	Burst
160mm AT	HEAT	200	x20C	—	5	5
ROF: 1						
Mag: (2)						

Antitank Missiles and Launchers

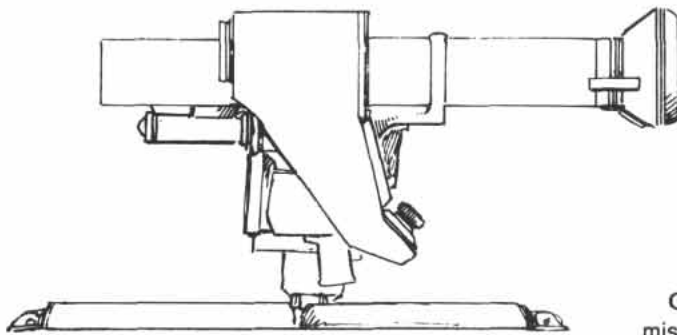


AT-3

Code-named "Sagger" by NATO, the AT-3 is an obsolescent antitank missile using an old-style wire guidance system.

Weight: 15 kg
Price: \$3500 (R/—)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
AT-3	HEAT	2500	x30C	—	5	10
ROF: 1						
Mag: (3)						

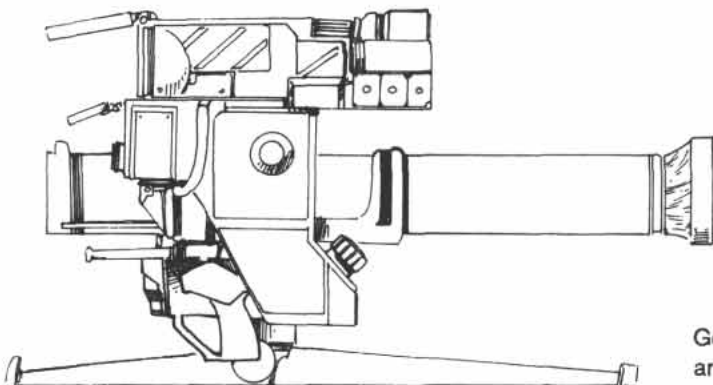


AT-5 Antitank Missile

Code-named "Spandrell" by NATO, the AT-5 is the standard missile launcher on the BMP-B and BMP-C APCs. During the later stages of the war it was issued in a tripod-mounted version as a field expedient.

Weight: 15 kg
Price: \$6000 (R/S)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
AT-5	HEAT	3500	x35C	—	5	10
ROF: 1						
Mag: (2)						



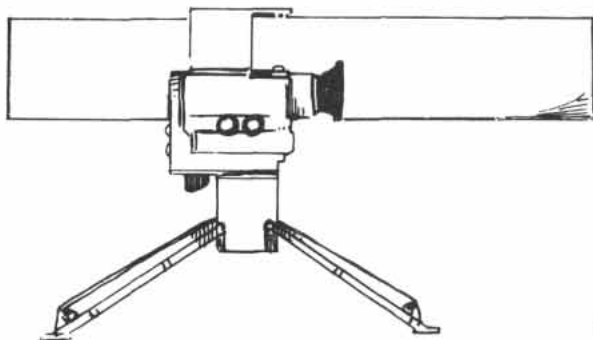
Milan AT Missile

The Milan antitank missile system was developed by a Franco-German consortium (Euromissile) and entered service with many armies in the 1970s and 1980s. (It is manufactured by Italy, India, and the UK, under license). By 2000, Milan is beginning to show its age, but it is still a formidable weapon.

Weight: 30 kg
Price: \$5000 (C/S)
Nation: France/Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst
Milan AT	HEAT	3500	x35C	—	5	10
ROF: 1						
Mag: (2)						

Antitank Missiles and Launchers

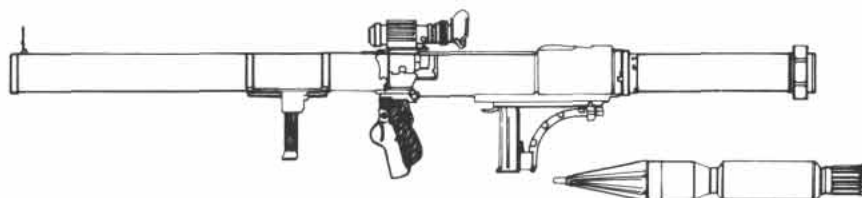


HOT Antitank Guided Missile

HOT is a tube-launched, wire-guided, antitank missile produced by a Franco-German consortium (Euromissile) and now found in service with the forces of several smaller nations around the world.

Weight: 30 kg
Price: \$5500 (S/R)
Nation: France/Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst
HOT	HEAT	4000	x35C	—	5	10
ROF: 1						
Mag: (2)						

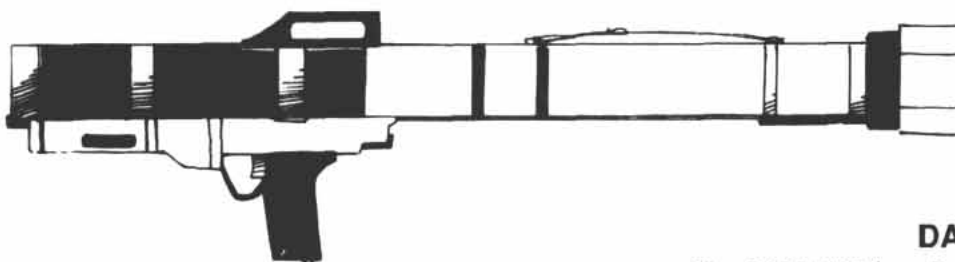


LRAC 89

The LRAC 89 is a French antiarmor rocket launcher used by airborne and heliborne forces.

Weight: 3.5 kg (unloaded)
Price: \$4500 (R/—)
Nation: France

Type	Rnd	Rng	Dam	Arm	KDR	Burst
89mm RL	HEAT	150	x18C	—	2.5	10
ROF: 1						
Mag: (2)						
	HEDP	250	x15C	x2	5	20
	WP	250	x15C	x10	—	20



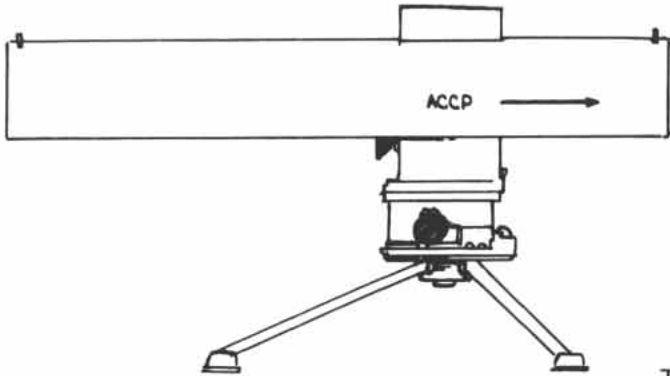
DARD 120

The DARD 120 is a French-built, man-portable, antitank, missile-launching system in service with the forces of France and allied nations.

Weight: 15 kg
Price: \$3500 (R/—)
Nation: France

Type	Rnd	Rng	Dam	Arm	KDR	Burst
120mm AT	HEAT	150	x30C	—	5	20
ROF: 1						
Mag: 0						
	HE	150	x35C	x10	10	30
	WP	150	x15C	x10	—	40

Antitank Missiles and Launchers

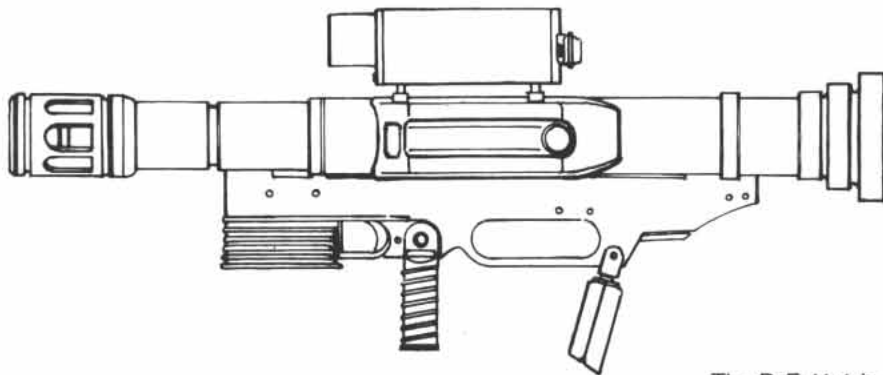


Anti-Char Courte Portee

The ACCP is a short-range, man-portable, antitank, missile-launching system.

Weight: 12 kg
Price: \$1200 (S/R)
Nation: France

Type	Rnd	Rng	Dam	Arm	KDR	Burst
ACCP	HEAT	200	x20C	—	2.5	5
ROF: 1						
Mag: (2)						

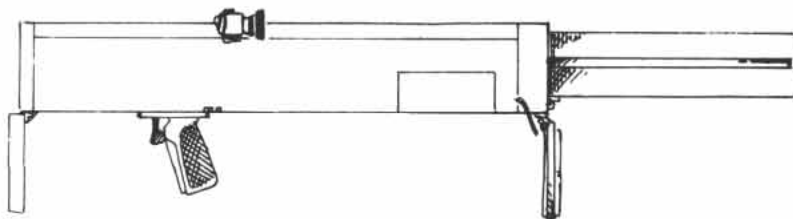


PzF-11-1

The PzF-11-1 is a disposable antitank missile intended as a replacement for the older Armbrust.

Weight: 2 kg
Price: \$250 (S/R)
Nation: Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst
AT	HEAT	150	x25C	—	5	10
ROF: 1						
Mag: 0						



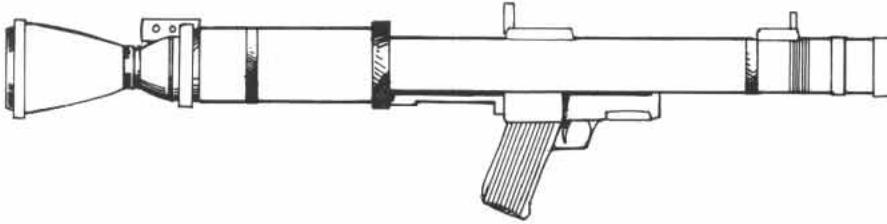
M202

This weapon is a four-barreled, clip-fed rocket launcher described in the basic game.

Weight: 5 kg
Price: \$2000 (S/R)
Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
66mm RL	HEAT	100	x15C	—	5	5
ROF: 4						
Mag: 4						
	WP	100	x20C	x20	—	15

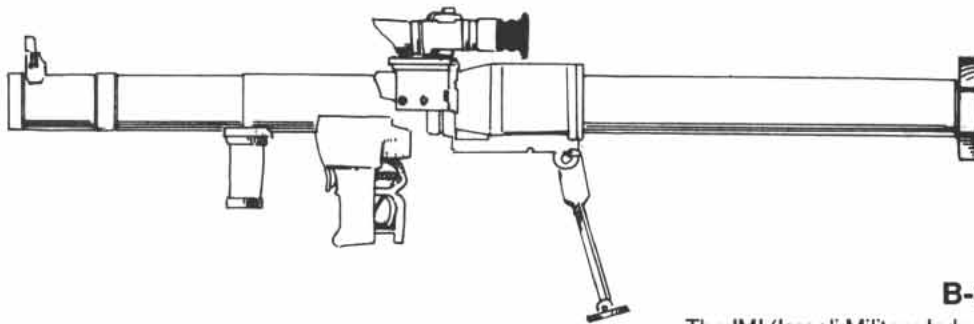
Antitank Missiles and Launchers



RPG-16

The RPG-16 is an improved version of the older RPG-7.
Weight: 10 kg
Price: \$1000 (S/C)
Nation: Warsaw Pact

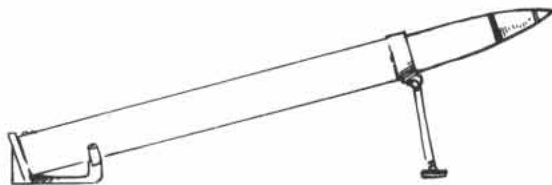
Type	Rnd	Rng	Dam	Arm	KDR	Burst
RPG-16	HEAT	150	x20C	x4	5	10
ROF: 1						
Mag: (2)						



B-300

The IMI (Israeli Military Industries) B-300 served as the basis for the American M12 SMAW.
Weight: 3.5 kg (unloaded)
Price: \$3000 (R/—)
Nation: Israel

Type	Rnd	Rng	Dam	Arm	KDR	Burst
82mm GL	HEAT	100	x20C	—	2.5	10
ROF: 1						
Mag: (2)						



122mm Free Rocket

These rockets (often still in their shipping containers) are simply propped against a handy terrain feature like a rock or a log and fired (either by a fuse or by electrical ignition). Often, the rockets are placed in position and launched by a time fuse to prevent counterbattery fire from hitting the launching crew. Maximum accuracy for rockets launched in this fashion is 40% (aiming is largely guesswork), deviation distances are doubled, and no correction is allowed.

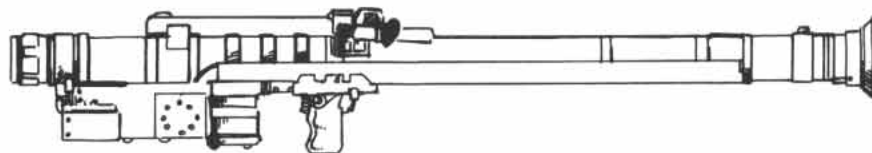
Weight: 62 kg
Price: \$350 (—/R)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
122mm Rkt	HE	—	x30C	x10	10	30	10000
ROF: 1							
Mag: 0							

Antiaircraft Missiles and Launchers



Antiaircraft Missiles and Launchers

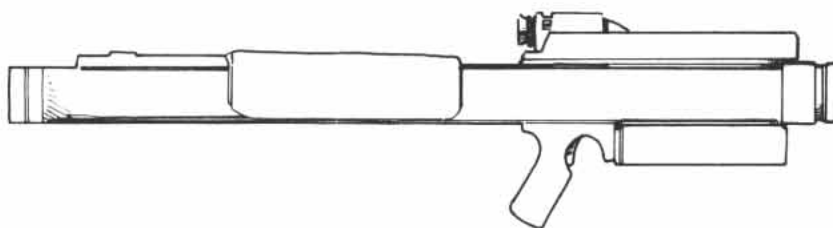


Stinger

The Stinger is the standard SAM (surface-to-air missile) of the U.S. armed forces and those of its allies. The Stinger replaced the Redeye SAM in U.S. service in the 1970s.

Weight: 20 kg
Price: \$800 each (S/R)
Nation: United States

Type	ROF	Mag	Rng	Dam	Arm	KDR
SAM	1	1/2	6000	x10C	—	5



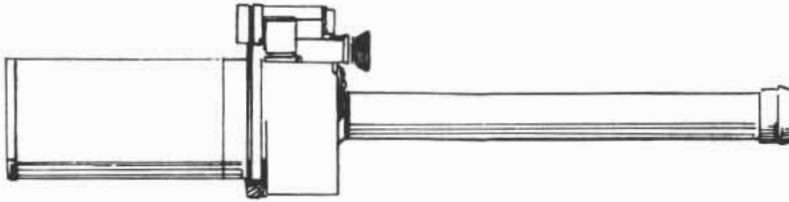
Redeye

Now obsolete, the Redeye was replaced as the U.S. standard SAM by the Stinger. Redeye can still be found with some National Guard units and with the armed forces of numerous countries.

Weight: 20 kg
Price: \$800 (S/R)
Nation: United States

Type	ROF	Mag	Rng	Dam	Arm	KDR
SAM	1	1/2	4000	x10C	—	5

Antiaircraft Missiles and Launchers



Blowpipe

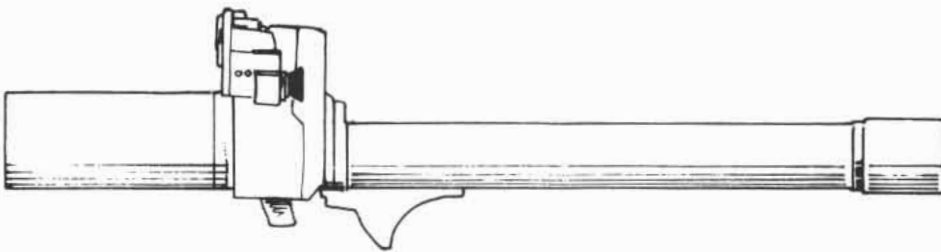
Blowpipe is an obsolete British SAM now used by the armed forces of countries other than the UK.

Weight: 20 kg

Price: \$800 (R/—)

Nation: United Kingdom

Type	ROF	Mag	Rng	Dam	Arm	KDR
SAM	1	1/2	4000	x10C	—	5



Javelin

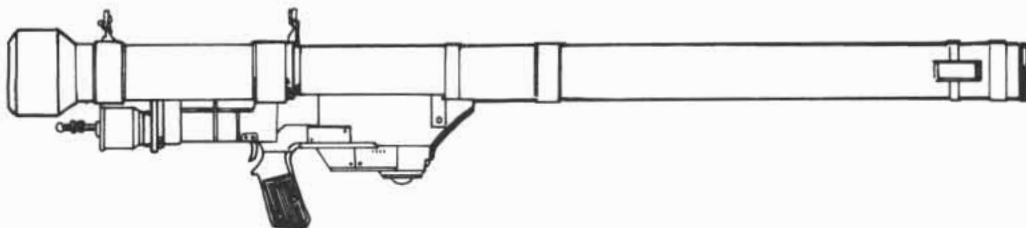
Javelin replaced the Blowpipe as the standard SAM in the UK.

Weight: 22 kg

Price: \$900 (S/R)

Nation: United Kingdom

Type	ROF	Mag	Rng	Dam	Arm	KDR
SAM	1	1/2	6000	x10C	—	5



SA-14

The standard SAM of the Warsaw Pact, the SAM-14 is basically an improved version of the SAM-7 and nearly identical externally.

Weight: 15 kg

Price: \$800 (R/S)

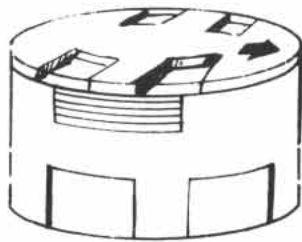
Nation: Warsaw Pact

Type	ROF	Mag	Rng	Dam	Arm	KDR
SAM	1	1/2	6000	x10C	—	5

Mines



Mines

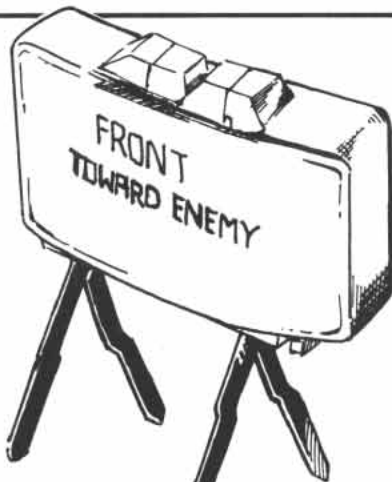


M14 APERS

The M14 is a small antipersonnel mine, designed to effect only one person. It detonates on contact.

Weight: 3 kg
Price: \$75 (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
APERS	30	x4	1	1



M18A1 APERS "Claymore"

*A special rule for the KDR and Burst area of this mine is contained on page 8 of the basic game's *Referee's Manual*. The mine can be detonated by means of a tripwire or from a remote trigger up to 30 meters away.

Weight: 2 kg, 12 kg per case of 6
Price: \$250, \$800 per case (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
APERS	150	x10	*	*

Mines



M25 APERS

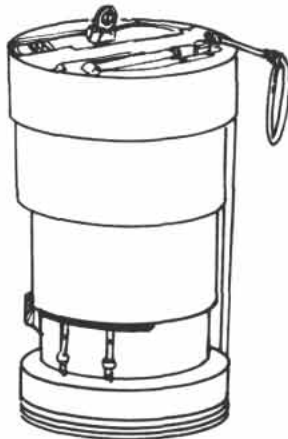
* This mine is a shaped charge designed to direct the bulk of its energy straight up when stepped on, and it affects only the individual who triggers it. It detonates on contact.

Weight: .1 kg, 16 kg per case of 150

Price: \$20, \$3000 per case (S/R)

Nation: United States

Type	Dam	Arm	KDR	Burst
APERS	40	x2	•	•



M26 APERS

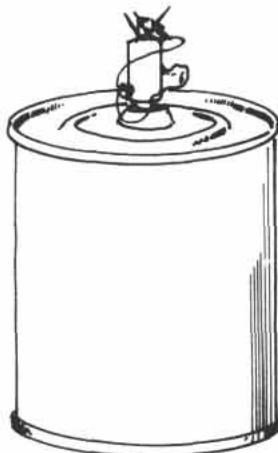
The M26 is a "bounding APERS" mine, which means that when triggered, it bounds into the air to a height of about a meter and then explodes, directing most of its fragments horizontally. It detonates on contact or by means of a tripwire.

Weight: 1 kg

Price: \$80 (S/R)

Nation: United States

Type	Dam	Arm	KDR	Burst
APERS	150	x10	12	12



M16A1 APERS

The M16A1 is also a bounding APERS (antipersonnel) mine but is larger than the M26. It detonates on contact, or by means of a tripwire.

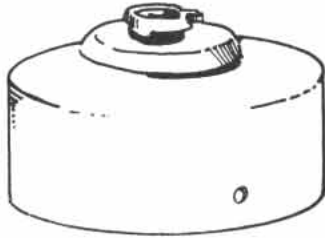
Weight: 4 kg, 18 kg per case of 4

Price: \$80, \$300 per case (S/R)

Nation: United States

Type	Dam	Arm	KDR	Burst
APERS	300	x10	24	24

Mines

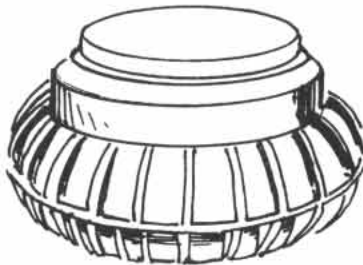


M15 Heavy Antitank Mine

This mine explodes when the detonator plate is subjected to more than 150 kilograms of pressure. Therefore, an individual is unlikely to set it off. The mine can also be detonated from a remote position up to 50 meters away.

Weight: 14 kg
Price: \$100 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
AT Mine	1600	x10	20	20



M19 Heavy Plastic Antitank Mine

This mine explodes when the detonator plate is subjected to more than 150 kilograms of pressure. An individual is unlikely to set it off. The mine can also be detonated from a remote position up to 50 meters away. This mine is harder to detect magnetically than the M15 or M21.

Weight: 12 kg
Price: \$120 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
AT Mine	1600	x10	20	20



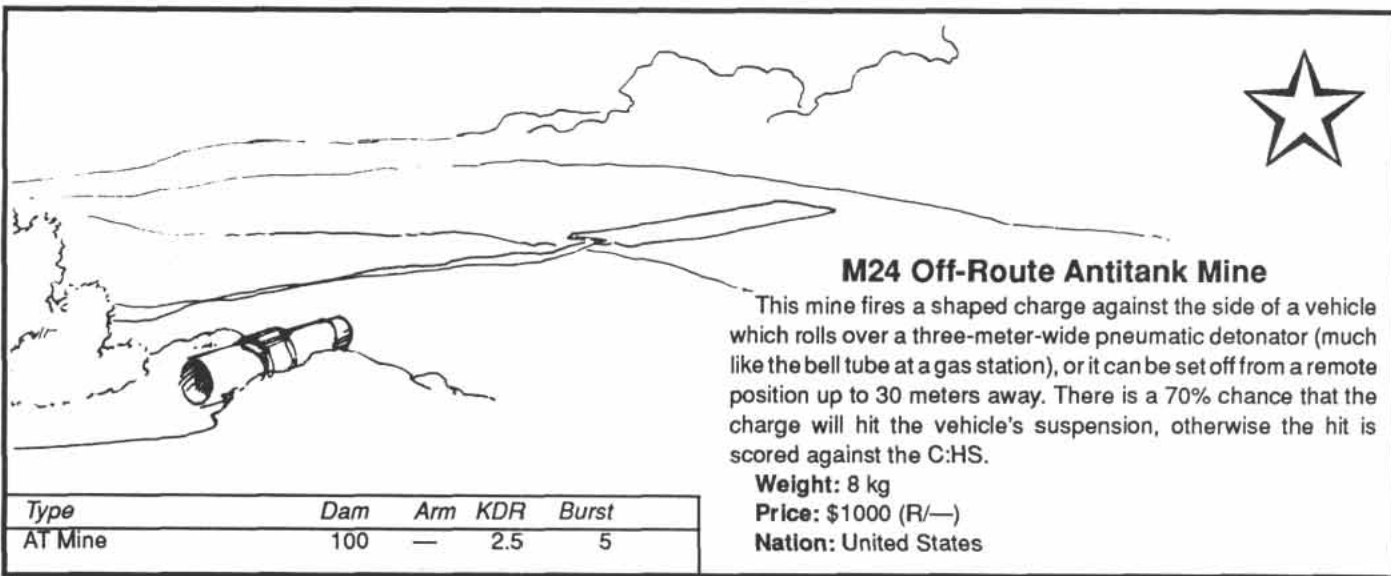
M21 Metallic Antitank Mine

This mine explodes when the detonator plate is subjected to more than 150 kilograms of pressure. An individual is unlikely to set it off. The mine can also be detonated from a remote position up to 50 meters away, or by using a pneumatic tube detonator up to three meters in length (the mine detonates when a vehicle rolls over the tube).

Weight: 8 kg
Price: \$100 (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
AT Mine	800	x10	15	15

Mines

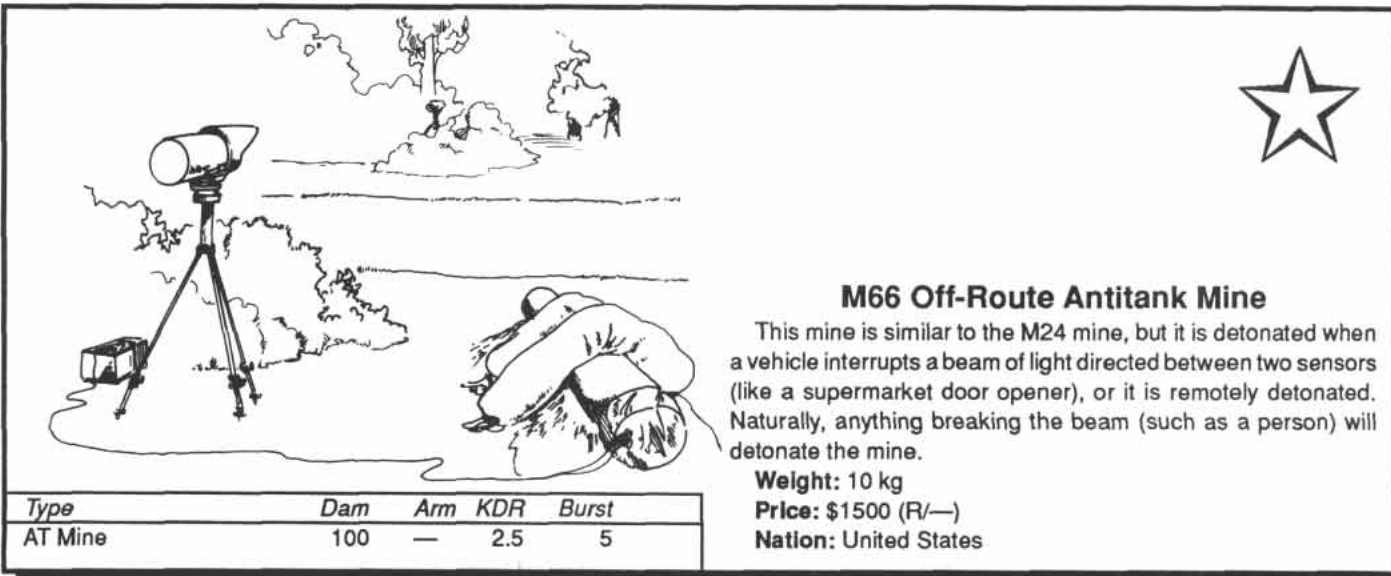


M24 Off-Route Antitank Mine

This mine fires a shaped charge against the side of a vehicle which rolls over a three-meter-wide pneumatic detonator (much like the bell tube at a gas station), or it can be set off from a remote position up to 30 meters away. There is a 70% chance that the charge will hit the vehicle's suspension, otherwise the hit is scored against the C:HS.

Weight: 8 kg
Price: \$1000 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
AT Mine	100	—	2.5	5

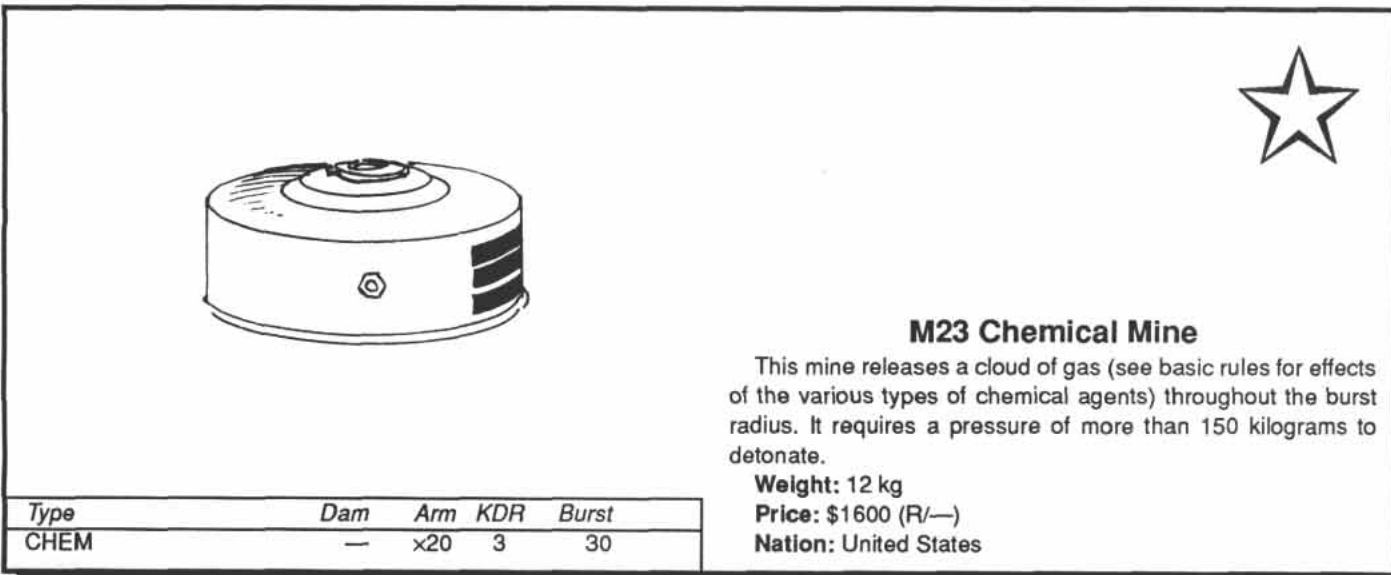


M66 Off-Route Antitank Mine

This mine is similar to the M24 mine, but it is detonated when a vehicle interrupts a beam of light directed between two sensors (like a supermarket door opener), or it is remotely detonated. Naturally, anything breaking the beam (such as a person) will detonate the mine.

Weight: 10 kg
Price: \$1500 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
AT Mine	100	—	2.5	5



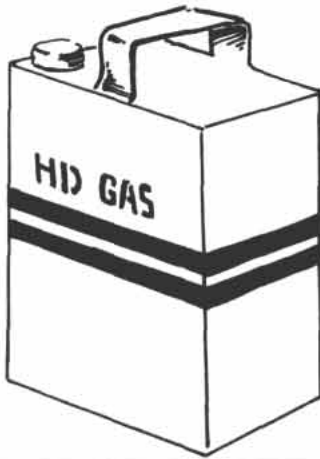
M23 Chemical Mine

This mine releases a cloud of gas (see basic rules for effects of the various types of chemical agents) throughout the burst radius. It requires a pressure of more than 150 kilograms to detonate.

Weight: 12 kg
Price: \$1600 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
CHEM	—	x20	3	30

Mines

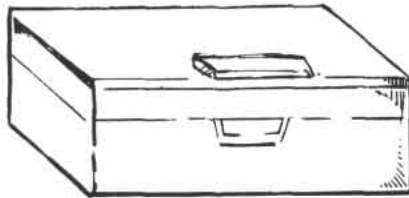


M1 Chemical Mine

The M1 is simply a one-gallon can of chemicals with an explosive charge taped to it. Like the M23, the M1 releases a cloud of gas throughout its burst radius and can be detonated by a tripwire or from a remote position.

Weight: 10 kg
Price: \$1400 (R/—)
Nation: United States

Type	Dam	Arm	KDR	Burst
CHEM	—	x20	50	50

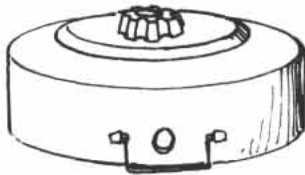


YaM-5 Antitank Mine

This mine is a simple box packed with explosives and fitted with a pressure detonator (150 kilograms or more are needed to set it off). Like most Warsaw Pact mines, it can also be detonated from a remote position using an electrical firing system from an engineer's demolition kit.

Weight: 8 kg
Price: \$200 (R/S)
Nation: Warsaw Pact

Type	Dam	Arm	KDR	Burst
AT Mine	800	x10	150	20



TM-57 Antitank Mine

The TM-57 is a conventional, steel-cased, antitank mine needing at least 150 kilograms of pressure for detonation.

Weight: 10 kg
Price: \$225 (R/S)
Nation: Warsaw Pact

Type	Dam	Arm	KDR	Burst
AT Mine	800	x10	20	25

Mines



TM-46 Antitank Mine

The TM-46 is another conventional, steel-cased, antitank mine needing at least 150 kilograms of pressure for detonation.

Weight: 10 kg
Price: \$225 (R/S)
Nation: Warsaw Pact

Type	Dam	Arm	KDR	Burst
AT Mine	750	x10	18	24



KhF-2 Gas Mine

This mine releases a cloud of gas (see basic rules for effects of the various types) throughout the burst radius. It can be detonated by a tripwire or from a remote position outside the burst radius.

Weight: 10 kgs
Price: \$1400 (—/R)
Nation: Warsaw Pact

Type	Dam	Arm	KDR	Burst
CHEM	—	x20	50	50

POMZ-2 APERS Mine

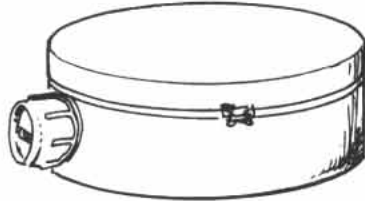
The POMZ-2 is a stake mine, which means that the mine can be emplaced quickly but still protrudes from the surface of the ground (it is not buried like most mines, although the mine can still be camouflaged). It is detonated by means of a tripwire.

Weight: 2 kg
Price: \$200 (S/—)
Nation: Warsaw Pact



Type	Dam	Arm	KDR	Burst
APERS	100	x10	6	12

Mines

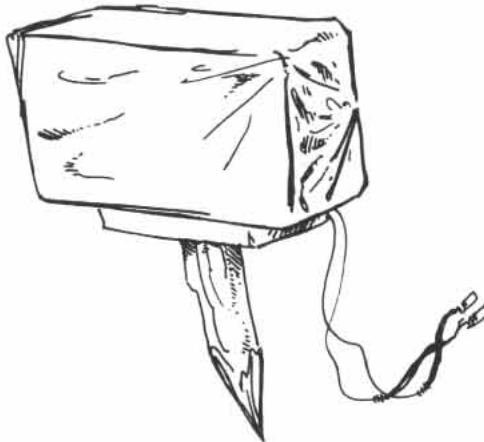


PM Antipersonnel Mine

*The mine affects only the person triggering it. The PM is a small, easily concealed, plastic-cased, antipersonnel mine, usually contact-detonated. A similar model, the PFM-1, is designed to be scattered from aircraft and is solely contact detonated.

Weight: 6 kg
Price: \$25 (R/S)
Nation: Warsaw Pact

Type	Dam	Arm	KDR	Burst
APERS	40	x4	*	•



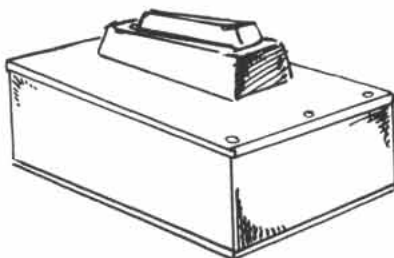
KR

Wojo Antipersonnel Mine

*Treat this mine as a claymore. This is the Wojo factory's improvised claymore mine, consisting of a metal backplate, a layer of plastic explosive, and a layer of nails, scored wire and/or scrap metal. It is normally command-detonated from a remote position, but characters with appropriate skills and access to an engineer's demolition kit can improvise a tripwire system (AVG:CBE). The mine has a 10% chance of misfiring.

Weight: 3 kg
Price: \$75 (C/C)
Nation: Free City of Krakow

Type	Dam	Arm	KDR	Burst
APERS	150	x10	*	•



KR

Wojo Antitank Mine

This mine is another Wojo improvisation, consisting of a box filled with explosives and fitted with a pressure plate requiring more than 150 kilograms to detonate it. The mine has a 10% chance of misfiring.

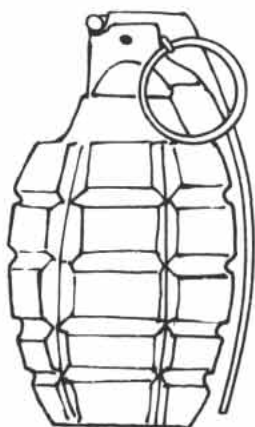
Weight: 10 kg
Price: \$350 (C/C)
Nation: Free City of Krakow

Type	Dam	Arm	KDR	Burst
AT Mine	800	x10	15	15

Grenades, Pyrotechnics, and Explosives



Grenades, Pyrotechnics, and Explosives



Mk-2 "Pineapple" Grenade

This WWII-vintage fragmentation hand grenade can still be found in some armories. It was the standard American fragmentation grenade until the introduction of the M26.

Weight: .5 kg, 30 kg per case of 30

Price: \$4 each, \$100 per case (C/C)

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



Mk-3A2 Concussion Grenade

Concussion grenades are less lethal than fragmentation grenades (in the sense that their lethality radius is smaller) and are used by hostage rescue teams and in urban combat situations where close quarters fighting is likely.

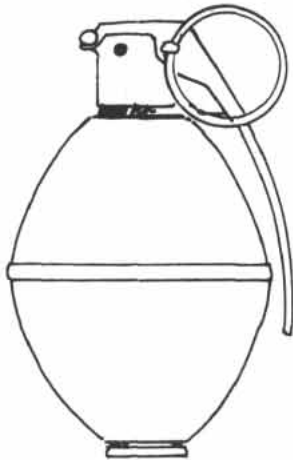
Weight: 5 kg, 20 kg per case of 20

Price: \$4 each, \$70 per case (C/S)

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
Conc	1	0	x10C	x20	5	—

Grenades, Pyrotechnics and Explosives



M26A1 Fragmentation Grenade

The M26A1 replaced the Mk-2 as the standard fragmentation grenade with U.S. forces.

Weight: .5 kg, 30 kg per case of 30

Price: \$4 each, \$100 per case (C/C)

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



ANM-14 Thermite Grenade

Thermite is a chemical composition which produces extremely high heat when ignited. Grenades of this type are used to destroy equipment (the grenade will destroy a gun breech or engine block within minutes) or to ignite fires (during a raid on an enemy supply depot, for instance). The burst effect represents sputters of molten metal scattered in random directions.

Weight: 1 kg, 20 kg per case of 16

Price: \$10 each, \$140 per case (S/R)

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
Incen	1	0	x20C	x10	0	2.5



M67 "Baseball Frag" Grenade

This grenade was designed to be about the size and shape of a baseball. A (probably apocryphal) story states that the grenade was made this way on the assumption that every "red-blooded American boy" knows how to throw a baseball, and training would be much easier. It is slightly lighter than the M26A1 (and slightly heavier than a baseball).

Weight: .4 kg, 24 kg per case of 30

Price: \$4 each, \$100 per case (C/S)

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x7C	x20	2.5	10

Grenades, Pyrotechnics, and Explosives

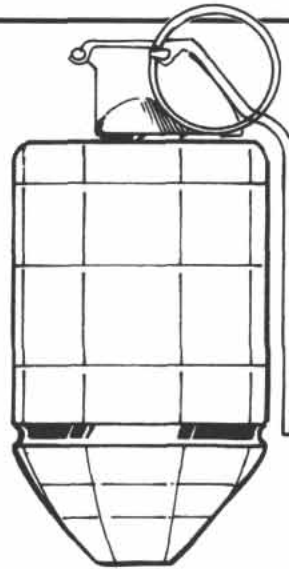
M34 White Phosphorus Grenade

Nicknamed "Willie Peter" from its initials, this grenade scatters fragments of burning phosphorus throughout its burst radius, producing a dense cloud of white smoke (and igniting any combustibles in the area). American army doctrine prohibits use of this grenade against personnel, a restriction which is sometimes ignored in the heat of action.

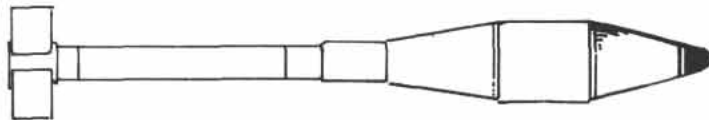
Weight: .5 kg, 20 kg per case of 30

Price: \$4 each, \$100 per case (C/C)

Nation: United States



Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x10C	x10	0	15



M31 HEAT Rifle Grenade

This grenade is one of the older model rifle grenades, which require special adaptors on the rifle and need special cartridges to launch. It is no longer in use with U.S. forces (rifle grenades were withdrawn from U.S. service in 1962, and different models were adopted in the 1990s), but it can be found in service with other armies.

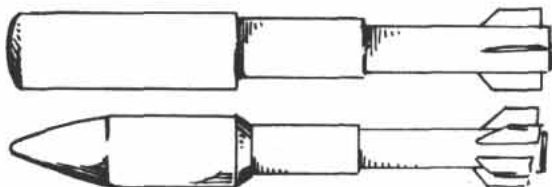
Weight: .7 kg, 12 kg per case of 10

Price: \$12 each, \$100 per case (R/—)

Nation: United States



Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
HEAT RG	(2)	15	x15C	—	5	15	200



BTU Rifle Grenade

These are representative of a new generation of rifle grenades known broadly as BTU (bullet-trap universal) grenades. They require no special adaptors and can be fired using regular service ammunition.

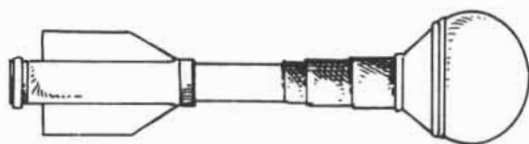
Weight: .4 kg, 14 kg per case of 20

Price: \$8 each, \$80 per case (C/S)

Nation: France, et al

Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
HEAT RG	(2)	15	x10C	—	2.5	8	200
WP RG	(2)	25	x10C	x10	—	5	200
HE RG	(2)	15	x10C	x10	2.5	8	200

Grenades, Pyrotechnics, and Explosives



U.S. Rifle Grenades

Copied from Israeli grenades, these grenades were adopted by the U.S. Marines in the early 1990s but were never formally approved for service by any other branch of the U.S. military. Despite this, they were used by some American formations in Europe and Iran. They require no adaptors or special ammunition.

Weight: .5 kg, 12 kg per case of 20
Price: \$9 each, \$95 per case (C/S)
Nation: United States, Israel

Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
HEAT RG	(2)	12	x10C	—	5	10	180
WP RG	(2)	18	x10C	x10	—	10	180
APERS RG	(2)	12	x10C	x10	5	10	180



AN-M8 HC Smoke Grenade

This grenade produces a dense cloud of white smoke without the intense incendiary effects of WP grenades (although it is hot enough to occasionally ignite easily combustible substances like hay or dry grass).

Weight: .5 kg, 12 kg per case of 16
Price: \$3 each, \$40 per case (C/S)
Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x1C	x10	0	5



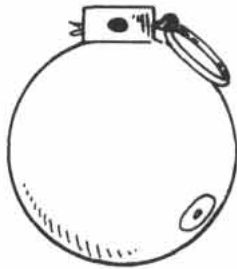
M18 Colored Smoke Grenade

The cloud of smoke produced by this grenade depends on the chemicals included and can be red, green, yellow, or violet (a colored band on the outside of the grenade indicates which).

Weight: .5 kg, 12 kg per case of 16
Price: \$3 each, \$40 per case (S/R)
Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x1C	x10	0	5

Grenades, Pyrotechnics and Explosives



M25A2 CS Grenade

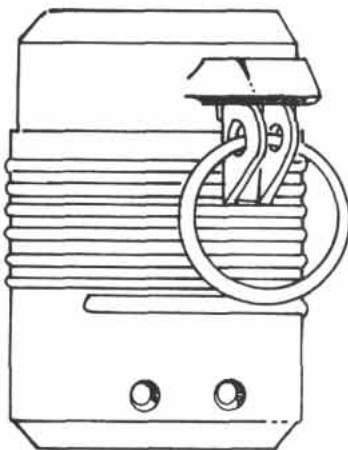
Grenades containing incapacitating chemical agents such as CS are used for riot control or in situations where prisoners need to be taken. The basic rules cover the game effects of various chemical agents.

Weight: .5 kg, 12 kg per case of 16

Price: \$6 each, \$80 per case (S/R),

Nation: United States

Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x1C	x10	0	5



RG-34 Fragmentation Grenade

The RG-34 is a pre-WWII Czech design and is now found only in territorial and second-class units such as city militia forces in Czechoslovakia and surrounding countries.

Weight: .5 kg, 16 kg per case of 30

Price: \$4 each, \$100 per case (—/R)

Nation: Czechoslovakia

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



RKG-3 and RKG-3M Antitank Grenades

The RKG-3M is a slightly improved version of the RKG-3, but both are rather primitive, hand-thrown antitank grenades.

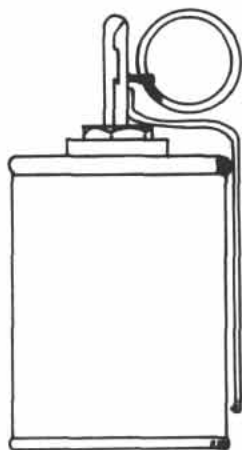
Weight: 1 kg, 20 kg per case of 15

Price: \$10 each, \$120 per case (R/S)

Nation: Warsaw Pact

Type	ROF	Mag	Dam	Arm	KDR	Burst
AT	1	0	x10C	—	2.5	2.5

Grenades, Pyrotechnics, and Explosives

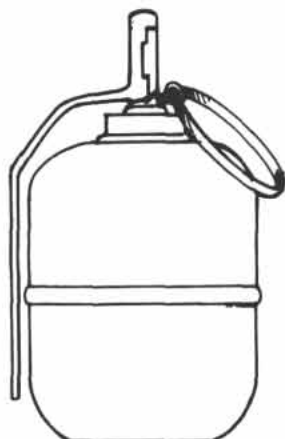


RG-42 Fragmentation Grenade

This WWII-vintage fragmentation hand grenade can still be found in use with some second-class units of the Warsaw Pact forces and with other forces such as city militias and marauders.

Weight: .5 kg, 20 kg per case of 30
Price: \$4 each, \$100 per case (C/C)
Nation: Warsaw Pact

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



RDG-5 Fragmentation Grenade

The RDG-5 is a reasonably modern fragmentation grenade, and (with the F-1) is presently the standard Warsaw Pact hand grenade.

Weight: .5 kg, 20 kg per case of 30
Price: \$5 each, \$120 per case (S/C)
Nation: Warsaw Pact

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



RDG-1 Smoke Grenade

This grenade is the standard Warsaw Pact smoke grenade.

Weight: .5 kg, 12 kg per case of 16
Price: \$3 each, \$40 per case (S/C)
Nation: Warsaw Pact

Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x1C	x10	0	5

Grenades, Pyrotechnics, and Explosives



F-1 Fragmentation Grenade

The F-1 is a reasonably modern fragmentation grenade and (with the RDG-5) is presently the standard Warsaw Pact hand grenade.

Weight: .5 kg, 20 kg per case of 30

Price: \$5 each, \$120 per case (S/C)

Nation: Warsaw Pact

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10



140mm RAW HE

The RAW (rifleman's assault weapon) is dealt with in the basic rules.

Weight: 3 kg

Price: \$50 (S/R)

Nation: United States

Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
RAW HE	(2)	100	x30C	x10	15	30	2000



140mm RAW HEAT

The RAW (rifleman's assault weapon) is dealt with in the basic rules.

Weight: 3 kg

Price: \$100 each (S/R)

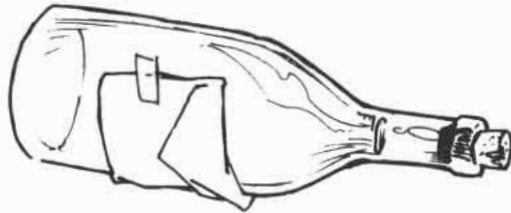
Nation: United States

Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
RAW HEAT	(2)	100	x30C	—	10	20	2000

Grenades, Pyrotechnics, and Explosives

KR

Wojo Incendiary



The armaments factory of Juliusz Wojchiechowicz (Wojo, for short) at Krakow, Poland, turns out a number of relatively simple items of explosive ordnance. The Wojo incendiary bomb is an improved version of the old molotov cocktail gasoline bomb. A bottle filled with a mixture of gasoline and certain chemicals is securely corked, and a paper envelope containing other chemicals is taped around the outside. When thrown, the bottle breaks and the reaction between the inside and outside chemicals creates enough heat to ignite the gasoline. See the notes on page 4 for a discussion of flame effects. The high price reflects the fact that there are better things to do with a liter of gasoline.

Weight: 1 kg

Price: \$250 (R/R)

Nation: Free City of Krakow

Type	ROF	Mag	Dam	Arm	KDR	Burst
Incen	1	0	x20C	x10	0	2.5

KR

Wojo Antitank Grenade



The Wojo AT grenade is a primitive, hand-thrown, shaped-charge grenade with an impact fuse. It has a 20% chance of a malfunction, which means that the grenade does not strike the target at the right angle, and the explosive charge is wasted.

Weight: 1.5 kg

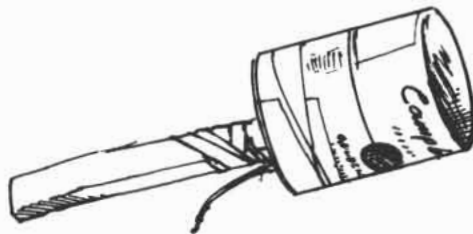
Price: \$20 (S/S)

Nation: Free City of Krakow

Type	ROF	Mag	Dam	Arm	KDR	Burst
AT	1	0	x8C	—	2.5	2.5

KR

Wojo Fragmentation Grenade



The Wojo fragmentation grenade comes with a stick or rope attached (to aid in throwing) and has a fuse that is reasonably reliable (there is a 10% chance of a malfunction, either a dud or premature detonation, referee's choice).

Weight: 1 kg

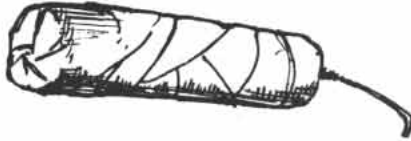
Price: \$5 (V/V)

Nation: Free City of Krakow

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x6C	x20	2.5	8

Grenades, Pyrotechnics, and Explosives

KR

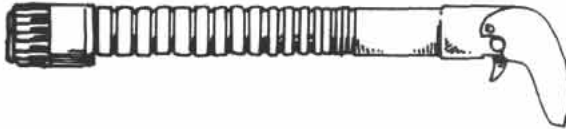


Wojo Smoke Grenade

This grenade is simply a larger version of a smoke bomb concocted by high school chemistry students for generations that is fitted with a length of firecracker fuse. Otherwise, it is identical to the AN-M8 HC smoke grenade (except it has a 10-percent chance of malfunction, in which case no smoke results).

Weight: 1 kg
Price: \$8 (C/C)
Nation: Free City of Krakow

Type	ROF	Mag	Dam	Arm	KDR	Burst
CHEM	1	0	x1C	x10	0	5

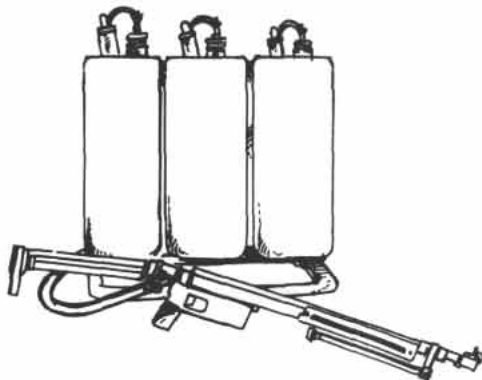


HAFLA-35L

The HAFLA (short for *handflammpatronen*—"hand flame cartridge") is a single-shot, disposable flame weapon developed for use by the West German army. Since it produces fragments rather than a solid cloud of flame, damage should be handled in the same way as a WP grenade (see the **Referee's Manual**, page 6, under the heading "Incendiary Fragmentation").

Weight: .6 kg, 2 kg per case of 3
Price: \$150 each, \$400 per case (R/—)
Nation: Federal Republic of Germany

Type	Rnd	Rng	Dam	Arm	KDR	Burst
HAFLA	INCEN	20	x8C	x10	5	10
	ROF: 1					
	Mag: 0					



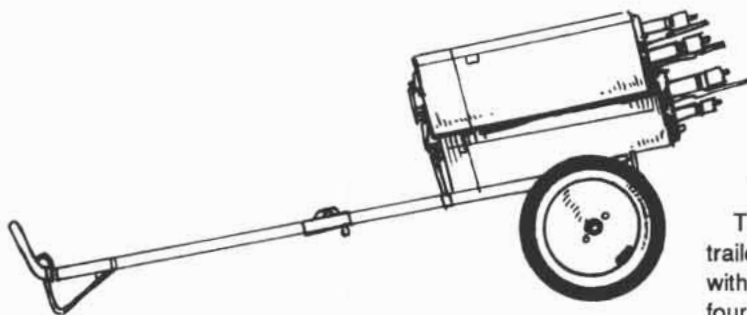
LPO-50 Flamethrower

The LPO-50 is the standard flamethrower of Warsaw Pact armies. As in NATO, it is issued only to assault engineer units for certain specialized missions. If the user is hit from the rear and in the chest or abdomen, treat that hit as a hit on the weapon instead. For purposes of damage, treat this weapon as the fuel tank on an unarmored vehicle. The LPO-50 requires 16 liters of fuel and takes five minutes to reload (an air compressor is required to recharge the air cylinder).

Weight: 23 kg (loaded)
Price: \$1200 (—/R)
Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
FT	INCEN	25	x15C	x10	—	10
	ROF: 1					
	Mag: 6					

Grenades, Pyrotechnics, and Explosives



TPO-50 Trailer-Mounted Flamethrower

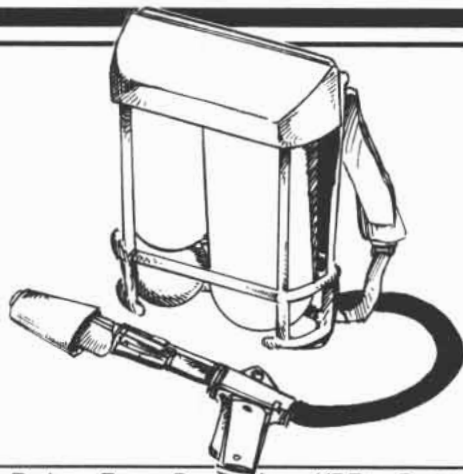
The TPO-50 is a large-capacity flamethrower mounted on a trailer. It can be pushed by two people or towed behind any vehicle with four or more wheels. The hose to the firing nozzle reaches four meters. The TPO-50 requires 53 liters of fuel and takes 15 minutes to reload (an air compressor is required to recharge the air cylinder).

Weight: 170 kg (loaded)

Price: \$4500 (—/R)

Nation: Warsaw Pact

Type	Rnd	Rng	Dam	Arm	KDR	Burst
FT	INCEN	35	x15C	x10	—	10
ROF: 1						
Mag: 20						



M9A1 Flamethrower

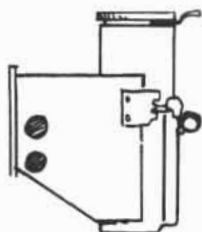
In the U.S. Army, flamethrowers are issued to combat engineer units for special purposes such as assaults. If the user is hit from the rear and in the chest or abdomen, treat that hit as a hit on the weapon instead. For purposes of damage, treat this weapon as the fuel tank on an unarmored vehicle. The M9A1 requires 16 liters of fuel and takes five minutes to reload (an air compressor is required to recharge the air cylinder).

Weight: 23 kg (loaded)

Price: \$1000 (R/—)

Nation: United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst
FT	INCEN	25	x15C	x10	—	10
ROF: 1						
Mag: 6						



M49A1 Trip Flare

Technically this is not a weapon, but it is often a constituent of minefields and security perimeters, so it has been included. The flare is activated by a tripwire and shoots a firework-like flare straight up. It is most commonly used to signal the presence of the enemy in a certain location, alerting sentries and illuminating the area. It works best at night. The flare illuminates an area equal to its burst radius and burns for two 30-second combat turns.

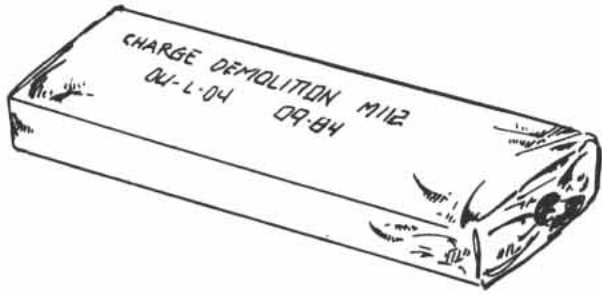
Weight: 1 kg

Price: \$15 (C/S)

Nation: United States

Type	Dam	Arm	KDR	Burst
Flare	0	x20	0	300

Grenades, Pyrotechnics, and Explosives

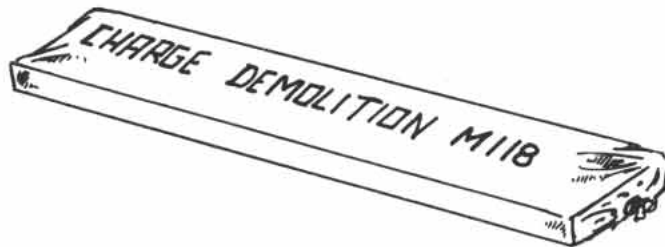


M112 C4 Demolition Block

This is a block of plastic explosive (it can be cut and molded like clay) measuring 25mmx50mmx275mm. One face has an adhesive compound already applied to it, enabling the block to be stuck where desired. The block may be detonated by a tripwire or from a remote location using the electric detonator from an engineer's demolition kit.

Weight: .5 kg
Price: \$15 (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
DEMO	100	x10	12	12

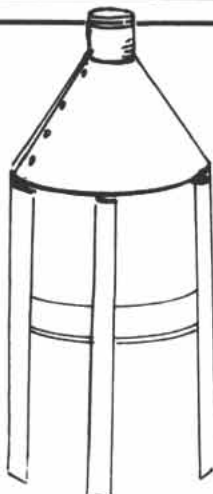


M118 Flex-Ex Demolition Block

This is a block of plastic explosive measuring 30mmx80mmx312mm. The block may be detonated by a time-delay fuse or from a remote location using the electric detonator from an engineer's demolition kit.

Weight: 1 kg
Price: \$15 (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
DEMO	200	x10	18	18



M3 Shaped Demolition Charge

This is a shaped demolition charge used for breaching walls or for other tasks where a directional explosive is desirable. Most of the explosive force of the charge is channeled in one direction, and the M3 is considered to be already tamped.

Weight: 18 kg
Price: \$800 (S/R)
Nation: United States

Type	Dam	Arm	KDR	Burst
DEMO	1600	x4	2.5	5

Consolidated Charts

MORTARS

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
M224 60mm Mtr	HE	—	×20C	×10	5	20 4000	
ROF: 2	WP	—	×15C	×10	—	10 4000	
Mag: 0	ILLUM	—	—	—	—	400 4000	
L5 81mm Mtr	HE	—	×25C	×10	5	30 4500	
ROF: 1	WP	—	×15C	×10	—	20 4500	
Mag: 0	ILLUM	—	—	—	—	1000 4500	
L16A1 81mm Mtr	HE	—	×25C	×10	5	30 4500	
ROF: 1	WP	—	×15C	×10	—	20 4500	
Mag: 0	ILLUM	—	—	—	—	1000 4500	
M37, M41 81mm Mtr	HE	—	×25C	×10	5	30 4500	
ROF: 1	WP	—	×15C	×10	—	20 4500	
Mag: 0	ILLUM	—	—	—	—	1000 4500	
M29A1 81mm Mtr	HE	—	×25C	×10	5	30 4500	
ROF: 1	WP	—	×15C	×10	—	20 4500	
Mag: 0	ILLUM	—	—	—	—	1000 4500	
Vasilek 82mm Mtr	HE	200	×25C	×10	5	30 3000	
ROF: 5	HEDP	200	×25C	×2	2.5	15 3000	
Mag: 5	WP	200	×15C	×10	—	20 3000	
	ILLUM	200	—	—	—	1000 3000	
Wojo Combo Mtr	Use 82mm, 81mm, or 60mm, above						
T-B 120mm Mtr	HE	—	×35C	×10	10	45 5700	
ROF: 1	WP	—	×15C	×10	—	40 5700	
Mag: 0	ILLUM	—	—	—	—	1500 5700	
	CHEM	—	×1C	×10	—	15 5700	
M38, M43 120mm Mtr	HE	—	×35C	×10	10	45 5700	
ROF: 1	WP	—	×15C	×10	—	40 5700	
Mag: 0	ILLUM	—	—	—	—	1500 5700	
	CHEM	—	×1C	×10	—	15 5700	
M43, M53 160mm Mtr	HE	—	×40C	×8	12	50 8000	
ROF: 1	WP	—	×20C	×8	—	45 8000	
Mag: 0	CHEM	—	×1C	×8	—	18 8000	
M53 240mm Mtr	HE	—	×45C	×8	15	55 9000	
ROF: 1	WP	—	×25C	×8	—	50 9000	
Mag: 0	CHEM	—	×2C	×8	—	18 9000	

GRENADE LAUNCHERS

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
M79 40mm GL	HE	100	×10C	×10	5	10 400	
ROF: 1	HEDP	100	×10C	×2	2.5	5 400	
Mag: 1	CHEM	100	×1C	×10	—	5 400	
	ILLUM	100	—	—	—	100 400	
	APERS	40	10	×10	2.5	5 —	
Mk-19 40mm AGL	HVHE	200	×10C	×10	5	10 3000	
ROF: 8	HVHEDP	200	×10C	×2	2.5	5 3000	
Mag: 50	Also, see M79 40mm GL (except APERS round)						
M203 40mm GL	See M79 40mm GL						
AGS-17 30mm AGL	HE	150	×8C	×10	2.5	5 1700	
ROF: 5							
Mag: 30							
M12 SMAW 82mm GL	HEAT	100	×20C	—	5	10	
ROF: 1	HE	125	×25C	×10	5	30	
Mag: (2)							
TGS 40mm GL	See M79 40mm GL						
RPG-22	HEAT	150	×15C	—	5	5	
ROF: 1							
Mag: 0							
RPG-7	HEAT	150	×20C	×4	5	×10	
ROF: 1							
Mag: (2)							
RPG-27	HEAT	100	×20C	—	5	10	
ROF: 1							
Mag: (2)							
M79 90mm RPG	HEAT	150	×18C	—	2.5	10 400	
ROF: 1	HEDP	250	×15C	×2	5	20 400	
Mag: (2)	WP	250	×15C	×10	—	20 400	
AK-GL 30mm GL	HE	100	×10C	×10	5	10 400	
ROF: 1	CHEM	100	×1C	×10	—	5 400	
Mag: 1							

RECOILLESS ARTILLERY

Type	Rnd	Rng	Dam	Arm	KDR	Burst
M20 75mm Rcl	HE	150	×20C	×10	5	15
ROF: 1	HEAT	150	×15C	—	2.5	10
Mag: 0	WP	150	×15C	×10	—	10
M67 90mm Rcl	HE	150	×25C	×10	7.5	20
ROF: 1	HEAT	150	×20C	—	2.5	10
Mag: 0	APERS	150	×20C	×10	5	15
M40A2 106mm Rcl	HEAT	350	×25C	—	5	15
ROF: 1	APERS	350	×25C	×10	10	25
Mag: 0						
B-10 82mm Rcl	HE	150	×25C	×10	7.5	20
ROF: 1	HEAT	150	×20C	—	2.5	10
Mag: 0						
B-11 107mm Rcl	HE	350	×25C	×10	8	20
ROF: 1	HEAT	350	×25C	—	5	10
Mag: 0						
SPG-9 73mm Rcl	HEAT	250	×20C	—	2.5	5
ROF: 1	HE	250	×15C	×10	10	15
Mag: 0						
M59-A 82mm Rcl	HE	150	×25C	×10	7.5	20
ROF: 1	HEAT	150	×20C	—	2.5	10
Mag: 0						
L-6 Wombat 120mm Rcl	HE	450	×30C	×10	15	25
ROF: 1	HEAT	450	×35C	—	5	10
Mag: 0						

ANTITANK MISSILES AND LAUNCHERS

Type	Rnd	Rng	Dam	Arm	KDR	Burst
M20A1 3.5" RL	HEAT	100	×15C	—	2.5	5
ROF: 1						
Mag: (2)						
M72 66mm LAW	HEAT	100	×15C	—	2.5	5
ROF: 1						
Mag: 0						
LAW-80	HEAT	100	×20C	—	5	5
ROF: 1						
Mag: 0						
Armbrust	HEAT	100	×20C	—	5	5
ROF: 1						
Mag: 0						
M3 Carl Gustav 84mm LAW	HEAT	200	×20C	—	2.5	5
ROF: 1	HEDP	200	×20C	×5	5	5
Mag: 0	CHEM	200	×1C	×10	0	2.5
AT-4 RL	HEAT	100	×20C	—	5	5
ROF: 1						
Mag: 0						
M47 Dragon MAW ATRL	HEAT	1200	×25C	—	5	5
ROF: 1						
Mag: (2)						
TOW I AT Missile	HEAT	3000	×25C	—	5	10
ROF: 1						
Mag: (2)						
TOW II AT Missile	HEAT	3500	×40C	—	10	15
ROF: 1						
Mag: (2)						
Tank Breaker AT Missile	HEAT	2000	×30C	—	5	10
ROF: 1						
Mag: (2)						
RPG-75	HEAT	100	×20C	—	5	5
ROF: 1						
Mag: 0						
RBS-56 BILL	HEAT	2000	×30C	—	5	10
ROF: 1						
Mag: (2)						
APILAS AT Missile Launcher	HEAT	200	×20C	—	5	5
ROF: 1						
Mag: (2)						
Eryx 160mm AT ML	HEAT	200	×20C	—	5	5
ROF: 1						
Mag: (2)						
AT-3 (Sagger)	HEAT	2500	×30C	—	5	10
ROF: 1						
Mag: (3)						
AT-5 (Spandrell)	HEAT	3500	×35C	—	5	10
ROF: 1						
Mag: (2)						
Milan AT	HEAT	3500	×35C	—	5	10
ROF: 1						
Mag: (2)						

ANTITANK MISSILES AND LAUNCHERS (CONT'D)

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
HOT	HEAT	4000	x35C	—	5	10	—
ROF: 1							
Mag: (2)							
LRAC 89 89mm RL	HEAT	150	x18C	—	2.5	10	—
ROF: 1	HEDP	250	x15C x2	5	5	20	—
Mag: (2)	WP	250	x15C x10	—	20	—	—
DARD 120 120mm AT	HEAT	150	x30C	—	5	20	—
ROF: 1	HE	150	x35C x10	10	30	—	—
Mag: 0	WP	150	x15C x10	—	40	—	—
ACCP	HEAT	200	x20C	—	2.5	5	—
ROF: 1							
Mag: (2)							
PzF-11-1 AT	HEAT	150	x25C	—	5	10	—
ROF: 1							
Mag: 0							
M202 66mm RL	HEAT	100	x15C	—	5	5	—
ROF: 4	WP	100	x20C x20	—	15	—	—
Mag: 4							
RPG-16	HEAT	150	x20C x4	5	5	10	—
ROF: 1							
Mag: (2)							
B-300 82mm GL	HEAT	100	x20C	—	2.5	10	—
ROF: 1	HE	125	x25C x10	5	5	30	—
Mag: (2)							
122mm Free Rkt	HE	—	x30C x10	10	30	10,000	—
ROF: 1							
Mag: 0							

ANTIAIRCRAFT MISSILES & LAUNCHERS

Type	ROF	Mag	Rng	Dam	Arm	KDR
Stinger SAM	1	1/2	6000	x10C	—	5
Redeye SAM	1	1/2	4000	x10C	—	5
Blowpipe SAM	1	1/2	4000	x10C	—	5
Javelin SAM	1	1/2	6000	x10C	—	5
SA-14 SAM	1	1/2	6000	x10C	—	5

MINES

Type	Dam	Arm	KDR	Burst
M14 APERS	30	x4	1	1
M18A1 APERS	150	x10	*	*
M25 APERS	40	x2	*	*
M26 APERS	150	x10	12	12
M16A1 APERS	300	x10	24	24
M15 Heavy AT	1600	x10	20	20
M19 Heavy Plastic AT	1600	x10	20	20
M21 Metallic AT	800	x10	15	15
M24 Off-Route AT	100	—	2.5	5
M66 Off-Route AT	100	—	2.5	5
M23 CHEM	—	x20	3	30
M1 CHEM	—	x20	50	50
YaM-5 AT	800	x10	150	20
TM-57 AT	800	x10	20	25
TM-46 AT	750	x10	18	24
KhF-2 Gas	—	x20	50	50
POMZ-2 APERS	100	x10	6	12
PM APERS	40	x4	*	*
Wojo APERS	150	x10	*	*
Wojo AT Mine	800	x10	15	15

*Special, see main entry.

RIFLE GRENADES

Type	Mag	Rng	Dam	Arm	KDR	Burst	IFR
M31 HEAT RG	(2)	15	x15C	—	5	15	200
BTU HEAT RG	(2)	15	x10C	—	2.5	8	200
BTU WP RG	(2)	25	x10C	x10	—	5	200
BTU HE RG	(2)	15	x10C	x10	2.5	8	200
HEAT RG	(2)	12	x10C	—	5	10	180
WP RG	(2)	18	x10C	x10	—	10	180
APERS RG	(2)	12	x10C	x10	5	10	180
140mm RAW HE	(2)	100	x30C	x10	15	30	2000
140mm RAW HEAT	(2)	100	x30C	—	10	20	2000

DEMOLITIONS

Type	Dam	Arm	KDR	Burst
M112 C4 DEMO	100	x10	12	12
M118 Flex-Ex DEMO	200	x10	18	18
M3 Shaped DEMO	1600	x4	2.5	5

GRENADES

Type	ROF	Mag	Dam	Arm	KDR	Burst
Mk-2 "Pineapple" Frag	1	0	x8C	x20	2.5	10
Mk-3A2 Conc	1	0	x10C	x20	5	—
M26A1 Frag	1	0	x8C	x20	2.5	10
ANM-14 Thermite Incen	1	0	x20C	x10	0	2.5
M67 "Baseball" Frag	1	0	x7C	x20	2.5	10
M34 WP Incen	1	0	x10C	x10	0	15
AN-M8 HC Smoke Chem	1	0	x1C	x10	0	5
M18 Colored Smoke Chem	1	0	x1C	x10	0	5
M25A2 CS Chem	1	0	x1C	x10	0	5
Rg-34 Frag	1	0	x8C	x20	2.5	10
RKG-3/3M AT	1	0	x10C	—	2.5	2.5
RG-42 Frag	1	0	x8C	x20	2.5	10
RDG-5 Frag	1	0	x8C	x20	2.5	10
RDG-1 Smoke Chem	1	0	x1C	x10	0	5
F-1 Frag	1	0	x8C	x20	2.5	10
Wojo Incen	1	0	x20C	x10	0	2.5
Wojo AT	1	0	x8C	—	2.5	2.5
Wojo Frag	1	0	x6C	x20	2.5	8
Wojo Smoke Chem	1	0	x1C	x10	0	5

PYROTECHNICS

Type	Rnd	Rng	Dam	Arm	KDR	Burst
HAFLA-35L	INCEN	20	x8C	x10	5	10
ROF: 1						
Mag: 0						
LPO-50 Flamethrower	INCEN	25	x15C	x10	—	10
ROF: 1						
Mag: 6						
TPO-50 Trailer-Mounted FT	INCEN	35	x15C	x10	—	10
ROF: 1						
Mag: 20						
M9A1 Flamethrower	INCEN	25	x15C	x10	—	10
ROF: 1						
Mag: 6						
M49A1 Trip Flare	CHEM	—	—	x20	0	300

Consolidated Ammunition & Price List

MORTARS

60mm Mtr HE: *Weight:* 25 kg per case of 12 *Price:* \$300 per case (C/S).

60mm Mtr WP: *Weight:* 25 kg per case of 12 *Price:* \$600 per case (S/R).

60mm Mtr ILLUM: *Weight:* 25 kg per case of 12 *Price:* \$300 (S/R).

81mm Mtr HE: *Weight:* 25 kg per case of three *Price:* \$150 per case (C/S).

81mm Mtr WP: *Weight:* 25 kg per case of three *Price:* \$300 per case (S/R).

81mm Mtr ILLUM: *Weight:* 25 kg per case of three *Price:* \$150 (S/R).

82mm Mtr HE: *Weight:* 10 kg each, 50 kg per five-round clip *Price:* \$60 each, \$300 per clip (S/C).

82mm Mtr HEDP: *Weight:* 10 kg each, 50 kg per five-round clip *Price:* \$120 each, \$600 per clip (R/S).

82mm Mtr WP: *Weight:* 10 kg each, 50 kg per five-round clip *Price:* \$60 each, \$300 per clip (R/S).

120mm Mtr HE: *Weight:* 50 kg per case of two *Price:* \$200 per case (V/V).

120mm Mtr WP: *Weight:* 50 kg per case of two *Price:* \$400 per case (V/V).

120mm Mtr CHEM: *Weight:* 50 kg per case *Price:* \$250 per case (S/S).

120mm Mtr ILLUM: *Weight:* 50 kg per case *Price:* \$200 per case (S/R).

160mm Mtr HE: *Weight:* 100 kg per case of two *Price:* \$250 per case (—/R).

160mm Mtr WP: *Weight:* 100 kg per case of two *Price:* \$500 per case (—/R).

160mm Mtr CHEM: *Weight:* 100 kg per case of two *Price:* \$320 (—/R).

240mm Mtr HE: *Weight:* 60 kg *Price:* \$200 (—/R).

240mm Mtr WP: *Weight:* 60 kg *Price:* \$400 (—/R).

240mm Mtr CHEM: *Weight:* 60 kg *Price:* \$250 (—/R).

GRENADE LAUNCHERS

30mm CHEM: Used in AK-GL only. *Weight:* .35 kg, 9 kg per case of 24 *Price:* \$6 each, \$100 per case (S/R).

30mm HE: Used in both AGS-17 and AK-GL. *Weight:* .35 kg, 10 kg per 29-round drum *Price:* \$3 each, \$75 per drum (R/C).

40mm APERS: *Weight:* .2 kg, 28 kg per case of 144 *Price:* \$6 each, \$500 per case (R/—).

40mm CHEM: Smoke or irritant gas only. *Weight:* .3 kg, 25 kg per case of 44 *Price:* \$4 each, \$150 per case (S/R).

40mm HE: *Weight:* .3 kg, 25 kg per case of 72 *Price:* \$4 each, \$200 per case (C/S).

40mm HEDP: *Weight:* .3 kg, 25 kg per case of 72 *Price:* \$5 each, 250 per case (S/R).

40mm HVHE: *Weight:* .4 kg, 20 kg per 50-shot belt, 25 kg per case of one belt *Price:* \$6 each, \$250 per case (S/R).

40mm HVHEDP: *Weight:* .4 kg, 20 kg per 50-shot belt, 25 kg per case of one belt *Price:* \$10 each, \$400 per case (S/R).

40mm ILLUM: *Weight:* .2 kg, 20 kg per case of 44 *Price:* \$6 each \$225 per case (S/R).

82mm HE: Used in the M12 SMAW. *Weight:* .2 kg, 7 kg per case of six *Price:* \$75 each, \$350 per case (R/—).

82mm HEAT: Used in the M12 SMAW. *Weight:* .2 kg, 7 kg per

case of six *Price:* \$80 each, \$420 per case (R/—).

85mm HEAT: Used in the RPG-7. *Weight:* .2 kg, 8 kg per case of three *Price:* \$50 each, \$125 per case (S/C).

90mm HEAT: Used in the Yugoslavian M79 GL. *Weight:* .5 kg *Price:* \$150 (—/R).

90mm HEDP: Used in the Yugoslavian M79 GL. *Weight:* .5 kg *Price:* \$175 (—/R).

90mm WP: Used in the Yugoslavian M79 GL. *Weight:* .5 kg *Price:* \$190 (—/R).

112mm HEAT: Used in the RPG P-27. *Weight:* .4 kg *Price:* \$75 (—/R).

RECOILLESS RIFLES

73mm RR HE: Used in the SPG-9 recoilless rifle. *Weight:* 1.3 kg *Price:* \$500 (—/R).

73mm RR HEAT: Used in the SPG-9 recoilless rifle. *Weight:* 1.3 kg *Price:* \$550 (—/R).

75mm RR HE: *Weight:* 10 kg *Price:* \$425 (R/—).

75mm RR HEAT: *Weight:* 10 kg *Price:* \$450 (R/—).

75mm RR WP: *Weight:* 10 kg *Price:* \$550 (R/—).

82mm RR HE: Used in the B-10 recoilless rifle. *Weight:* 4 kg *Price:* \$550 (—/R).

82mm RR HEAT: Used in the B-10 recoilless rifle. *Weight:* 4 kg *Price:* \$600 (—/R).

82mm RR HE: Used in the Czech M59A. *Weight:* 5 kg *Price:* \$600 (—/R).

82mm RR HEAT: Used in the Czech M59A. *Weight:* 5 kg *Price:* \$650 (—/R).

90mm RR APERS: *Weight:* 4 kg *Price:* \$550 (R/—).

90mm RR HE: *Weight:* 4 kg *Price:* \$450 (R/—).

90mm RR HEAT: *Weight:* 4 kg *Price:* \$475 (R/—).

106mm RR APERS: *Weight:* 19 kg *Price:* \$750 (R/—).

106mm RR HEAT: *Weight:* 17 kg *Price:* \$650 (R/—).

107mm RR HE: Used in the B-11 recoilless rifle. *Weight:* 9 kg *Price:* \$700 (—/R).

107mm RR HEAT: Used in the B-11 recoilless rifle. *Weight:* 9 kg *Price:* \$700 (—/R).

120mm RR HE: Used in the Wombat recoilless rifle. *Weight:* 28 kg *Price:* \$700 (R/—).

120mm RR HEAT: Used in the Wombat recoilless rifle. *Weight:* 28 kg *Price:* \$750 (R/—).

ANTITANK MISSILES AND ROCKETS

3.5" HEAT: *Weight:* 2.5 kg *Price:* \$300 (R/—).

58.3mm HEAT: Used in the RPG-16. *Weight:* 3 kg *Price:* \$500 (R/S).

66mm RL HEAT: Used in the M202. *Weight:* 7 kg per four-round clip *Price:* \$250 per clip (S/R).

66mm WP: Used in the M202. *Weight:* 7 kg per four-round clip *Price:* \$250 per clip (S/R).

82mm HE: Used in the B-300. *Weight:* .2 kg, 7 kg per case of six *Price:* \$80 each, \$420 per case (R/—).

82mm HEAT: Used in the B-300. *Weight:* .2 kg, 7 kg per case of six *Price:* \$75 each, \$350 per case (R/—).

84mm CHEM: Used in the 84mm Carl Gustav. *Weight:* 3 kg *Price:* \$450 (R/—).

84mm HEAT: Used in the 84mm Carl Gustav. *Weight:* 3 kg *Price:* \$400 (S/R).

84mm HEDP: Used in the 84mm Carl Gustav. *Weight:* 3 kg *Price:* \$450 (S/R).

89mm HEAT: Used in the LRAC 89 *Weight:* 5 kg *Price:* \$150 (R/—).

89mm HEDP: Used in the LRAC 89 *Weight:* 5.5 kg *Price:* \$175 (R/—).

89mm WP: Used in the LRAC 89. *Weight:* 5 kg *Price:* \$190 (R/—).

90mm HEAT: Used in the Milan. *Weight:* 7 kg *Price:* \$1200 (S/R).

120mm HEAT: Used in the DARD 120. *Weight:* 12 kg *Price:* \$800 (R/—).

122mm Rkt: *Weight:* 46 kg *Price:* \$350 (—/R).

127mm HEAT: Used in the Dragon. *Weight:* 6.6 kg *Price:* \$350 (S/R).

127mm HEAT: Used in the TOW. *Weight:* 20 kg *Price:* \$1200 (R/—).

152mm HEAT: Used in the Tank Breaker. *Weight:* 10 kg *Price:* \$1000 (S/R).

152mm HEAT: Used in the TOW II. *Weight:* 20 kg *Price:* \$1500 (S/R).

160mm HEAT: Used in the Eryx. *Weight:* 11 kg *Price:* \$1100 (R/—).

ACCP HEAT: *Weight:* 11 kg *Price:* \$750 (R/—).

APILAS: *Weight:* 10 kg *Price:* \$1000 (R/—).

AT-3: *Weight:* 10 kg *Price:* \$1000 (—/R).

AT-5: *Weight:* 12 kg *Price:* \$1200 (—/R).

BILL HEAT: *Weight:* 8 kg *Price:* \$1200 (R/—).

Blowpipe Missile: *Weight:* 11 kg *Price:* \$2000 (R/—).

HOT: *Weight:* 18 kg *Price:* \$1000 (R/—).

Javelin Missile: *Weight:* 12 kg *Price:* \$2000 (S/R).

Redeye Missile: *Weight:* 13 kg *Price:* \$2000 (R/—).

SA-14 Missile: *Weight:* 10 kg *Price:* \$2100 (R/S).

Stinger Missile: *Weight:* 16 kg *Price:* \$2000 (S/R—).

MISCELLANEOUS

Fire Extinguisher Bottle, Vehicle: Three vehicle fire extinguisher bottles come as standard equipment in AFVs. *Weight:* 10 kg *Price:* \$500 (C/C).

Flame Retardant Suit: Nomex tanker's coveralls or similar garments designed to provide temporary protection from flames and flash burns. Helicopter and tank crewmembers receive one free as part of their initial equipment. *Weight:* 8 kgs *Price:* \$500 (S/S).

Wojo Sabot: A wooden sabot strapped around a 60mm mortar round to allow it to be fired from an 81/82mm mortar tube. *Weight:* 2 kg *Price:* \$5 (C/C).

DISPOSABLE WEAPONS

Armbrust: *Weight:* 6 kg *Price:* \$200 (S/R).

LAW-80: *Weight:* 6 kg *Price:* \$300 (R/—).

M72 66mm LAW: *Weight:* 2 kg *Price:* \$180 (S/R).

RPG-22: *Weight:* 4 kg *Price:* \$400 (R/S).

RPG-75: *Weight:* 4 kg *Price:* \$300 (—/R).

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