

TABLES & REFERENCE

MI WEAPONS LIST

Name	Range	Damage	Type	Traits
<i>Squad Weapons</i>				
SW-226-f Hel Infantry Flamer	10"	D10+2	Squad	Flame LZ (Stream) Retaliate
TW-201-s Morita Carbine	15"	2xD6	Squad	Auto
TW-201-1 Morita Sniper Rifle	30"	D6	Squad	Accurate
TW-203-a Morita Assault Rifle	20"	2xD6	Squad	Auto
XW-110-G1 G/L	—	—	—	—
- M-290 Flechette Grenade	8"	D6+1	Pack	Underslung
- M-291 Frag Grenade	15"	D6	Pack	LZ (2") Underslung
- M-295 Bugshot Grenade	10"	D6+2	Pack	Ready Underslung
XW-137-A3 Trench Sweeper Laser	6"	D10+1	Pack	LZ (Stream) Underslung
IW-203-a Morita Ape Special	20"	2xD6+1	Squad	Auto
<i>Close Combat Weapons</i>				
CC-176-ER Shock Stick	Close combat	As user	—	Parry Piercing/1
IW-228 Utility Claws	Close combat	2x as user	—	—
<i>Support Weapons</i>				
IW-422 Hellseed Y-Rack	Special	D6	Pack	See Page 85
MW-209 Trip Hammer Mortar	36"	D6+2	Pack	LZ (2") Ready
MW-558 Spitball R/L	12"	2xD10	Pack	Piercing/1
SW-402 Triple Thud G/L	15"	3xD10	Pack	Piercing/1
SW-219-f Inferno Support Flamer	12"	2xD10+2	Pack	Flame LZ (Stream) Retaliate
<i>Missiles and Rockets</i>				
SW-404 Javelin Missile Launcher	—	—	—	—
- M-714A2 Firecracker HE Missile	60"	3xD6	Pack	LZ (2") Accurate
- M-766A1 Holepunch HEAP Missile	60"	D10	Pack	LZ (1") Piercing/2
SW-414 Rapier AA Missile Launcher	—	—	—	—
- M-780A5 AA 'Birdbolt' Missile	60"	D10	Pack	AA Accurate LZ (2") Piercing/1
SW-490 Blizzard Missile Pack	60"	2xD10	One-Shot!	Ready LZ (3")
<i>Autocannon</i>				
MW-206 Derringer Light Rotary Cannon	20"	4xD6	Squad	AA Auto
MW-265 Sixgun Rotary Cannon	30"	3xD6+1	Squad	AA Auto Piercing/1
MW-5050 Twin .50 Autocannon	30"	4xD6+1	Crew	AA Auto Piercing/1

Lasers

SW-X28 Bugbroom Support Laser	40"	3xD6+2	Pack	LZ (Stream) Piercing/1 Ready
MW-X29 Scythe Laser Cannon	36"	D10+3	Pack	LZ (Stream) Piercing/2 Ready

Hand Grenades

M-902F Frag Grenade	8"	D10	Pack	LZ (1")
M-904C Chem Grenade	8"	3xD6	Pack	LZ (2") Persistent

Munitions

M-918 Scatter Bomb	Dropped	3xD6	One-Shot!	LZ (3") Flame
M-908P Plasma Munition	Launched 60" Placed Thrown 6"	2xD10	One-Shot!	Killshot LZ (3") Persistent (Remote if Placed)
M-997 Firestorm Bomb	Dropped	2xD10+2	One-Shot!	Flame LZ (4")
M-998A1 Atomic Pee-Wee Munition	Dropped Launched 60" Placed	3xD10+4	One-Shot!	Flame Killshot LZ (5") Multihit (Remote if Placed)
M-999A2 Atomic Ajax Munition	Dropped Placed	3xD10+4	One-Shot!	Flame Killshot LZ (7") Multihit (Remote if Placed)

ARACHNID WEAPONS LIST

Name	Range	Damage	Type	Traits
Blaster Bug Heat	18"	D6+1	Internal	Flame
Blister Bug Acid	12"	D10	Internal	Piercing/1
Firefry Flame	9"	D10	Internal	Flame
Plasma Discharge	72"	2xD10+3	Internal	AA Fire Arc: FxR LZ (3") Multihit Ready Piercing/1
Tanker Spit	18"	D10+D6	Internal	Fire Arc: F Flame LZ (Stream) Persistent

SKINNY WEAPONS LIST

Name	Range	Damage	Type	Traits
Constrictor Rifle	18"	D6	Infinite	Piercing/2 Accurate
Nerve Beam	36"	D6+1	Infinite	Killshot LZ (Stream) Ready
Skinny Shock Stick	Close Combat	As user	—	Parry Piercing/1
Skinny Bomb	Placed	2xD10+2	One-Shot!	Flame LZ (4") Remote

ARTILLERY DEVIATION

These 4 tables form an easy reference page for players using artillery fire.

The possible calls when making a deviation roll are 'Evens Long', 'Odds Long', 'Odds Short' and 'Evens Short'.

Every result that the deviation mechanic in the Artillery fire rules can produce is in these tables.

See page 40 for the full rules on Artillery fire.

EVENS LONG

D6 Result	6	+5"	+8"	+3"	+10"	+1"	HIT
	5	-6"	-3"	-8"	-1"	-10"	+1"
	4	+3"	+6"	+1"	HIT	-1"	+10"
	3	-4"	-1"	-6"	+1"	-8"	+3"
	2	+1"	HIT	-1"	+6"	-3"	+8"
	1	-2"	+1"	-4"	+3"	-6"	+5"
		1	2	3	4	5	6

ODDS LONG

D6 Result	6	-5"	-8"	-3"	-10"	-1"	-12"
	5	+6"	+3"	+8"	+1"	HIT	-1"
	4	-3"	-6"	-1"	-8"	+1"	-10"
	3	+4"	+1"	HIT	-1"	+8"	-3"
	2	-1"	-4"	+1"	-6"	+3"	-8"
	1	HIT	-1"	+4"	-3"	+6"	-5"
		1	2	3	4	5	6

ODDS SHORT

D6 Result	6	+5"	+8"	+3"	+10"	+1"	+12"
	5	-6"	-3"	-8"	-1"	HIT	+1"
	4	+3"	+6"	+1"	+8"	-1"	+10"
	3	-4"	-1"	HIT	+1"	-8"	+3"
	2	+1"	+4"	-1"	+6"	-3"	+8"
	1	HIT	+1"	-4"	+3"	-6"	+5"
		1	2	3	4	5	6

EVENS SHORT

D6 Result	6	-5"	-8"	-3"	-10"	-1"	HIT
	5	+6"	+3"	+8"	+1"	+10"	-1"
	4	-3"	-6"	-1"	HIT	+1"	-10"
	3	+4"	+1"	+6"	-1"	+8"	-3"
	2	-1"	HIT	+1"	-6"	+3"	-8"
	1	+2"	-1"	+4"	-3"	+6"	-5"
		1	2	3	4	5	6

D6 Result