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M4 with M203 Grenade launcher



Single

Range: 3, Damage: 1  
Ammo: 30  
Auto weapon roll  
1D6+2 = rounds fired

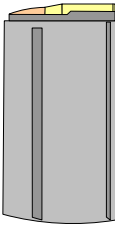

**40mm:** Range: 5, Ammo: 1  
No Snapshots, 1 AP reload

**See control panel for grenade aiming and loading weapon rule**

Auto

4

2 XM25  
7.62mm  
20 round magazines

1

2

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XM25 with Scope



Range: 4 Damage: 2  
+1 to hit  
1 AP for new Target

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McMillan Tac-50  
Must be fired prone




Range: 6 Damage: 3  
Ammo: 5  
1 AP for new target  
2 AP to setup/takedown

5	4	3	2	1 Reload
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4


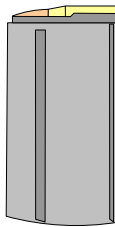
1 40mm HE Bandolier  
6 Rounds



Need Ammo pouch or backpack  
to carry. Area effect: 2,  
damage: 2

4

2 XM25  
7.62mm  
20 round magazines

1

2

8

M60 Ammo Box  
120 rounds

120		60
90		30

Large: Must be carried  
in backpack

8


M60 Ammo Box  
120 rounds

120		60
90		30

Large: Must be carried  
in backpack

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M60 Machine gun



Range: 5 Damage: 2  
-1 to hit if fired while moving  
1 AP to setup / takedown bipod  
Ammo: 120 (4 x 30)  
Auto weapon roll  
1D6+3 = rounds fired.  
Reload after 120 rounds