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HK XM8 sharpshooter with advanced sight

Single

Auto




Ammo: 30
Auto weapon roll
1D6+2 = rounds fired
1.5x scope +1 to hit

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HK XM8 compact carbine

Single

Auto



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

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HK XM8 Automatic with Bipod and 100 rd. Drum with advanced sight



Range: 4 Damage: 1
Ammo: 100
1.5x scope +1 to hit
Fires in 5 rd. bursts.
Reload after 100 rounds

XM8 100 rd. Drum


5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds

XM8 100 rd. Drum

5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds
5 rounds	5 rounds	5 rounds	5 rounds

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HK XM8 / 40mm Grenade launcher



Single

Auto


Range: 3, Damage: 1
Ammo: 30
Auto weapon roll
1D6+2 = rounds fired
1.5x scope +1 to hit
40mm: Range: 5, Ammo: 1
No Snapshots, 1 AP reload
See control panel for grenade aiming and loading weapon rule

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HK XM8 carbine with advanced sight

Single


Auto



Range: 3, Damage: 1
Ammo: 30
Auto weapon roll
1D6+2 = rounds fired
1.5x scope +1 to hit

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40mm Grenade Launcher



Range: 5, Ammo: 6
No Snapshot allowed

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HK 40mm Grenade Launcher



Range: 5, Ammo: 1
No Snapshot, 1 AP Reload