

GENERIC	
Rifle	
Value	free
Crew	
Speed	
Armour	
AT Class	
Calibre	
Range AT	
Shots/rounds	1/unlimited
Attack value	n/a
Range HE	12/24/36
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Light Mortar	
Value	5 pts
Crew	2
Speed	
Armour	
Crewed	
AT Class	
Calibre	
Range AT	
Shots/rounds	2/10
Attack value	n/a
Range HE	6 to 24
HE effect	A
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Medium Mortar	
Value	15 pts
Crew	3
Speed	
Armour	
Crewed + Immobile	
AT Class	
Calibre	
Range AT	
Shots/rounds	1/8
Attack value	n/a
Range HE	6 to 48
HE effect	C
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Heavy Mortar	
Value	25 pts
Crew	3 or 4
Speed	
Armour	
Crewd + Immobile	
AT Class	
Calibre	
Range AT	
Shots/rounds	1/6
Attack value	n/a
Range HE	12 to 60
HE effect	D
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Light Machine Gun	
Value	5 pts
Crew	1
Speed	
Armour	
AT Class	
Calibre	
Range AT	
Shots/rounds	3/10
Attack value	n/a
Range HE	18/36/60
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Medium Machine Gun	
Value	10 pts
Crew	2 or 3
Speed	
Armour	
Crewed + Immobile	
AT Class	
Calibre	
Range AT	
Shots/rounds	4/8
Attack value	n/a
Range HE	24/48/60
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Heavy Machine gun	
Value	15 pts
Crew	3
Speed	
Armour	
Crewed + Immobile	
AT Class	HMG
Calibre	n/a
Range AT	24/48/60
Shots/rounds	4/6
Attack value	+4/+1/-3
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Sub-machine Gun	
Value	free
Crew	
Speed	
Armour	
*Misses can be re-rolled	
AT Class	
Calibre	
Range AT	
Shots/rounds	1*/unlimited
Attack value	n/a
Range HE	-/12/-
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Anti-tank Rifle	
Value	5pts
Crew	1
Speed	
Armour	
No penalty for firing and moving	
AT Class	ATR
Calibre	n/a
Range AT	12/24/-
Shots/rounds	1/unlimited
Attack value	+6/+2/na
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Manpack Flamethrower	
Value	20 pts
Crew	1
Speed	
Armour	
Automatic hit	
AT Class	Flame
Calibre	n/a
Range AT	6
Shots/rounds	1/3
Attack value	+3
Range HE	6
HE effect	C
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

GENERIC	
Pistol	
Value	free
Crew	n/a
Speed	n/a
Armour	n/a
AT Class	Pistol
Calibre	n/a
Range AT	3
Shots/rounds	1/unlimited
Attack value	n/a
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Medium Truck	
Value	5 (+3)
Crew	
Speed	6/2
Armour	soft
Capacity 12	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	LMG
Range	18/36/60
Shots/rounds	3/10
Attack value	
AT Range	
HE effect	

Generic	
AWD Truck	
Value	5 (+3)
Crew	
Speed	6/4
Armour	soft
Capacity 12	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	LMG
Range	18/36/60
Shots/rounds	3/10
Attack value	
AT Range	
HE effect	

Generic	
Towing vehicle	
Value	free
Crew	
Speed	5/2
Armour	soft
Capacity 8	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Light Truck	
Value	5
Crew	
Speed	8/2
Armour	soft
Capacity 8	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Bicycle	
Value	1/2
Crew	
Speed	5/1
Armour	n/a
Capacity 2	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Civilian car	
Value	2
Crew	
Speed	8/1
Armour	soft
Capacity 4	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Horse tow	
Value	free
Crew	
Speed	5/3
Armour	n/a
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	