

HEAVY WEAPONS

Weapon	Type/ Caliber	Range S/M/L	Damage	ROF	Shots	AP	Notes
BRITISH							
OQF 2pdr	AT Gun/ 40mm	60/120/240	4d6	1	-	8	Turntable, no HE shell, Snap Fire Penalty*
OQF 25pdr	AT/Field Gun/ 87.8mm	60/120/240/*	4d8	1	-	10/2	Turntable, Large Burst Template
Bofors	AA Gun/ 40mm	60/120/240	4d6	3	8	2	Turntable, Full Auto, Small Burst Template, no AT shell
GERMAN							
2cm KwK38 gun	AT/AA Gun/ 20mm	40/80/160	2d12	3	10	6	Full Auto, Snap Fire Penalty*
3.7cm PaK36	AT Gun/ 37mm	60/120/240	4d6	1	-	8/2	Small Burst Template
5cm KwK38 gun	AT Gun/ 50mm	60/120/240	4d6+1	1	-	10/2	Medium Burst Template, Snap Fire Penalty*
7.5cm KwK37gun	AT/ Field Gun/ 75mm	60/120/240/*	4d8	1	-	10/2	Large Burst Template, Snap Fire Penalty*
8.8cm FlaK36	AT/HvyAA Gun/ 88mm	100/200/400/*	4d8+1	1	-	22/2	Turntable, Large Burst Template
ITALIAN							
13.2mm machine gun	Heavy MG/ 13.2mm	30/60/120	2d10	3	50	4	Full Auto, Snap Fire Penalty*
20/65 gun	AT/AA Gun/ 20mm	40/80/160	2d12	3	8	6	Full Auto, Snap Fire Penalty*
47/32 gun	AT Gun/ 47mm	50/100/200	4d6	1	-	8/2	Small Burst Template, Snap Fire Penalty*
75/18 gun	AT Gun/ 75mm	50/100/200	4d8	1	-	10/2	Large Burst Template, Snap Fire Penalty*
90/53 gun	AT/HvyAA Gun/ 90mm	100/200/400/*	4d8+1	1	-	22/2	Turntable, Large Burst Template

AT Gun: May target vehicles or ground targets in direct fire (LOS)

AA Gun: May target aircraft, vehicles or ground targets in direct fire (LOS)

Field Gun: May target vehicles or ground targets in direct fire (LOS). May fire a barrage with full crew if ammo supply present.

Hvy AA Gun: May target aircraft, vehicles or ground targets in direct fire (LOS).

May barrage against aircraft only with full crew and ammo supply.

AP: AT (armor piercing) round / HE (high explosive) round. AT rounds do NOT create a burst template.

For AT shells AP +4 at Short Range and -4 at Long Range.

Turntable: Gun can rotate 360degrees.

Snap Fire Penalty *: -2 to hit if move this action. Only if mounted in vehicle, if towed no move and shoot.

Full Auto: Roll ROF, -2 on all dice, ROF 2 = 4 bullets, ROF3 = 9 bullets. May use single shot. May use Suppressive Fire with roll to hit.

Suppressive Fire: Roll to hit area. All targets in area make Spirit roll or are Shaken - targets hit on 1. No roll to hit necessary if have loader.

Range *: May target or barrage out to miles with spotter in voice contact. Must roll to hit at -4, decreases to -2 second shot.

Rare: All guns on this sheet are "rare" and only available if assigned by high command or captured.