

WEAPONS

M-72 LAW (Light Anti-Armor Weapon)

Min. Arming Distance: 1"

Ammo Limitation

PEN: 46

To Hit:	16	12	8	4
	5	20	30	40

M-3 Carl Gustav (AT Rocket)

Min. Arming Distance: 2"

Ammo Limitation

PEN: 58

To Hit:	16	12	8	4
	5	25	50	70

M-47 Dragon (AT Wire Guided Missile)

Min. Arming Distance: 8"

Ammo Limitation

PEN: 70

To Hit:	16	12	8	4
	25	50	100	150

M-220 TOW Missile System (Tube Optical

Wire-guided missile)

Min. Arming Distance: 10"

Ammo Limitation

PEN: 100

To Hit:	16	12	8	4
	25	75	150	200

Once in place this weapon system may not be moved as it is too heavy for the snowmen and the Nutcrackers have their own problems. This weapon is slow. Every 20" to target requires an activation card to be drawn, regardless of side the card is for. If the operator is shot at (with at least a morale check result) before the missile impacts then the missile goes ballistic. If the target leaves LOS before the missile impacts it goes ballistic.

Kar 98K (Bolt Action Rifle ~8mm)

ROF: 1

Jam: 20

Effect: E

To Hit:	16	12	8	4
	5	15	40	75

M4 Carbine (Automatic Carbine 5.56mm)

ROF: 3

Jam: 19-20

Effect: F

To Hit:	16	12	8	4
	4	6	12	24

Snowball (125mm ball of ice)

ROF: 1

Jam: Never

Effect: D

To Hit:	16	12	8	4
	5	10	15	20

Barrett .50cal Sniper System

ROF:1

Ammo Limitation

Jam: Never

Effect: 1-2 No Effect, 3-5 return to boat or death if boat is destroyed, 6 DEATH

Range: 50" or against flying Reindeer!

FIM-92A Stinger Anti-Aircraft Missile System

ROF: 1

Ammo Limitation

Jam: Never

Effect: 1-2 miss, 4-6 flying target destroyed.