

Grenade launchers:

(These weapons are used two handed!)

(Tuning can change the range division. All range divisions given in this list apply to iron sight/standard models!)

(Please look up the effects of tunings in the tuning list)

(Prices are not guaranteed!)

M 79 Grenade Launcher			
			
Ammunition:	40 mm Grenades		
Price:	2500 \$		
Damage:	Depending on the ammunition used		
Maximum range:	125 + PE * 3		
Size:	Big		
Rarity:	Rare		
Range division single fire:	<table border="0" style="width: 100%;"> <tr> <td style="width: 50%;"> CQC: Close range: Middle range: far range: extreme range: </td> <td style="width: 50%;"> Bis 25 cm: +5 to heavy weapons Bis 50 cm + PE *3: +10 to heavy weap. +25 cm: No adjustment +25 cm: -5 to heavy weapons +25 cm: -10 to heavy weapons </td> </tr> </table>	CQC: Close range: Middle range: far range: extreme range:	Bis 25 cm: +5 to heavy weapons Bis 50 cm + PE *3: +10 to heavy weap. +25 cm: No adjustment +25 cm: -5 to heavy weapons +25 cm: -10 to heavy weapons
CQC: Close range: Middle range: far range: extreme range:	Bis 25 cm: +5 to heavy weapons Bis 50 cm + PE *3: +10 to heavy weap. +25 cm: No adjustment +25 cm: -5 to heavy weapons +25 cm: -10 to heavy weapons		
AP Costs:	5 for common shot 4 to reload		
Ammunition feeding:	Similar to some shotguns, the M79 is broken open in the back and the grenade inserted by hand.		
Min. strength:	6		
Weight:	8 pounds weapon 1 pound for each grenade.		
Special rule:	Explosive ordinance must first fly for a bit, before it's armed. Therefore, jumping grenades and frag grenades can't be used in CQC Range. Beehives however can be used, as can be poison gas, if you're feeling suicidal.		
Encounterable versions:	Standard model: Rare.		
Description:	After the end of World War II, a weapon was added to the US arsenals that was sorely missed in World War II. The grenade launcher closed the gap between the ranges of hand grenades and mortars. The M 79 looks like a big, one barreled break open shotgun and basically is one. The only disadvantage is having only one shot at a time.		

MF-GL 15 Multiple Grenade Launcher



Ammunition:	40 mm grenades	
Price:	5500 \$	
Damage:	Depending on the ammunition	
Maximum range:	125 + PE * 3	
Size:	Big	
Rarity:	Rare	
Range division single fire:	<p>CQC:</p> <p>Close range:</p> <p>Middle range:</p> <p>far range:</p> <p>extreme range:</p>	<p>Up to 25 cm: +5 to heavy weapons</p> <p>Up to 50 cm + PE *3: +10 to HW</p> <p>+25 cm: No adjustment</p> <p>+25 cm: -5 to heavy weapons</p> <p>+25 cm: -10 to heavy weapons</p>
AP Costs:	<p>5 for common shot</p> <p>2 to reload per shot, 1 AP if the ammunition is carried in an easily accessible manner (a special vest, maybe)</p>	
Ammunition feeding:	Break open, like many an old revolver. One ejects all loaded grenades by opening and then loads one at a time.	
Min. strength:	6	
Weight:	<p>10 pounds weapon</p> <p>1 pound per grenade (six fit into the weapon)</p>	
Special rule:	Explosive ordinance must first fly for a bit, before it's armed. Therefore, jumping grenades and frag grenades can't be used in CQC Range. Beehives however can be used, as can be poison gas, if you're feeling suicidal.	
Encounterable versions:	Standard model: Rare	
Description:	<p>The Multiple Grenade Launcher is the logical advancement of the M 79. Instead of loading only one grenade and looking like a one barreled shotgun under a magnifying glass, the MF-GL 15 has a six shot revolving drum magazine.</p>	