

Weapon	Short	Long	S	L	Str	Dmg	Save	C	H	S	F	Area	Tech
Auto-gun	12"	32"	+1	0	3	1	-1	-	-	-	-	N/A	6
Bolter	12"	24"	+1	0	4	1	-1	-	-	-	-	N/A	6
Bow	12"	24"	0	-1	3	1	0	-	-	-	-	N/A	5
Crossbow	16"	32"	0	-1	4	1	0	-	-	x	-	N/A	5
Graviton Gun	8"	16"	+1	0	special	N/A	0	-	-	-	-	1/2"	6
Handbow	8"	16"	0	-1	4	1	0	-	-	x	-	N/A	5
Lasgun	12"	24"	+1	0	3	1	-1	-	-	-	-	N/A	6
Melta-gun	6"	12"	+1	0	8	d6	-4	-	-	x	-	1"	6
Musket	6"	24"	0	-1	3	1	-1	-	-	x	-	N/A	5
Needler	16"	32"	+1	0	3	1	+1	-	-	x	-	N/A	7
Shotgun	4"	18"	0	0	3	1	0	-	-	x	-	1/2"	5
Shotgun Solid	see shotgun				4	1	0	-	-	x	-	1/2"	5
Shotgun Scatter	see shotgun				3	1	-1	-	-	x	-	1/2"	5
Shuriken Catapult	12"	24"	+1	0	4	1	-2	-	-	-	x	N/A	7
Sling	12"	18"	0	-1	3	1	0	-	-	x	-	N/A	5
Storm Bolter	12"	24"	+1	0	4	1	-1	-	2"	-	x	0	Trm
Auto-cannon	20"	72"	0	0	8	d6	-3	-	2"	x	-	1"	6
Grenade Launcher	20"	60"	0	0	ammo	ammo	ammo	-	1/2"	x	-	N/A	6
Heavy Bolter	20"	40"	0	0	5	d4	-2	-	1"	x	x	N/A	6
Heavy Stubber	20"	40"	0	0	4	1	-1	-	1"	x	x	N/A	6
Heavy Webber	16"	24"	0	0	text	0	0	-	2"	x	-	2"	7
Las-cannon	20"	60"	0	0	9	2d6	-6	-	2"	x	-	N/A	6
Missile Launcher	20"	72"	0	0	ammo	0	0	-	1"	x	-	N/A	6
Multi-laser	20"	60"	+1	0	6	d4	-1	-	2"	x	x	N/A	6
Multi-Melta	12"	24"	+1	0	8	d4	-4	-	2"	x	-	2"	6
Webber	4"	16"	+1	0	special	text	0	x	-	-	-	N/A	7
Neuro Disruptor	6"	12"	+2	0	N/A	special	text	x	-	-	-	N/A	4

Weapon	Short	Long	S	L	Str	Dmg	Save	C	H	S	F	Area	Tech	
Antique pistol	6"	12"	-1	-2	3	1	-1	x	-	-	-	N/A	5	
Autopistol	8"	16"	+2	0	3	1	-1	x	-	-	-	N/A	6	
Bolt Pistol	6"	16"	+2	0	4	1	-1	x	-	-	-	N/A	6	
Las pistol	8"	16"	+2	-1	3	1	0	x	-	-	-	N/A	6	
Needle Pistol	8"	16"	+2	-1	2	1	+1	x	-	-	-	N/A	6	
Sawn-off Shotgun	4"	8"	0	-1	varies	1	varies	x	-	x	-	1/2"	5	
Shuriken Pistol	8"	16"	+2	0	3	1	-2	x	-	-	-	N/A	6	
Stub Gun	8"	16"	0	-1	3	1	0	x	-	x	-	N/A	6	
Anti-plant / Blind	4"	8"	0	0	0	0	0	-	-	x	-	1/2"	4	
Choke	4"	8"	0	-1	3	1	0	-	-	x	-	1/2"	4	
Crack basic	2"	4"	0	-1	6	d6	-3	-	-	x	-	1/2"	5	
Crack missile	see launcher				8	d10	-6	-	-	-	-	1/2"	5	
Frag	4"	8"	0	-1	3	1	0	-	-	x	-	2"	4	
Hallucinogen	4"	8"	0	-1	text	0	0	-	-	x	-	1/2"	6	
Haywire	4"	8"	0	-1	2	1	0	-	-	x	-	1/2"	8	
Knock-out	4"	8"	0	-1	text	0	0	-	-	x	-	1/2"	5	
Melta-bomb	4"	8"	0	-1	8	d6	-4	-	-	x	-	1"	5	
Photon	4"	8"	0	0	0	0	0	-	-	x	-	1/2"	5	
Plasma	4"	8"	0	-1	5	1	-2	-	-	x	-	1/2"	4	
Toxin	4"	8"	0	-1	Autokills matching species.						x	-	1/2"	4
Psyk-out v/non-psy	4"	8"	0	0	0	0	0	-	-	x	-	1/2"	4	
Psyk-out v/psyker	4"	8"	auto	auto	n/a	D6psi,1/vl	0	-	-	x	-	1/2"	4	
Psyk-out v/daemon	4"	8"	0	0	8	D10 hits	psi	-	-	x	-	1/2"	4	
Rad (level=D6+D4)	4"	8"	Area=level/2r.up ea turn, figs take hit str=level.						x	-	-	-	as 2"	5
Scare Gas	4"	8"	1T=Cloud.Figs test fear. Resps/suits protect.						-	-	x	-	1/2"	4
Smoke	4"	8"	Cloud block LoS w/o infravis. H2H;need D6=6 to hit.						x	-	-	-	1/2"	4

Weapon	Short	Long	S	L	Str	Dmg	Save	C	H	S	F	Area	Tech
Plasma gun	8"	24"	+1	0	7	1	-2	-	-	-	x	N/A	6
Plasma Pistol	6"	18"	+2	-1	6	1	-1	x	-	-	x	N/A	6
Hvy Plasma sust	20"	40"	0	0	7	d4	-2	-	2"	x	x	1"	6
Hvy Plasma max	20"	72"	0	0	10	d10	-6	-	2"	x	-	1"	6
Nemesis Psy Blst	12"	-	0	0	psi	2D6	-psi	-	-	-	-	N/A	GK
Nemesis Bolter	4"	-	0	0	4	1	-1	x	-	-	-	N/A	GK
Assault Cannon	12"	32"	+1	0	8	D10	-3	-	2"	-	x	0	Trm
Cyclone	20"	72"	+1	+1	8	D10	-6	-	-	-	-	0	Trm
Cyclone Salvo	20"	72"	+1	+1	8	D10	-6	-	-	-	-	1/2"xAMI	Trm
Gren Lcher Fist	0	0	0	0	0	0	0	-	-	-	-	0	Trm
Chain Fist	0	0	0	0	0	0	0	-	-	-	-	0	Trm
Mole Mortar	6-24	48"	-1	-2	6	1	0	-	2"	x	-	3"	6
Thudd Gun	12"	36"	0	-1	6	1	-2	-	4"	x	-	1"	5
Shuriken Cannon	20"	40"	+1	0	5	d4	-3	-	2"	x	x	N/A	7Eld
Shurik Cann Bio	20"	40"	+1	0	5	d4	-3	-	2"	x	-	N/A	7Eld
Scatter Laser	20"	60"	+1	0	6	1	-1	-	2"	x	-	N/A	6Eld
Firepike	12"	24"	+1	0	8	D6	-4	-	-	-	-	1"	Eld
Lasblaster	12"	24"	+1	0	6	1	-2	-	-	-	-	0	Eld
Web of Skulls	12"	24"	0	-1	6	1	-2	-	-	-	-	0	Eld
Brightlance	12"	36"	+1	0	9	2D4	-6	-	-	-	-	0	Eld
Thrown Sing Sp.	12"	-	0	0	4+psi	=>	-psi	-	-	-	-	0	Eld
Conv. Beamer(S)	20"	0	-1	0	T+1	D6	var	-	1/2"	x	-	0	Eld
Conv. Beamer(L)	0	40"	0	0	T+1	D6	var	-	3"	x	-	0	Eld
D-Cannon	16"	32"	0	-1	text	0	0	-	2"	x	-	2"	8
Hand Flamer	4"	8"	+2	0	4	1=>	-2	x	-	-	-	N/A	6
Flamer	6"	12"	+2	-1	4	1	-2	-	-	-	-	1/2"	6
Heavy Flamer	6"	18"	+2	-1	5	1	-3	-	2"	-	-	1/2"	Trm
Psycannon	6"	12"	-	-	6	1	-2	x	-	-	-	N/A	O.M

**Rules**

Requires 2T recharge between shots.  
Requires 1T recharge between shots.  
No recharge cycle.  
Requires 3T recharge between shots.  
Spend all psi. D6=5+ => disorient user. Move rand d6"/turn until rolls 1.  
Ammo limit 3

Has 12 ammo. Special when hit.  
Uses all remaining ammo. Special when hit.

Secret target point.  
Special 4-hit template.

ROUT test targ unit. Victim staggers 2D6 per turn. If double or 7, head explodes, 3"S3 hits.  
Fire x6/turn @ targets w/in 6" area.

3 shots. +1 if prev hit, -1 if miss.  
Any 3 targs w/12" area. Also CC rules.

Also CC rules. DAM=D4 + psix D4  
mv=2", sav=6+, 4"=5+, 6"=4+,  
mv=4", sav=6+, 6"=5+,  
mv=2", sav=6+, 4"=5+, 6"=4+,  
Each H2H, hit again until roll 6.

See above.  
See above.  
On psyker D=1D6, 2D4psi&1D4/vl

Weapon	Str	Dmg	Save	Tech	Rules
Chainsword	4	1	-1	6	
Bayonet,Knife,Swd	user	1	0	4	
Force Sword/Axe	=>	1	-psi	4	STR=usr+psi.
Force Rod	psi	1	0	4	
Hafted Weapon	usr	1	-1	4	
Improvised Wpn	usr	1	0	1	
Poweraxe	6	1	-3	5	
Powerglove	8	1	-5	6	
Powersword	5	1	-1	5	
Ork Dread P.Claw	=>	1	NO	-	STR= dread+4 max 10.
Dread Stomp	dr+D6	D6+6	NO	-	If miss, 4+=>falls over.
Dread Headbutt	drd	D6+6	NO	-	Only against 10'+
Dread Bearhug	drd	D6	0	-	Only against 10'+. 5+ to escape or continue damage next turn.
Mandiblaster	auto	1	-2	Eld	Roll D6>= T' to hit.
Harlequin Kiss	auto	kill	0	7	Roll against Init or be stuck to targ for a turn.
Holosuit	-	-	-	Eld	Target rolls against WP or takes-1 and gives atk+1 in H2H.
Lightening Claw	8	D3	-5	Trm	2 attacks.
Thunder Hammer	auto	D6	-5	Trm	0 save mod against field. Has last resort.
Web of Skulls	6	1	-2	Eld	May also be thrown.
Biting Sword	5	1	-2	Eld	
Witch Blade	=>	1	=>	Eld	Str:usr+2psi Sav:-2psi
Singing Spear	4+psi	=>	-psi	eld	DAM=D4 + psiD4
Nemesis	usr+ps	1	-psi	GK	Store 2D6psi.
Stealer Claw	user	1	-1	GS	purestrains get 2x.
Stealer Gaze	NO	-	-	GS	Tgt test WP or not act.
Stealer Implant	user	coma	=>	GS	SAV=helmet only.