

Name	Type	Damage	Pen	ROF	Range	Clip	Reload	Avail	Special
Ordinary			Proficiencies: 'Basic or 'Ranged 1'						
.577 Webley Handcannon	Pistol	3K2 I	4	S/-	35m	5	Full	Rare	Proven (3), Reliable
Assault Shotgun, Skitarii-Pattern	Basic	3K2 I	0	S/6	40m	15	Full	Rare	Scatter,
Autocannon	Heavy	4K3 I	7	S/4	120m	36	3 Full	Rare	Accurate
Auto-Stubber	Basic	3K2 I	1	4/12	90m	60	Full	Com	-
Black Widow	Basic	3K3 I	4	S/-	250m	3	Full	Vrare	Accurate
Boarding Gun	Basic	3K2 I	1	S/3	30m	3	2 Full	UnCom	Inaccurate, Reliable, Scatter
Deffgun	Heavy	6k3 I	6	S/2	60m	24	2 Full	Rare	Inaccurate, Proven 2, Unreliable
Disposable Pistol	Pistol	2k2 I	4	S/-	10m	2	3 Full	Rare	Breacher
Hack Shotgun	Basic	3k2 I	0	-/2	10m	2	Full	Com	Flame, Tearing
Harpoon Gun	Basic	2k2 I	4	S/-	40m	1	Full	UnCom	Tearing
Incisor Rifle	Basic	3K2 I	2	-/3	200m	12	2 Full	Rare	Accurate
Kroot Rifle	Basic	2k2 I	2	S/2	110m	8	Full	UnCom	-
Man-Portable Railgun	Heavy	5k4 I	10	S/-	150m	4	2 Full	Vrare	Felling, Proven (3), Recharge
Mars-Pattern Naval Pistol	Pistol	2k2 I	0	S/2	20M	6	Full	UnCom	Tearing
Persecutor Shotgun	Basic	3K2 I	1	S/3	40m	20	Full	Rare	Scatter, Reliable
Rail Rifle	Basic	3K3 I	4	S/-	120m	6	2 Full	Rare	Felling, Proven (2)
Rippergun	Heavy	4K3 I	2	-/6	30m	48	2 Full	Uncom	Inaccurate, Scatter
Shotcannon	Heavy	4k3	0	-/2	40m	24	2 Full	Rare	Scatter, Unreliable
Shuriken Catapult	Basic	2k2 R	4	S/6	60m	100	2 Full	UnCom	Reliable
Shuriken Pistol	Pistol	2k2 R	2	S/3	30m	40	2 Full	Com	Reliable
Shoota	Basic	4k2 I	2	-/10	40m	64	2 Full	Ubi	Inaccurate, Unreliable
Slugga	Pistol	3K2 I	1	S/5	20M	32	2 Full	Ubi	Inaccurate, Unreliable
Splinter Pistol	Pistol	2k2 R	1	S/2	60m	18	Full	Com	Toxic
Splinter Rifle	Basic	2k2 R	2	S/4	120m	36	Full	UnCom	Toxic
Stub-Cannon	Heavy	3k3	3	-/12	90m	120	2 Full	UnCom	Inaccurate, Storm
Widow Rifle	Heavy	4k3	12	S/-	400m	1	2 Full	Vrare	Accurate, Tearing, Proven (4)
Las			Proficiencies: 'Basic or 'Ranged 2'						
Bright Lance	Heavy	5k4 E	8	S/-	200m	6	2 Full	Rare	Felling, Proven (3), Reliable
Dueling Laspistol	Pistol	3k2 E	1	S/-	30m	1	2 Full	Rare	Accurate, Proven (2), Reliable
Eldarin Sunrifle	Basic	3k2 E	2	S/8	90m	60	2 Full	Rare	Reliable, Storm
Flashgun	Basic	5k2 E	4	-/8	40m	80	2 Full	Vrare	Inaccurate, Incendiary, Storm, Unreliable
Dark Lance	Heavy	5k4 E	8	S/-	250m	10	2 Full	Rare	Felling, Proven (3)
Las Carbine	Basic	3k2 E	0	S/2	45m	60	Full	Uncom	Reliable
Longshot Pulse Rifle	Basic	3k2 E	2	S/-	220m	20	Full	Rare	Accurate, Reliable
Mandiblastaer	Pistol	2k1 E	0	S/-	5m	12	2Full	Vrare	Reliable
Merovech-Pattern Lasgun	Basic	3k2 E	0	-/10	60m	120	3 Full	Uncom	Reliable
Pulse Carbine	Basic	2k2 E	2	S/2	70m	30	Full	UnCom	Reliable
Pulse Pistol	Pistol	2k2 E	1	S/-	40m	24	Full	Com	Reliable

Star Cannon	Heavy	5k4 E	8	S	110m	-	2 Full	Vrare	Blast (3), Recharge
Stormfront Lasgun	Basic	3k2 E	0	S/4	60m	60	Full	UnCom	Reliable
Triplex-Pattern Laspistol	Pistol	2k2 E	0	-/5	20m	30	Full	Uncom	Reliable
Voss-Pattern Hellgun	Basic	3k3 E	6	S/5	80m	40	2 Full	Rare	Reliable
Voss-Pattern Hellpistol	Pistol	3k3 E	4	S/3	40m	20	2 Full	Rare	Reliable
Plasma			Proficiencies: 'Basic or 'Ranged 2'						
Eldarin Blaster	Basic	3k3 E	8	S/-	30m	24	Full	Mrare	-
Footfall-Pattern Plasma Gun	Basic	3k3 E	8	S/2	80m	12	3 Full	Rare	Overheats, Unreliable
M31 Plasma Cannon	Heavy	6k5 E	12	S/-	120m	20	5 Full	Mrare	Blast (2), Overheats
Mezoa-Pattern Plasma Gun	Basic	3k3 E	8	S/-	80m	16	3 Full	Mrare	Overheats
Tau Ion Accelerator	Heavy	4k3 E	10	S/6	200m	90	3 Full	Vrare	-
Tau Plasma Rifle	Basic	3k2 E	7	S/4	90m	16	Full	Vrare	-
Snazzgun	Basic	6k4 E	7	S/3	60m	30	2 Full	Vrare	Overheats, Unreliable
Melta			Proficiencies: 'Basic or 'Ranged 2'						
Firepike	Basic	4k4 E	13	S/-	60m	20	4 Full	Mrare	Reliable
Fusion Gun	Basic	4k3 E	12	S/-	20m	10	2 Full	Vrare	Reliable
Fusion Blaster	Heavy	4k4 E	14	S/-	30m	12	2 Full	Rare	-
Mars-Pattern Multimelta	Heavy	5k4 E	14	S/-	60m	10	2 Full	Vrare	Blast (1)
Thermal Lance	Heavy	3k3 E	12	S/-	10m	2	2 Full	UnCom	Accurate
Bolter			Proficiencies: 'Ranged 1'						
Footfall-Pattern Boltgun	Basic	3k2 X	4	S/3	80m	18	Full	Uncom	Tearing, Unreliable
Footfall-Pattern Bolt Pistol	Pistol	3k2 X	4	S/-	25m	6	Full	Uncom	Tearing, Unreliable
Perinetus-Pattern Boltgun	Basic	4k2 X	6	S/-	100m	8	Full	Rare	Accurate, Reliable, Tearing
Storm Bolter	Basic	4k2 X	6	S/4	90m	60	Full	Rare	Storm, Tearing
Syrneth			Proficiencies: 'Ranged 2'						
Aether Rifle	Basic	3k2 E	*	S/4	90m	40	Full	Mrare	Reliable
Argonite Whistler	Pistol	4k3 E	6	S/1	40m	8	2 Full	Vrare	Recharge
Hexrifle	Basic	2k2 E	*	S/-	120m	16	Full	Vrare	Felling, Proven (3)
Quill Blaster	Basic	2k2 R	2	4/16	80m	40	Full	Vrare	Tearing
Sonic Rifle	Basic	2k2 X	4	S/-	30m	8	Full	Vrare	Shocking, Tearing
Exotic			Proficiencies: 'Ranged 1'						
Bio-Solvent Jet	Basic	3ks E	6	S/-	20M	20	4 Full	Uncom	Flame, Toxic
Enoulia Shard Pistol	Pistol	2k2 R	0	S/-	40m	20	Full	Vrare	Tearing
Enoulia Shard Rifle	Basic	2k2 R	0	S'-	100m	40	2 Full	Vrare	Tearing
Terrorfex	Basic	-	-	S/-	40m	1	Full	Rare	Blast (2)
Flamer			Proficiencies: 'Ranged 2'						
Burna	Basic	4k2 E	4	S/-	15m	8	2 Full	UnCom	Flame, Unreliable
Torrent Flamer	Basic	3k2 E	6	S/-	50m	8	2 Full	UnCom	Flame

Name	Type	Damage	Pen	Avail	Special
Ordinary		Proficiencies: 'Basic' or 'Melee 1'			
Choppa	Melee	3k2 R	2	Vcom	Tearing, Unwieldy
Cosh	Melee	ok1 I	0	Ubi	-
Burning Blade	Melee	2k2 E	2	Rare	Incendiary, Power Field, Unbalanced
Melta-Cutter	Melee	6k3	15	Uncom	Felling, Proven (3), Two-Handed, Unwieldy
Mirror Blade	Melee	2k2 R	0	Rare	-
Pitted Blade	Melee	1k2 R	1	Vrare	Balanced, Toxic
Power Axe	Melee	2k3 R	5	Vrare	Power Field, Unbalanced
Rune Axe	Melee	3k3 R	2	Vrare	Proven (2), Unbalanced
Shock Maul	Melee	1k2 I	0	UnCom	Shocking
Witchblade	Melee	ok2 R or I	0	Vrare	-
Parrying		Proficiencies: 'Melee 2'			
Bonding Knife	Melee	1k2 R	0	Com	-
Legion Combat Knife	Melee	1k2 R	0	Com	Balanced
Kraken Fang Dagger	Melee	1k2 R	2	Uncom	Proven (2)
Ritual Knife	Melee	ok1 R	0	Rare	Unbalanced
Cavalry		Proficiencies: 'Melee 1'			
Kursian Trident	Melee	2k2 I	4	Vrare	Balanced, Felling (2), Reach
Rad-Spike	Melee	ok1 E	8	Rare	Felling, Proven (2), Toxic, Two-Handed
Fencing		Proficiencies: 'Melee 2'			
Impaler	Melee	2k2 R	3	Vrare	Power Field, Razor Sharp
Lascutlas	Melee	2k2 E	1	Uncom	Balanced
Velkier Rapier	Melee	2k3 R	3	Mrare	Balanced, Flexible, Proven (3)
Void Sabre	Melee	2k2 R	0	Vrare	Balanced, Tearing
Two-Handed		Proficiencies: 'Melee 3'			
Daichoppa	Melee	4k3 R	4	Com	Tearing, Two-Handed, Unwieldy
Fenris Claymore	Melee	2k3 R	2	UnCom	Balanced, Two-Handed
Inertial Hammer	Melee	2k2 I	2	Rare	Two-Handed
Macuahuitl	Melee	1k3 R	1	Rare	Felling, Tearing, Two-Handed, Razor Sharp
Omnissian Axe	Melee	2k3 R	4	Rare	Power Field, Two-Handed, Unbalanced
Thunder Hammer	Melee	4k3 I	6	Vrare	Power Field, Shocking, Unwieldy
Tombstone Blade	Melee	2k3 R	4	Rare	Proven (4), Two-Handed, Unbalanced, Volatile
Syrneth		Proficiencies: 'Melee 3'			
Greylight Blade	Melee	ok2	*	Mrare	Felling, Flexible, Unwieldy
Hredian Shock-Staff	Melee	1k2 E	1	Rare	Balanced, Shocking
Hyperphase Sword	Melee	3k2 R	10	Mrare	Balanced, Power Field, Proven (2)
Neural Whip	Melee	2k2 R	0	Rare	Shocking, Flexible
Chain		Proficiencies: 'Melee 3'			
Castir-Pattern Chainaxe	Melee	2k3 R	4	Vrare	Felling, Tearing, Two-handed, Unwieldy
Chain Dagger	Melee	1k2 R	1	UnCom	Tearing
Chain Halberd	Melee	2k3 R	3	Rare	Reah, Tearing, Two-Handed, Unbalanced

Great Chainsword	Melee	4k4 R	6	Vrare	Felling, Tearing, Two-handed, Unbalanced
Hydraphur-Pattern Chainsword	Melee	2k2 R	2	UnCom	Balanced, Tearing
Legion Chainsword	Melee	3k2 R	3	Rare	Balanced, Tearing
Unarmed		Proficiencies: 'Basic' or 'Melee 1'			
Ballistic Fist	Melee	0k1 I	0	Rare	-
Shocknuckles	Melee	1k1 E	1	UnCom	Shocking.

Ordinary

Burning Blade

A fault in the power field of the sword heats the dense material of its blade to white-hot levels and simply burns its way through opponents, instead of cutting them.

When active, the burning blade counts as an open flame and a light source providing a 5 meter radius of bright light that begins to dwindle.

Cosh

Available in a wide variety styles and materials, this common back alley napsack is universally used by robbers with a conscience.

Damage dealt to the head by a cosh deals fatigue damage, reduced by armor normally. If an attack with made with a cosh hits an unaware target, halve the target's AP rounding down; this combines with the sneak attack feat, reducing targets total armor to 25%.

Melta-Cutter

Designed as a heavy cutting and welding tool, the melta cutter provides a shorter, more intense heat ray than it's weaponized cousins.

This weapon takes a -4ko penalty to hit aware, mobile, creatures. Do not add dice for strength bonuses to this weapon's damage dice.

Pitted Blade

Ancient artifacts from an unknown crystal sphere, these blades are pockmarked and rusted, but amazingly durable despite their appearance. Whenever the sword parries or is parried, it releases a cloud of diseased rust; all characters within 2 meters must test to resist toxin. Due to the weapon's resiliency, power weapons can't destroy this weapon.

Mirror Blade

A light, silver sword of Eldarin manufacture that seems to come alive when paired with a twin. When a character wields two Mirror Blades, both swords gain balanced and + 2 pen; the character may also make use a reaction to make an extra standard attack.

Omnissian Axe

A symbol of faith as much as a tool for the explorators of the Mechanicus. Counts as a Combitool as well as a weapon, and may be used as a spell focus for a follower of the Omnissiah.

Rune Axe

Enscribed in ancient Squat runes and cooled in the blood of ancient enemies, these axes seek to right every slight suffered, and bring every grudge to a permanent end.

Attacks with this weapon are considered magical. The bearer may add +1ko to hit any targets that have injured the bearer. This stacks with the Hatred feat. This weapon is one rarity level less for squats.

Witchblade

Sometimes called force weapons, a witchblade is any weapon with a built in orgone array that allows its wielder to channel the energies of the warp through it. Add +1ko and +1 pen for every dot in the wielder's highest level magic school. With 2 dots in a magic school the blade gains the Power Field quality and damage becomes

Parrying

Bonding Knife

The Bonding Knife is a ceremonial knife that serves as part of a Tau ritual in which a group is bonded together through ritualistic cutting of their

flesh, and serves as a reminder of the sacred bond the group shares. Tau bearing this knife may take +1ko to fear tests.

Ritual Knife

Whatever the goal, and regardless of creed, philosophy, or god, cultists everywhere agree that a little blood sacrifice is always a good first step. The wielder of the knife may use a half action to deal the ritual knife's damage to himself, not reduced by armor, and gain a hero point that cannot be burned that will last until the end of the scene. Killing an opponent with the ritual knife will also generate a temporary hero point; there is no limit to the amount of hero points a character can earn in this way.

Cavalry

Kursian Trident

Once wielded by the royalty of an ancient saurian race, these heavy tridents have not lost their ability to slay great beasts.

Best Quality tridents have shocking.

Rad-Spike

For the viscous Rak'Ghol, immune to radiation and eternally hungry, the Rad Spike is a convenient method to kill humanoids and preserve the meat through intense radiation.

Creatures unaffected by toxins or radiation (DM's discretion) are immune to the spike's felling, proven, and toxic qualities, and their armour is not reduced by the rad-spike's pen.

Fencing

Lascutlas

A thin beam of energy rides the cutting edge of this blade, providing a portion of a true power weapon's cutting ability, but at a fraction of their cost.

This weapon is protected from being destroyed by the power field quality; When this weapon parries an attack it follows the weapon destruction rules for the power field quality, destroying the other weapon on a roll of 8 or higher.

Velklir Rapier

A shimmering blade that occasionally appears in locations of great bloodletting, the rapier seems to move of its own accord in battle - pulling something indefinable from its owner as it slays their enemies.

Every time this weapon slays a target, the wielder must take a Will test with a TN of 5 + 5 for every other enemy killed by the rapier this scene. If the test is failed, the wielder gains one level of fatigue.

Void Sabre

Issued only to esteemed admirals in the Imperial Navy, void sabers match their owners hatred for the foes of Man. When damage dice explode, add +6 to pen and the weapon gains the power field quality.

Two-Handed

Daichoppa

Enormously massive two-handed Ork weapons that serve as the mark of a real connoisseur of brutality, even amongst Ork warriors.

Characters with fewer than 4 dots in Strength suffer - 2 to initiative when wielding this weapon. In the hands of an ork the unwieldy quality is improved to unbalanced.

Fenris Claymore

A nimble claymore designed for duels. When fighting defensively or taking the full defense action, this weapon gains the defensive quality.

Inertial Hammer

Small and light for a warhammer, this weapon has an unusual mechanism within it that is able to greatly increase the force of its blows.

Whenever an all out attack is made with this weapon add +2k1 damage, +2 Pen, and the weapon gains the razor sharp quality. Best versions of this hammer add +2k2 to all out attack damage.

Tombstone Blade

An entire crystal sphere is a long-forgotten and tractless cemetery Fallen

warriors lie in graves whose only markers are the weapons they wielded in life. These blades still thirst for battle, though the aeons have dulled their blades. The blade, once drawn, will not rest until it has tasted blood. If the wielder sheathes or stows the blade without having caused injury with it, the blade immediately rolls damage against the owner.

Syrneth

Greylight blade

A strange and sinister light oozes from the hilt of this blade, squirming independently of its owner. The writhing beam that serves as this weapon's blade passes through all matter harmlessly, save for living flesh which burns at its touch. Greylight blades ignore all cover and armor when making their attacks, up to the .5 meter length of the blade, and the blade cannot physically interact with anything other than living flesh. There is not 'flat' side of the blade, and any contact with it deals damage.

Hyperphase Sword

The hyperphase sword is a super-dense blade charged with enough energy to break the energy fields of other power weapons. When parrying or being parried by a weapon, roll a d10; on a 3+ weapons without the powerfield quality and weapons that are not natural or artifact weapons are destroyed. Weapons with the powerfield quality are destroyed on a 9+.

Neural Whip

Often employed by Inquisitors and sadists, the Neural Whip latches directly to nerves in the brief moment it touches skin and injects massive amounts of excruciating electricity directly into the unfortunate victim's nervous system.

Whenever a creature fails the test to resist shocking they take 1 point of fatigue damage, plus an additional point for every 3 hit points lost.

Chain

Hydraphur-Pattern Chainsword

More of a chain-cutlas, this sword is meant to be wielded by officers on either

end of a boarding action, and was designed to be shorter and lighter than its cousins.

Due to its weight and balance, this sword grants +1ko to attacks made with this weapon when dual wielding.

Great-Chainsword

A massive chainsword of nearly unequaled destructive power - provided you can swing it.

Characters with less than 5 dots of strength suffer -3 to initiative, the sword deals 1k1 less damage, -2 pen, and it gains the Unbalanced quality.

Unarmed

Ballistic Fist

A reinforced glove with a quick-load chamber and pressure activated firing pin for shotgun shells.

The wearer may load a single shotgun shell into the glove as a half action; the next successful hit will deal +2k2 damage.

Loading/reloading the weapon instigates an attack of opportunity. Good and best quality ballistic fists can hold 2 and 4 shells respectively

Shockknuckles

Knuckle dusters with a battery-powered surprise

Shockknuckles deal an extra point of fatigue whenever they deal damage.