

Munitorum Tabella
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Ornamenta Classio Lumens



An unofficial supplement
for Dark Heresy

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By Luddite

Las Weapons

Las weapons or Laser weapons are some of the most ubiquitous and widely used weapons within the Imperium, and exist in thousands of different designs. Imperial laser technology is relatively simple, with many Imperial worlds possessing the technological base needed for their manufacture. Las weapons are cheap, easy to maintain and highly reliable. They are issued in vast numbers to the Imperial Guard in the form of the Lasgun and these are readily available on most Imperial worlds.

How Lasweapons work

Lasweapons are 'Directed Energy Weapons' (DEW). When fired, they emit a femto-second duration, highly focused beam of intense photonic light radiation energy. This is technically a low-divergence beam within a narrow wavelength spectrum of monochromatic light (typically red, blue or yellow). It is emitted utilising a mode-locked pulse wavelength to maximise power during the femto-second beam which ensures that when the trigger is pulled the las-beam discharges with maximum power.

This beam is so brief that it is actually invisible to the naked eye, but is seen as retinal after-burn image by anyone viewing it.

The las-beam, depending on type emits at an energy level between 485 Watts to 2200 Watts and is so hot that it explosively superheats the air it passes through (particularly at the barrel-tip) causing an ionised plasma-bloom within an atmosphere that requires a bulky suppressor baffle at the barrel tip to stop the bloom conducting back down the gun and burning the user.

This beam has three unavoidable effects (in atmosphere at least):

1. The air at the barrel tip flashes and blooms as it burns.
2. As the air molecules rip apart they make a distinct 'crack' sound (like a mini-lightning bolt), focussed mainly at the barrel tip.

3. It creates a 'DEW-line'. Where the las-beam passes, the air remains hot for around 10 seconds (2 combat rounds) after firing. During this time, infra-red (IR) and thermal imaging vision will see these DEW lines.

As a result, lasweapons cannot be silenced and the beam emitted cannot be concealed.

The lasweapon itself doesn't generate 'recoil' like chemical propellant weapons, but the 'plasma crack' caused by atmospheric superheating does force the weapon to 'jolt away' slightly from the shot.

Lasweapons inflict damage by super-heating any target surface struck; therefore causing explosive boiling. This will crack iron, shatter wood, or cause a horrible mix of blasting and burn damage to flesh. Generally, targets with high moisture content will suffer higher damage due to explosive steaming, and most lasweapons are calibrated to be most effective against endoskeletal flesh density.

Component-melt is a serious issue for lasguns which is why most Imperial Guard-issued weapons are incapable of higher power settings. In fact an Imperial Guard logistics corps carries as many (if not more) replacement barrels as it does replacement ammunition. Persistent and prolonged use will cause the vitric-conduction rods in the barrel, and the lock-focussing lenses to warp, crack or melt. The lasweapon will then need to be repaired. Typically a lasgun barrel should last 50,000 shots.

Most lasweapons use rechargeable power packs to feed the discharge exchanger. Power packs usually possess a highly efficient liquid metal core and vary from small internal packs for lasguns and pistols, to crate sized generators for lascannons and similar heavy lasweapons.

Most worlds produce their own distinct designs made of locally available materials. Designs include derringer type pistols, highly ornate hand-crafted duelling pistols and the more robust versions issued to the Imperial Guard. Most designs conform to very similar performance tolerances so that differences between makes are often simply cosmetic. Prominent manufacturers include Accatran,

Kantrael, Lucius, Mars, Necromunda, Ryza, and Thracia.

Types of Las Weapon

There are many types of lasweapon making up a vast arsenal for the Imperium. Some of these include:

Lasgun

Lasguns are the standard armament of the Imperial Guard and exist in many forms and patterns. They are capable of firing a variety of solutions depending on their make and model.

Las pistol

Las pistols are a smaller version of the Lasgun and are effective weapons in close combat.

Heavy Lasweapons

The two most common forms of heavy lasweapons are the feared lascannon and the lighter multi-laser.

The Lascannon is a formidable weapon, capable of piercing most vehicle armour and killing powerful and heavily armoured troops.

The primary difference between a Lasgun and a Lascannon is the size. While the Lasgun is easily handled, the Lascannon requires special housing. The power of the Lascannon means that the barrel is damaged quickly but can easily be changed, much like the Lasgun.

The Multi-laser boasts a high rate of fire with a good range and decent killing ability. Like its closer compatriot, the Lascannon, it uses huge, box-like power generators

The Multi-laser is fully automatic and fires multiple laser beams as long as the trigger is held down.



Las pistols

Las pistol

Class: Pistol
Range: 30m
Magazine: Pistol Laspack or Pistol Sabot-rack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable, Setting selector
Wt: 1.5kg
Cost: 50
Availability: Common

Heavy Las pistol (Hellpistol)

Class: Pistol
Range: 35m
Magazine: Heavy Pistol Laspack or Heavy Pistol Sabot-rack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable
Wt: 2kg
Cost: 250
Availability: Scarce

Mini-las pistol (Derringer)

Class: Pistol
Range: 20m
Magazine: Mini-Pistol Laspack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable, can be concealed
Wt: 0.5kg
Cost: 60
Availability: Average

Digital Laser

Class: Pistol
Range: 10m
Magazine: Internal micro-charge
Magazine drain: 1/shot
RoF: S/-/
Rld: N/A
Special: Reliable, Inaccurate, Recharge
Wt: 0kg
Cost: 35,000
Availability: Very Rare

The digital laser is a very rare object, possibly of Xenos origin (particularly the Jokaero). The digital laser appears indistinguishable from a robust finger ring; an item of

ostentatious jewellery that makes it highly concealable.

It contains an unlimited internal power-generator that continually recharges from atmospheric static and the thermal energy absorbed from direct contact with living flesh.

Laspistol (Needler)

Class: Pistol
Range: 30m
Magazine: Needle Pistol Laspack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable, Accurate
Wt: 1.5kg
Cost: 1250
Availability: Very Rare

Multi-Laspistol

Class: Pistol
Range: 30m
Magazine: Pistol Laspack or Pistol Sabot-rack
Magazine drain: 1/shot
RoF: S/3/6
Rld: Full
Special: Reliable, Inaccurate
Wt: 1.5kg
Cost: 100
Availability: Average



Laspistol (Scum-rigged)

Class: Pistol
Range: 20m
Magazine: Pistol Laspack or Pistol Sabot-rack
Magazine drain: 2/shot
RoF: S/-/
Rld: Full
Special: Unreliable, Inaccurate, Recharge
Wt: 2.5kg
Cost: 30
Availability: Plentiful

Scum-rigged weapons are, ancient relics jury-rigged back into service or poorly made, unstable and brutal looking locally made lasweapons,

Lasguns

Lascarbine

Class: Basic
Range: 60m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/2/-
Rld: Full
Special: Reliable, Setting selector
Wt: 3kg
Cost: 75
Availability: Common

Lasgun

Class: Basic
Range: 100m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/3/-
Rld: Full
Special: Reliable, Setting selector
Wt: 4kg
Cost: 85
Availability: Common

Lasgun (Scum-rigged)

Class: Basic
Range: 70m
Magazine: Laspack or Sabot-rack
Magazine drain: 2/shot
RoF: S/-/
Rld: Full
Special: Unreliable, Inaccurate, Recharge
Wt: 5.5kg
Cost: 65
Availability: Plentiful

Scum-rigged weapons are, ancient relics jury-rigged back into service or poorly made, unstable and brutal looking locally made lasweapons,

Long-Las

Class: Basic
Range: 150m
Magazine: Heavy Laspack or Heavy Sabot-rack
Magazine drain: 2/shot
RoF: S/-/
Rld: Full
Special: Accurate, Reliable
Wt: 7kg
Cost: 450
Availability: Scarce

Jezzail-Las

Class: Basic
Range: 120m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable
Wt: 5kg
Cost: 550
Availability: Rare

Heavy Lasgun (Hellgun)

Class: Basic
Range: 110m
Magazine: Heavy Laspack or Heavy Sabot-rack
Magazine drain: 1/shot
RoF: S/3/-
Rld: Full
Special: Reliable
Wt: 6kg
Cost: 250
Availability: Scarce

Lasgun (Twin-barrel)

Class: Basic
Range: 100m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/2/6
Rld: Full
Special: Reliable, Inaccurate
Wt: 7kg
Cost: 285
Availability: Rare

Blaser (Lasblaster)

Class: Basic
Range: 60m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable, Scatter, Inaccurate
Wt: 4.5kg
Cost: 155
Availability: Rare

The Blaser or Lasblaster incorporates a series of prismatic separation lenses that split the las-beam into a 'spray' of beams causing a scattering effect.

Lasgun (Needler)

Class: Basic
Range: 120m
Magazine: Needle Laspack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable, Accurate
Wt: 4kg
Cost: 1500
Availability: Very Rare

Multi-Lascarbine

Class: Basic
Range: 60m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/3/6
Rld: Full
Special: Reliable, Inaccurate
Wt: 3kg
Cost: 150
Availability: Average

Multi-Lasgun

Class: Basic
Range: 100m
Magazine: Laspack or Sabot-rack
Magazine drain: 1/shot
RoF: S/3/6
Rld: Full
Special: Reliable, Inaccurate
Wt: 4kg
Cost: 175
Availability: Common

Heavy Lasweapons

Lascannon (Man-portable)

Class: Heavy
Range: 300m
Magazine: Lasgenerator (MP)
Magazine drain: 1/shot
RoF: S/-/
Rld: 4Full
Special: Reliable, Extra Hefty
Wt: 40kg
Cost: 5000
Availability: Very Rare

Multi-laser (Man-portable)

Class: Heavy
Range: 200m
Magazine: Multi-Lasgenerator (MP)
Magazine drain: 1/shot
RoF: -/4/10
Rld: 4Full
Special: Reliable, Inaccurate, Extra Hefty
Wt: 40kg
Cost: 3800
Availability: Very Rare

Lascannon

Class: Heavy
Range: 600m
Magazine: Heavy Lasgenerator
Magazine drain: 1/shot
RoF: S/-/
Rld: 8Full
Special: Reliable, Tripod, Flak plate
Wt: 75kg
Cost: 8500
Availability: Very Rare

Multi-laser

Class: Heavy
Range: 400m
Magazine: Multi-Lasgenerator
Magazine drain: 1/shot
RoF: -/4/10
Rld: 8Full
Special: Reliable, Inaccurate, Tripod, Flak plate
Wt: 65kg
Cost: 6000
Availability: Very Rare



Las Magazines

Pistol Laspack

Capacity (shots): 30
Dam: 1d10+2E
Pen: 0
Wt: 0.2kg
Cost: 10
Availability: Common

Pistol Sabot Rack

Capacity (shots): 30x Pistol Laspack (6)
Wt: 2.5kg (+Laspacks)
Cost: 65
Availability: Average

The pistol sabot rack is a belt or bandolier-mounted capacity housing.

It can hold up to six Pistol laspacks, drawing their power off into a capacitor and transferring that to a laspistol via a hardened flex-cable that slots into the pistol's usual laspack receiver. This allows a laspistol to multiply its ammunition capacity by up to six times. Power is drawn from the sabotaged laspacks sequentially so they are drained in sequence.

The cumbersome cabling unbalances the pistol making it Hefty.

Heavy Pistol Laspack

Capacity (shots): 15
Dam: 1d10+3E
Pen: 3
Wt: 0.2kg
Cost: 15
Availability: Scarce

Heavy Pistol Sabot Rack

Capacity (shots): 15x Heavy Pistol Laspack (6)
Wt: 3kg (+Laspacks)
Cost: 85
Availability: Scarce

The heavy pistol sabot rack is a belt or bandolier-mounted capacity housing.

It can hold up to six heavy pistol laspacks, drawing their power off into a capacitor and transferring that to a laspistol via a hardened flex-cable that slots into the pistol's usual laspack receiver. This allows a heavy laspistol to multiply its ammunition capacity by up to

six times. Power is drawn from the sabotred laspacks sequentially so they are drained in sequence.

The cumbersome cabling unbalances the pistol making it Hefty.

Mini-Pistol Laspack

Capacity (shots): 15
Dam: 1d10+1E
Pen: 1
Wt: 0.1kg
Cost: 10
Availability: Average

Needle Pistol Laspack

Capacity (shots): 10
Dam: 1d10+2E + Toxin
Pen: 0
Wt: 0.4kg
Cost: 155
Availability: Very Rare

A needle pistol laspack contains the basic las-energy charge, but also a supply feed of toxic needles. Both feed into the needle laspistol.

A needle pistol pack is not rechargeable and must be discarded after use.

Needle Laspack

Capacity (shots): 8
Dam: 1d10+3E + Toxin
Pen: 0
Wt: 0.5kg
Cost: 235
Availability: Very Rare

A needle laspack contains the basic las-energy charge, but also a supply feed of toxic needles. Both feed into the needle lasgun.

A needle pack is not rechargeable and must be discarded after use.

Laspack

Capacity (shots): 60
Dam: 1d10+3E
Pen: 0
Wt: 0.5kg
Cost: 25
Availability: Common

Sabot Rack

Capacity (shots): 60x Laspack (6)

Wt: 5.5kg (+Laspacks)
Cost: 145
Availability: Average

The sabot rack is a belt or bandolier-mounted capacity housing.

It can hold up to six laspacks, drawing their power off into a capacitor and transferring that to a lasgun via a hardened flex-cable that slots into the weapon's usual laspack receiver. This allows a lasgun to multiply its ammunition capacity by up to six times. Power is drawn from the sabotred laspacks sequentially so they are drained in sequence.

The cumbersome cabling unbalances the weapon making it Hefty.

Heavy Laspack

Capacity (shots): 30
Dam: 1d10+4E
Pen: 3
Wt: 0.5kg
Cost: 50
Availability: Scarce

Heavy Sabot Rack

Capacity (shots): 30x Heavy Laspack (6)
Wt: 7.5kg (+Laspacks)
Cost: 195
Availability: Scarce

The heavy sabot rack is a belt or bandolier-mounted capacity housing.

It can hold up to six heavy laspacks, drawing their power off into a capacitor and transferring that to a heavy lasgun via a hardened flex-cable that slots into the weapon's usual laspack receiver. This allows a heavy lasgun to multiply its ammunition capacity by up to six times. Power is drawn from the sabotred heavy laspacks sequentially so they are drained in sequence.

The cumbersome cabling unbalances the weapon making it Hefty.

Lasgenerator (MP)

Capacity (shots): 10
Dam: 1d10+25E
Pen: 5
Wt: 16kg
Cost: 350
Availability: Very Rare

A large armoured generator typically configured as a backpack, the man-portable lasgenerator contains kW batteries, capacitor couplings and hardened power cables that plug into an MP Lascannon, providing the massive power it needs to fire.

MP Lasgenerators can be recharged, but only by plugging into an Imperial standard power system.

While wearing an MP Lasgenerator backpack, a character suffers a -20 penalty to all Agility tests.

Multi- Lasgenerator (MP)

Capacity (shots): 200
Dam: 1d10+3E
Pen: 1
Wt: 16kg
Cost: 350
Availability: Very Rare

A large armoured generator typically configured as a backpack, the man-portable multi-lasgenerator contains kW batteries, capacitor couplings and hardened power cables that plug into an MP multi-laser, providing the massive power it needs to fire.

MP Multi-Lasgenerators can be recharged, but only by plugging into an Imperial standard power system.

While wearing an MP Multi-Lasgenerator backpack, a character suffers a -20 penalty to all Agility tests.

Heavy Lasgenerator

Capacity (shots): 10
Dam: 1d10+35E
Pen: 12
Wt: 35kg
Cost: 550
Availability: Very Rare

A large armoured generator typically configured as a chest to be carried by two men. The heavy lasgenerator contains kW batteries, capacitor couplings and hardened power cables that plug into a Lascannon, providing the massive power it needs to fire.

Heavy Lasgenerators can be recharged, but only by plugging into an Imperial standard power system.

Heavy Multi-Lasgenerator

Capacity (shots): 200
Dam: 1d10+8E
Pen: 4
Wt: 35kg
Cost: 550
Availability: Very Rare

A large armoured generator typically configured as a chest to be carried by two men. The heavy multi-lasgenerator contains kW batteries, capacitor couplings and hardened power cables that plug into a multi-laser, providing the massive power it needs to fire.

Heavy multi-lasgenerators can be recharged, but only by plugging into an Imperial standard power system.

Recharging Las Magazines

Most las magazines are highly versatile and can be recharged in several ways. This is perhaps their greatest advantage and one of the key reasons the Departamento Munitorum supplies the Imperial Guard with lasweaponry.

Pistol laspacks, heavy pistol laspacks, min-pistol laspacks, laspacks, and heavy laspacks can all be recharged as follows:

1. Via a recharge rack
2. Direct connection to standard Imperial power outlets
3. Exposure to energy radiation
4. Exposure to sunlight

Recharge Rack

Capacity: 40 Laspacks of any type
Wt: 12kg
Cost: 85
Availability: Common

The recharge rack will plug into any standard Imperial power socket. The rack receives up to 40 Laspacks at a time and will recharge those packs at a rate of 5 shots per minute.

Direct power outlet linkage

Most ammunition laspacks incorporate a retractable access socket that will fit into most Imperial power outlets. While not ideal, this will recharge the laspack at a rate of 1 shot per minute.

Tech Priests are also able to recharge laspacks simply by holding them, through the use of their Potential Coil and Electoo interface.

Exposure to energy radiation

Any form of radiant heat energy; open campfires, extreme heat, plasma radiation, boiling water, etc. can also be used to recharge most laspacks. Direct exposure to such sources will recharge the laspack at a rate of 1 shot per 20 minutes.

Recharging in this manner has a 10% chance of destroying the laspack instead of recharging it.

Exposure to sunlight

Most laspacks can be recharged by solar radiation. Simply leaving the packs exposed in strong sunlight will recharge them at a rate of 1 shot per hour.

New weapon qualities

Hefty

Firing the weapon imposes -10BS unless the wielder has SB4+, Bulging biceps, or is wearing recoil gloves or power armour, or the weapon is braced (p127).

Extra Hefty

Firing the weapon imposes -15BS unless the wielder has SB5+ and Bulging biceps, or is wearing power armour. The weapon must be braced (p127). If man-portable it can be braced without a bipod or tripod.

Tripod

The weapon must be deployed on a tripod and set up, using a two man crew (gunner and loader), and must be braced before it can be fired. It takes 4 full rounds to limber or unlimber the tripod setup.

Wt: 24kg

Cost: 185

Availability: Very Rare

Flak plate

The weapon has a flak plate mounted on it to protect the crew. This counts as 'Cover – Iron 16AP' to the front only.

The plate is removable and weighs 5kg

Setting Selector

Certain lasweapons incorporate a setting selector feature that allows the emission beam to be varied in power and effect. This useful feature turns a basic lasweapon into a highly adaptable tool as well as a reliable and effective weapon.

The setting selector allows the following settings.

1. Standard shot
2. Hot shot
3. Cutter beam
4. Heat beam
5. Glow beam

Standard shot

The weapon's effects are as described in the main text.

Hot shot

The weapon discharges extra energy during the shot, with the following effects;

Dam: +1

Pen: +1

Range: +10%*m*

Magazine drain: +1/shot

Special: removes any Reliable quality

Cutter beam

The las-shot is focussed into a 6cm long cutting and welding beam capable of slicing through 5cm thick plate steel or welding metal at a rate to 10cm per turn (essentially it becomes a lascutter (p150)). Each turn of cutting drains 3 shots.

Heat beam

The lasweapon can emit a low power beam up to 3 meters that is sufficient to ignite flammable materials, start fires, etc.

This has the following effect:

Class: Basic

Range: 3*m*

Dam: 1d10

Pen: 0

Magazine drain: 5/shot

Special: Flame, Overheat*

RoF: S/-/-

*Overheat. If the flame hit rolls '9' for damage, instead of jamming, roll on the overheat table.

Alternately, the power can be lowered further and the emitter locked open so that the lasweapon emits warmth and heat enough to keep the temperature within 2 meters of the muzzle at 21°C. This drains 1 shot every 10 minutes, and has a 10% every 10 minutes of overheating (roll on the overheat table).

Glow beam

The lasweapon beam power is reduced to safe levels, and the emitter is locked open, sending out monochrome light (red, yellow, or blue) and turning the lasweapon into a torch (flashlight). This illuminates a 30° cone out to a distance of 1/3rd the weapon's listed range in meters. 10 minutes of light emission drains 1 shot.

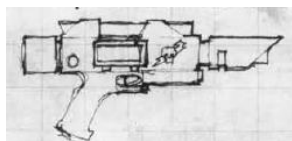
Specific pattern lasweapons

Aside from the generic patterns detailed above there are a variety of well known and loved specific lasweapon models. These are detailed here.

Kantrael Amp4.2 Short Pattern Laspistol

Class: Pistol
 Range: 25m
 Magazine: Pistol Laspack or Pistol Sabot-rack
 Magazine drain: 1/shot
 RoF: S/-/
 Rld: Full
 Special: Accurate, Reliable, Setting selector
 Wt: 1.5kg
 Cost: 75
 Availability: Common

The quintessential Cadian officer's sidearm it has become an icon of the defence of the Cadian Gate. Precise and accurate, it retains the qualities of most laspistols, although it sacrifices range for precision.



The Amp4.2 is often considered to be one of the best laspistols currently in production.

Kantrael Amp7 Hellpistol

Class: Pistol
 Range: 35m
 Magazine: Heavy Pistol Sabot-rack
 Capacity (shots): 30x6 (180 shots)
 Magazine drain: 1/shot
 RoF: S/-/
 Rld: Full
 Special: Reliable, Hefty
 Wt: 12.5kg (including sabot rack)
 Cost: 345
 Availability: Scarce



Popular among the Cadian shock troops and Kasrkin grenadiers, the 'Kan-7' is a rugged pistol that has more than proved its worth in the defence of the Cadian Gate. The Kantrael Amp7 is issued with the AM-66 HP Sabot-rack as standard, with this mounted into the base of the Cadian shock issue tactical pack-bergen.

Kantrael Mk.III Short Pattern Lascarbine

Class: Basic
 Range: 60m
 Magazine: Laspack or Sabot-rack
 Magazine drain: 1/shot
 RoF: S/2/-
 Rld: Full
 Special: Accurate, Reliable, Setting selector
 Wt: 3.5kg
 Cost: 90
 Availability: Average



The standard short pattern lascarbine mass produced on the forge world Kantrael (the backbone of arms production for defenders of the Cadian Gate). The Mk.III SP has been made famous not only for its reliability, but also for high accuracy.

The pragmatic Cadians hold this weapon in high regard, relying on its accuracy, easy of use and ruggedness. The Mk.III has also found favour with some Elysian Drop Troop regiments and other well-trained forces looking for both quality and quantity.

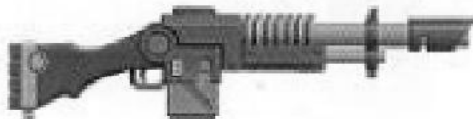
'If it was miracle, it was a Kantrael short-pattern 19 Megathule miracle'

- General Karnow, Cadian 122nd Infantry after victory at Vogen.

Lucius Pattern No.98 Lasgun

Class: Basic
Range: 60m
Magazine: Heavy Laspack
Magazine drain: 1/shot
RoF: S/-/
Rld: Full
Special: Reliable
Wt: 5kg
Cost: 85
Availability: Scarce

The No.98 originating from the forge world Lucius in Segmentum Tempestus, was made well known by infamous Death Korps of Krieg, which are primarily armed with vast numbers of this lasgun pattern. The basic lasgun model has been converted to use the heavy laspacks associated with heavier pattern lasguns. As a result the weapon requires additional cooling. This is provided by radial heat-sinks around the barrel. Even with these heat mitigation measures the No.98 is restricted to single shot and single setting mode. The no.98a was briefly issued after complaints from the Death Korps assault regiments, but was quickly withdrawn again after weapons regularly exploded.



Lucius pattern no.98a lasgun

Class: Basic
Range: 60m
Magazine: Heavy Laspack
Magazine drain: 1/shot
RoF: S/3/-
Rld: Full
Special: Overheats
Wt: 5kg

Cost: 285

Availability: Very Rare

Catachan Mk.4 Lascarbine

Class: Basic
Range: 60m
Magazine: Laspack
Magazine drain: 1/shot
RoF: S/2/-
Rld: Full
Special: Reliable, Setting selector
Wt: 3kg
Cost: 75
Availability: Common

The Catachan Mk.4 'blowpipe' is the main armament of the Catachan Imperial Guard. Feared jungle fighters, they favour compact, light weaponry that doesn't hinder them when moving through dense terrain. The Mk.4 is often stripped of unnecessary casings by their user, to make the weapon even lighter. Naturally rugged anyway, the Catachan logistical tech-crews also enhance the moisture resistance capacities of the Mk.4 so that they can be readily used in the damp atmospheres found in jungles and rainforests.

References

Much of the 'fluff' text taken from;

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Much detail taken from discussions found here;

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