

# Ranged Weapon Summary

	Type	Range	Mode	Acc	Dam	Shots	Reload	Weight	Special
Laspistol	Pistol	E	Single	-	2D6	30	2	15	-
Lasgun (Mars Pattern)	Basic	C	Single	-	2D6	60	2	25	-
Lasgun (Necromunda Pattern)	Basic	E	Single/semi (2/3)	-	2D6	50	2	30	-
Lasgun (Triplex Pattern)	Basic	E	Single	-	2D6/+3/+5	60	2	25	Variable energy settings
Long rifle	Basic	H	Single	+5	D10	40	2	40	-
Multi-laser	Heavy	H	Semi (4/6)/full (12)	-10	3D6	30	3	65	-
Lascannon	Heavy	I	Single	-10	4D10	20	6	75	-
Autopistol	Pistol	A	Single/semi (4)	-	2D6	20	2	20	-
Autogun	Basic	C	Single/semi (4)/full (10)	-	2D6+2	30	2	30	-
Revolver	Pistol	E	Single	-	2D6+2	6	(3)	15	-
Stubber	Pistol	F	Single/semi (2)	-	2D6+2	15	2	15	-
Heavy stubber	Heavy	C	Semi (4/6)/full (10)	-	3D6	40	3	45	-
Assault cannon	Heavy	C	Semi (6)/full (15)	-	2D10+2	45	6	75	-
Hunting rifle	Basic	G	Single	-	2D6+4	10	(2)	40	-
Naval pistol	Pistol	A	Single	-5	2D6+4	6	(1)	25	Improvised close combat weapon
Duelling pistol	Pistol	E	Single	+10	2D6	2	(2)	20	-
Shotgun	Basic	E	Single	-	2D6+2	1	(1)	30	May be double-barrelled
Sawn-off shotgun	Basic	A	Single	-10	2D6+2	1	(1)	25	May be double-barrelled
(double-barrelled version)			Semi (2)			2	(2)		-
Pump action combat shotgun	Basic	E	Single/semi (2/3)	-	2D6+2	8	(2)	35	-
Automatic combat shotgun	Basic	C	Single/semi (2/5)	-	2D6+2	20	3	40	-
Bolter (Mk II straight mag)	Basic	D	Single/semi (2)	-	2D10+4	15	2	40	-
Bolter (Mk III belt feed)	Basic	F	Single/semi (2/4)	-	2D10+4	30	4	40	Risky action – failed action jams
Bolter (Mk IV sickle mag)	Basic	F	Single/semi (2)	-	2D10+4	20	2	40	-
Bolter (Mk IV drum mag)	Basic	F	Single/semi (2)	-	2D10+4	40	3	45	Risky action – failed action jams
Bolt pistol	Pistol	J	Single/semi (2)	-	2D10+4	12	2	25	-
Storm bolter	Basic	F	Semi (2/4)	-	2D10+4	30	3	55	-
Bolt carbine	Basic	E	Single	-	2D10+4	20	2	35	-
Heavy bolter	Heavy	I	Single/semi (4)	-	3D10	40	4	70	-
Meltagun	Basic	J	Single	-5	5D10	5	6	45	-D10 damage per full 10 yds range
Inferno pistol	Pistol	E	Single	-10	4D10	3	4	25	-D10 damage per full 10 yds range
Multi-melta	Heavy	A	Single	-5	7D10	5	8	75	-D10 damage per full 10 yds range
Thermal lance	Basic	B	Single	-	4D10	1	4	45	-D10 damage per full 10 yds range
Plasma gun	Basic	D	Single	-10	3D10+5	1	3	55	Sustained fire; overheats
Plasma pistol	Pistol	A	Single	-15	3D10	1	4	25	Sustained fire; overheats
Plasma blaster	Basic	B	Single	-15	3D10+5	1	2	60	Sustained fire; overheats
Hand flamer	Pistol	(15)	Flame	-	2D6	4	6	25	-
Flamer	Basic	(25)	Flame	-	2D6+4	6	8	40	-
Heavy flamer	Heavy	(35)	Flame	-	3D6+4	8	8	60	-
Flame cannon	Basic	(30)	Flame	-	3D6	4	X	50	-
Exterminator	*	(25)	Flame	-	2D6+4	1	X	+10	Must be mounted on a basic weapon
Throwing axe	Thrown	E	Single	-10	D10	-	-	15	Improvised close combat weapon
Throwing knife	Thrown	E	Single	-5	D6	-	-	10	Improvised close combat weapon
Throwing star	Thrown	E	Single/semi (2)	-	D3+1	-	-	5	Improvised close combat weapon
Javelin	Thrown	A	Single	-5	2D6	-	-	20	Counts as spear in close combat
Bolas	Thrown	E	Single	-10	D6	-	-	20	Entangles target
Bow	Basic	F	Single	-5	2D3	1	1	15	-
Crossbow	Basic	B	Single	-5	2D3+2	1	2	25	Strength test to reload if hand drawn
Musket	Basic	A	Single	-10	3D3	1	4	50	-
Blackpowder pistol	Pistol	E	Single	-10	2D3+1	1	3	25	-
Sling	Basic	J	Single	-15	D6	1	1	5	x3 firer movement penalty
Needle rifle	Basic	I	Single	+5	2D6	6	4	30	Toxin effect
Needle pistol	Basic	E	Single	-	2D6	6	4	15	Toxin effect
Graviton gun	Basic	C	Single	-	X	6	4	55	Stuns for 3d10-(Str/10) turns
Webber	Basic	(25)	Flame	-	X	4	3	40	Entanglement – see rules
Web pistol	Basic	(10)	Flame	-	X	3	2	25	Entanglement – see rules
Handbow	Pistol	E	Single	-	2D3+2	1	2	15	-
Bolas launcher	Basic	A	Single	-	D6	4	6	25	Entangles target
Neural shredder	Pistol	(20)	Flame	-	X	5	X	25	Pass WP roll or lose 4D10 Wp and SG
Psycannon	Basic	F	Semi (2/4)	-	2D10+4	30	3	45	x3 dam vs Daemons, x2 vs psykers
Hrud fusil	Basic	D	Single	-10	2D10+5	1	3	45	All plasma weapon rules apply
Kroot long rifle	Basic	C	Single	-	3D6	1	2	35	Use as halberd in close combat
Necrontyr gauss flayer	Basic	F	Single	-5	D10	1	2	45	Permanent damage
Xenarch death-arc	Basic	E	Full (6)	-	D10	24	6	35	All hits resolved on one location
Eldar shuriken catapult	Basic	A	Semi (4/8)/full (16)	-	2D6	80	3	25	-
Grenade launcher (single shot)	Basic	J	Single	-10	*	-	(1)	25	Indirect fire
Grenade launcher (drum mag)	Basic	J	Single/semi (2)	-10	*	6	5	30	Indirect fire
Auxiliary grenade launcher	X	E	Single	-15	*	2	X	+10	Fit to basic weapon only. Indirect fire
Missile launcher	Heavy	I	Single	-5	*	6	10	65	-
Rocket launcher	Heavy	A	Single	-10	*	8	8	60	-
Disposable rocket launcher	Heavy	A	Single	-5	*	1	X	30	-

# Grenades & Missiles Summary

	Type	Range	Area	Blast	Dam	Shots	Reload	Weight	Special
Frag	Grenade	E	3yds	4	2D6	**	**	5	-
Super-frag	Blast	X	6yds	7	D10	**	**	8	Rockets and missiles only
Plasma	Grenade	E	2yds	6	3D10	**	**	8	-
Krak	Grenade	E	1/2yd	8	2D10	**	**	5	-
Super-krak	Blast	X	1/2yd	6	3D6	**	**	8	Rockets and missiles only
Anti-plant	Grenade	E	4yds	*	*	**	**	10	Destroys vegetation. No other effect
Gas	Grenade	E	4yds	*	*	**	**	5	See Gases section for details
Smoke	Grenade	E	4yds	*	*	**	**	5	No placed shots and -50% to hit
Blind	Grenade	E	4yds	*	*	**	**	5	No line of sight through blind area
Tanglefoot	Grenade	E	2yds	*	*	**	**	12	Character in area falls prone
Stasis	Grenade	E	2yds/3yds	*	*	**	**	15	-
Haywire	Grenade	E	2yds	*	*	**	**	12	Disrupts electrical equipment
Photon Flash	Grenade	E	*	*	*	**	**	8	All in line of sight pass 1 test or stunned for D3 turns
Psyk-out	Grenade	E	3yds	4	*	**	**	15	Special against daemonic or psyker character
Demolition charge	Grenade	2	5yds	7	3D6	**	**	20	Max throwing range is 1/4 of character's Str
Melta bomb	Grenade	-	-	-	D3x20	**	**	15	Must be attached to immobile target

# Close Combat Weapon Summary

	Reach	Damage	Parry Penalty	Special
Knife	1	D6	-25%	-
Short sword	2	D10	-15%	-
Sword	3	2D6	-10%	-
Axe	2	2D6+2	-15%	-
Flail <sup>1</sup>	2	D6+1	-40%	-
Spear <sup>2</sup>	4	D10	-15%	-
Staff <sup>2</sup>	4	D6	-15%	-
Halberd	4	D10+2	-15%	-
Hammer <sup>3</sup>	2	D6+2	-20%	-
Falchion <sup>4</sup>	3	3D6	-15%	-
Great Axe <sup>3 4</sup>	2	3D6+2	-20%	-
Great Hammer <sup>3 4</sup>	2	2D6+2	-15%	-
Bastard sword				Can be used either as a sword or a falchion
Knuckle dusters	0	As unarmed +3	-35%	-
Armoured gauntlet	0	As unarmed +4	-30%	-
Improvised (rifle butt, etc)	1	As unarmed +3	-20%	-
Chainsword	3	2D10	-15%	-
Chain-axe	2	2D10+2	-20%	-
Eviscerator <sup>4</sup>	3	2D10+2	-20%	-
Power sword <sup>5</sup>	3	3D10	-15%	-
Power axe <sup>5</sup>	2	3D10+4	-20%	-
Power fist <sup>5</sup>	1	2D10+5	-25%	Grab attack: additional -20% to hit, 4D10 damage
Chainfist	1	2D10+4	-25%	Extra 3D6 damage against immobile target
Power halberd <sup>5</sup>	4	4D10	-20%	-
Power hammer <sup>3 5</sup>	2	2D10+4	-25%	-
Power knife <sup>5</sup>	1	3D6	-30%	-
Frost blade <sup>5</sup>	3	4D10	-20%	Can be wielded one-handed as power sword
Shock maul <sup>6</sup>	2	D6+3	-20%	-
Neural whip <sup>6</sup>	4	2D6	-50%	-20% to opponent's parry chance
Electro-flail <sup>1 6</sup>	2	2D6	-40%	-
Force sword <sup>7</sup>	3	2D6+2	-15%	-
Force axe <sup>7</sup>	2	2D6+4	-20%	-
Force rod <sup>7</sup>	2	D6	-30%	Improvised weapon if used by a non-psyker
Force staff <sup>7</sup>	4	D10	-10%	-
Force halberd <sup>7</sup>	4	D10+2	-15%	-
Force hammer <sup>3 7</sup>	2	D6+4	-25%	-
Nemesis force halberd <sup>7</sup>	4	D10+4	-15%	-
Rune axe	2	2D6+4	-20%	Additional 2D6 damage on successful WP test
Rune staff	4	D10	-10%	Additional 2D6 damage on successful WP test
Daemon weapons	*	*	*	See Armoury for details
Dark Eldar agoniser <sup>6</sup>	1	4D6	-25%	-
Scythian venom talon	2	2D6	-20%	Toxin effect
Galthite lacerator	1	2D6+5	-25%	Location hit takes D3 hits
Bayonet	Varies	D6	-20%	Attach to weapon. Adds +10 to weight. Use only when charging
Chainblade	Varies	2D6	-20%	Attach to weapon. Adds +10 to weight.
Buckler	1	D6	*	Full WS for 1st parry, 3/4 of WS for 2nd, 1/2 of WS for 3rd, 1/4 for all others. Count as -10% for counter-attacks
Shield	1	D6	*	Full WS for 1st parry, 9/10 of WS for 2nd, 8/10 of WS for 3rd, etc, to min of 1/2 WS. Count as -5% for counter-attacks

<sup>1</sup> Causes D3 hits per successful attack. Roll location for each hit.

<sup>2</sup> Strength bonus only when wielded in two hands.

<sup>3</sup> Count double damage for knockback.

<sup>4</sup> Half damage and -15% to hit and parry if wielder has Strength less than 75.

<sup>5</sup> 75% chance to destroy parrying weapon unless it is a force or power weapon.

<sup>6</sup> Target hit must make Toughness test or be stunned for one turn.

<sup>7</sup> If target is hit, psyker may make Willpower test to inflict an extra D10 damage.