

Hand-to-Hand

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Knife	Close combat only		As user		1	-	-		Free/5	CC
Sword	Close combat only		As user		1	-	-		10	CC, Parry
Club, Maul, Bludgeon or Hand axe	Close combat only		As user, +1		1	-	-		10	CC
Chainsword	Close combat only		4		1	-1	-		25	CC, Parry
Chain or Flail	Close combat only		As user, +1		1	-	-		10	CC, Opponent may not parry. Fumbles count twice. 2 hands
Massive Axe, Sword or Club	Close combat only		As user, +2		1	-	-		15	CC, Opponent wins draws. 2 hands.
Power Sword	Close combat only		5		1	-3	-		40+3d6	CC, Parry, Rare
Power Axe	Close combat only		5		1	-2	-		35+3d6	CC, Rare
1 Handed	Close combat only		6		1	-3	-			
2 Handed	Close combat only		5		1	-2	-			
Power Fist	Close combat only		8		1	-5	-		85+3d6	CC, Rare
Power Maul	Close combat only		5		1	-3	-		40+3d6	CC, Down > Out, No SI, Rare
Eviscerator	Close combat only		As user, +3		d3	-3	-		30	CC, Redemptionists only. May not be parried. Loses draws. 2 handed.

Pistols

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special	
	Short	Long	Short	Long							
Autopistol	0-8	8-16	+2	-	3	1	-	4+	15	CC	
Bolt Pistol	0-8	8-16	+2	-	4	1	-1	6+	20	CC	
Hand Flamer	Special Rules		-	-	4	1	-2	4+	20	CC, Template Wpn, Target catches fire on 4+	
Laspistol	0-8	8-16	+2	-1	3	1	-	2+	15	CC	
Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	100+4d6	CC, Toxic dart, Injuries, Rare	
Plasma Pistol	Low energy		0-6	6-12	+2	-1	4	1	-	4+	
	Max energy		0-6	6-18	+2	-1	6	1	-1	4+	1 turn to recharge. Sustained fire - 1 die.
Stub Gun	0-8	8-16	-	-1	3	1	-	4+	10	CC	
Dum-dum bullets	0-8	8-16	-	-1	4	1	-	4+	5	CC, Explode on any failed ammo roll.	
Web Pistol	0-4	4-8	-	-1		Special	-	6+	120+4d6	CC, Fires Web, Rare	

Basic Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Autogun	0-12	12-24	+1	-	3	1	-	4+	20	
Boltgun	0-12	12-24	+1	-	4	1	-1	6+	35	
Lasgun	0-12	12-24	+1	-	3	1	-1	2+	25	
Shotgun	0-4	4-18	-	-1	4	1	-	4+	Free	See shot type below
Solid			-	-1	4	1	-	4+	Free	
Scatter			+1	-1	3	1	-	4+	Free	1" blast. Ignores cover.
Man-stopper			-	-	4	1	-2	4+	5	
Hot Shot			-	-1	4	1	-	6+	5	Target catches fire on 4+.
Bolt	0-4	4-24	-	-1	4	1	-	6+	15	
Exterminator	Special Rules		4		1	-2	Auto	15		Special rules. Redemptionists only.
Blunderbuss, Scatter Gun	0-6	6-9	+3	-1	3	1	Special	6+	Depends	Scavvies and Ratskins only.
Handbow	0-8	8-16	-	-1	4	1	Special	6+	Depends	Scavvies and Ratskins only.
Musket	0-12	12-24	-	-1	3	1	-1	6+	Depends	Scavvies and Ratskins only. Move or Fire.

Special Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special	
	Short	Long	Short	Long							
Flamer	Special Rules		-	-	4	1	-2	4+	40	Template weapon. Flaming attack. Auto ammo roll	
Grenade Launcher	0-20	20-60	-	-1	-	-	-	Auto	130	Pay for grenades extra. Move or fire.	
Melta Gun	0-6	6-12	+1	-	8	d6	-4	4+	95		
Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	230 + 4d6	Special injury chart. Rare.	
Plasma Gun	Low energy		0-6	6-16	+1	-	5	1	-1	4+	
	Max energy		0-6	6-24	+1	-	7	1	-2	4+	One turn to recharge. Sustained fire - 1 die.

Heavy Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special	
	Short	Long	Short	Long							
Auto-cannon	0-20	20-72	-	-	8	d6	-3	4+	300	Sustained fire - 1 die. Move or fire.	
Heavy Bolter	0-20	20-40	-	-	5	d4	-2	6+	180	Sustained fire - 2 dice. Move or fire.	
Heavy Plasma Gun	Low energy		0-20	20-40	-	-	7	d4	-2	4+	
	Max energy		0-20	20-72	-	-	10	d10	-6	4+	One turn to recharge.
Heavy Stub Gun	0-20	20-40	-	-	4	1	-1	4+	120	Sustained fire - 2 dice. Move or fire.	
Lascaan	0-20	20-60	-	-	9	2d6	-6	4+	400	Move or fire.	
Missile Launcher	0-20	20-72	-	-	8	d10	-6	Auto	185	Move or fire.	
Super Krak					4	1	-1		115		
Frag					4	1	-1		35	2" blast template.	

Grenades

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Krak					6	d6	-3	Auto	50	
Frag					3	1	-1	Auto	30	2" blast template
Melta Bomb					8	d6	-4	Auto	40+3d6	Rare.
Plasma					5	1	-2	Auto	30+3d6	Rare. 1 1/2" template.
Photon Flash Flare					None	None	None	Auto	20+2d6	Rare. 1 1/2" template.
Tox Bomb					4	1	-	Auto	30+3d6	Special rules. Scavvies only.

Pit Slave Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Rock Drill	Close combat only		4		1	-3	-			CC, Special rules
Claw	Close combat only		4		1	-1	-			CC, Special rules
Shears	Close combat only		4		1	-1	-			CC, Special rules
Buzz Saw	Close combat only		5		1	-2	-			CC
Chainsaw	Close combat only		4		1	-1	-			CC, Parry
Hammer	Close combat only		4		1	-1	-			CC

Scaly Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Spear Gun	0-12	12-24	-	-1	6	d3	-3	6+	55	Special rules. Scabies only.
Scatter Cannon	0-8	8-16	+3	+1	4	1	-1	6+	80	2" blast marker.
Discus, Throwing Axe	0-6	6-12	-	-	5	1	-1	6+	6	

Spyrer Weapons

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Cost	Special
	Short	Long	Short	Long						
Orrus Bolt Launchers	0-8	8-16	+1	-	4	1	-1	2+		Make 2 separate rolls to wound.
Malcadon Web Spinner	0-4	4-10	+1	+1	Special Rules			2+		Special rules.
Yeld Laser Gauntlets	0-10	10-20	+1	-	3	1	-1	2+		
Jakara Monomolecular Sword	Close combat only		As user, +1		1	-1	-			CC, Parry.