

Ranged Weapons (All)

Bolt Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Bolt Pistol (Ceres Pattern)	Pistol	30m	S / 2 / -	1d10+5 X	4	8	Full	Tearing	3.5kg	250	Rare		
Bolt Pistol (Garm Pattern)	Pistol	30m	S / 2 / -	1d10+5 X	4	8	Full	Tearing	4.5kg	350	Rare		
Cinder Crag Forge "Mauler" Bolt Pistol	Pistol	30m	S / 3 / -	1d10+5 X	4	6	Full	Reliable, Tearing	2.75kg	375	Very Rare	Forge Worlds	Commissioned pistols are double the cost but count as Best quality for the person it was crafted for.
Sacristan Bolt Pistol	Pistol	30m	S / 2 / -	1d10+6 X	4	6	Full	Tearing	3.3kg	380	Rare	The Holy Ordos	-10 penalty on BS unless SB 4+
Volg "Spitfire" Bolt Pistol	Pistol	20m	S / - / -	1d10+3 X	0	3	Full	Tearing, Unreliable	3kg	75	Scarce	Hive Worlds	Uses special ammo. Ignites flammable material. On critical hits test Agility or be set on fire. On Jams, automatically incurs an Explosive Mishap (Test Agility or be set on fire). If hit by explosion or fire there is a 65% chance the ammo detonates (1d10+3 damage).
Angelus Bolt Carbine	Basic	100m	S / - / -	2d10 X	5	3	3 Full	Accurate, Tearing	11kg	2000	Very Rare	Hive Worlds	Highly Illegal.
Boltgun	Basic	90m	S / 2 / -	1d10+5 X	4	24	Full	Tearing	7kg	500	Very Rare		
Boltgun (Locke Pattern)	Basic	90m	S / 2 / 4	1d10+5 X	4	24	Full	Tearing	7kg	-	Very Rare		
Mark II Scourge Boltgun (Mars Pattern)	Basic	90m	S / - / -	1d10+3 X	4	24	Full	Reliable, Tearing	10kg	650	Very Rare		Has a sarissa as a bayonet. Counts as an axe when used in melee combat.
Storm Bolter (Mars Pattern)	Basic	90m	S / 2 / 4	1d10+5 X	4	60	Full	Storm, Tearing	9kg	-	Extremely Rare		
Heavy Bolter	Heavy	120m	- / - / 10	2d10 X	5	60	2 Full	Tearing	40kg	1800	Very Rare		
Heavy Bolter (Solar Pattern)	Heavy	120m	- / - / 10	2d10+2 X	5	60	Full	Tearing	40kg	-	Very Rare		
Exotic Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Aegis Anbaric Shock Blaster Pistol	Pistol	20m	S / 2 / -	1d10+2 E	4	7	Full	Shock	3kg	650	Rare	Forge Worlds	Uses Laspistol Power Cells.
Artificio-Biologis, 0.5 I Hypo Pistol	Pistol	20m	S / - / -	1d5+2 R	2	3	2 Full	Damage in Excess of target's TB and AP is reduced to 1	1kg	1000	Scarce	Forge Worlds	Delivers chemicals on damage (usually Strixis Tincture but can have any).
Cadence "Widower" Dart Caster	Pistol [Basic]	35m [150m]	S / - / -	1d10+3 R	4	1	Full	Accurate	2kg [4.5kg]	1000	Rare	Hive Worlds	Special Ammo.
Dartcaster	Pistol	30m	S / - / -	1d10 R	0	1	Full	Toxic	2.5kg	-	Rare		Can deliver chemicals on damage.
Digi-laser	Pistol	3m	S / - / -	1d10+3 E	7	1	Full	Reliable	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-melta	Pistol	3m	S / - / -	2d10+4 E	12	1	Full	-	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-needle	Pistol	3m	S / - / -	1d10 R	0	1	Full	Toxic	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-flamer	Pistol	3m	S / - / -	1d10+4 E	2	1	Full	Flame	0.5kg	-	Extremely Rare		Is worn like a ring.
Galvian Needle	Pistol	30m	S / 3 / -	1d10-1 R	0	7	Full	Toxic	1kg	950	Very Rare	Hive Worlds	
Galvian Needle (Concealable)	Pistol	30m	S / 3 / -	1d10-1 R	0	7	Full	Concealable, Toxic	1kg	1250	Very Rare	Hive Worlds	Hidden on forearm.
Needle Pistol	Pistol	30m	S / - / -	1d10 R	0	6	Full	Accurate, Toxic	1.5kg	1250	Very Rare		Can deliver chemicals on damage.
Ork Slugga	Pistol	20m	S / 3 / -	1d10+4 I	0	18	Full	Inaccurate, Unreliable	2kg	100	Scarce	Xeno	
Shard Pistol	Pistol	20m	S / - / -	1d10+1 R	0	20	Full	Tearing	1kg	2000	Very Rare	Xeno	
Shuriken Pistol	Pistol	30m	S / 3 / 5	1d10+2 R	4	40	2 Full	Reliable	1.2kg	4500	Very Rare	Xeno	
Splinter Pistol	Pistol	50m	S / 3 / 6	1d10 R	3	120	2 Full	-	1kg	-	-	Xeno	Gains the Tearing quality on Full Auto.
Web Pistol	Pistol	30m	S / - / -	-	0	1	Full	Snare	3.5kg	1200	Rare		
Crux Beam Gun	Basic	80m	S / 3 / -	2d10+5 E	6	25	4 Full	Scatter	4kg	-	Near Unique	Xeno	
Destructor	Basic	10m	S / - / -	1d10+4 E	1d10	1	3 Full	Flame	3kg	-	-	Xeno	Any creature wounded must pass a Hard(-20) Toughness Test or suffer 2d10 additional wounds. Unless the victim has a sealed helmet or similar any critical caused will result in permanent blindness in addition to any other effects.
Graviton Gun	Basic	30m	S / - / -	Special	-	3	2 Full	Blast(5)	5kg	3500	Very Rare	Forge Worlds	
Hrud Fusil	Basic	100m	S / - / -	2d10 E	5	3	3 Full	Inaccurate, Overheats, Warp Weapon	4kg	12000	Very Rare	Xeno	Uses Plasma Flask (Pistol) ammo.
Kroot Rifle	Basic [Melee]	110m	S / 2 / -	1d10+5 E [1d10 R]	1 [0]	6	2 Full	[Balanced]	6kg	-	Extremely Rare	Xeno	
Morgauth Burn Caster	Basic	20m	S / 3 / -	1d10+4 E	9	12	3 Full	Unstable	4kg	2750	Scarce	Xeno	Uses special ammo.
Necrotic Sceptre	Basic [Melee]	100m	S / - / -	2d10+8 E [1d10+15 E]	6 [4]	-	N/A	Disintegrate, Recharge [Disintegrate]	5kg	-	-	Xeno	
Needle Rifle	Basic	180m	S / - / -	1d10 R	0	6	2 Full	Accurate, Toxic	2kg	1000	Very Rare		Can deliver chemicals on damage.
Ork Shoota	Basic	60m	S / 3 / 10	1d10+4 I	0	30	Full	Inaccurate, Unreliable	4kg	200	Scarce	Xeno	
Ork Snazgun	Basic	100m	S / 2 / -	2d10 E or I	1d10	20	2 Full	Inaccurate, Overheats, Unreliable	7kg	1500	Rare	Xeno	If targeting equipment or bionics are used with the snazgun it loses the inaccurate quality instead of gaining bonuses to hit.
Rad-Cleanser	Basic	30m	S / - / -	2d10+2 E	7	20	-	Blast(7), Recharge, Toxic	26kg	7000	Very Rare	Forge Worlds	The "Toxic" effect is from massive radioactive contamination. Reloaded by refueling their bulky reactor-core units (cannot be done during combat).
Ranger Long Rifle	Basic	200m	S / - / -	1d10+3 E	2	40	Full	Accurate, Reliable	2kg	8500	Very Rare	Xeno	Pen 4 for Half-action Aim. Pen 6 for Full-action Aim.
Shard Rifle	Basic	70m	S / 3 / -	1d10+2 R	0	40	2 Full	Tearing	2kg	5500	Very Rare	Xeno	
Shuriken Catapult	Basic	60m	S / 3 / 10	1d10+4 R	6	100	2 Full	Reliable	2.5kg	6000	Very Rare	Xeno	
Shuriken Catapult, Avenger	Basic	80m	S / 3 / 10	1d10+4 R	6	100	2 Full	Reliable, Tearing	2.5kg	9500	Very Rare	Xeno	
Splinter Rifle	Basic	80m	S / 3 / 10	1d10+1 R	3	200	2 Full	-	2.5kg	-	-	Xeno	Gains the Tearing quality on Full Auto. Counts as a mono spear in melee.
Webber	Basic	50m	S / - / -	-	0	1	Full	Blast(5), Snare	8kg	1800	Rare		
Xenarch Death-Arc	Basic	100m	S / 3 / 6	1d10+3 E	0	100	Full	Inaccurate, Shocking	10kg	2750	Very Rare	Xeno	Additional shots that strike the same target are combined into a single damage roll. Taking Armour and TB into consideration once.
Heavy Webber (Aegis-Redback Pattern)	Heavy	80m	S / - / -	-	0	4	3 Full	Blast(6), Snare	17kg	2000	Rare	Forge Worlds	
Flame Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Cadence Promethium "Destroyer" Incineration Device	Pistol	15m	S / - / -	1d10+5 E	2	5	2 Full	Flame	2.1kg	750	Very Rare	Hive Worlds	Cadence secret society (or tech-cut) build by commission.
Hand Flamer (Mezoa Pattern)	Pistol	10m	S / - / -	1d10+4 E	2	2	2 Full	Flame	3.5kg	200	Rare		
Flamer	Basic	20m	S / - / -	1d10+4 E	3	3	2 Full	Flame	6kg	300	Scarce		
Flamer (Anoxis Burst Pattern)	Basic	5m	S / - / -	1d5 E	0	1	2 Full	Flame, Primitive	3kg	50	Scarce	The Void	Shoots heat not flames.
Flamer (Mezoa Pattern)	Basic	20m	S / - / -	1d10+4 E	2	6	2 Full	Flame	6kg	-	Scarce		
Gas Torch	Basic	5m	S / - / -	1d10+1 E	2	5	2 Full	Flame	20kg	150	Scarce	Hive Worlds	If suffering a wounding hit from behind 50% chance canister explodes (2d10 E Blast(4)) doing double damage and catching fire to wearer.
Nightfire Flamer (Voss Pattern)	Basic	20m	S / - / -	1d10+5 E	2	3	2 Full	Flame, Toxic	6kg	300	Very Rare		
Stingray Rifle (Anoxis Pattern)	Basic	15m	S / - / -	1d10+3 E	2	4	Full	Flame	3kg	100	Average	The Void	Cannot set things on fire.
Tox Spray	Basic	10m	S / - / -	1d10 E	0	3	3 Full	Flame, Toxic	8kg	200	Rare	Hive Worlds	If it suffers a jam (94-100) it ruptures doing weapon damage (Blast(2)) double damage to user.
Heavy Flamer	Heavy	30m	S / - / -	2d10+4 E	4	10	2 Full	Flame	45kg	1000	Rare		
Heavy Flamer (Locke Pattern)	Heavy	30m	S / - / -	2d10+4 E	4	10	2 Full	Flame	20kg	-	Rare		
Las Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Archeotech Laspistol	Pistol	90m	S / 3 / -	1d10+3 E	2	70	Full	Accurate, Reliable	4kg	-	Near Unique		
Belasco Dueling Pistol	Pistol	45m	S / - / -	1d10+5 E	4	1	Full	Accurate	1.5kg	-	Very Rare		
Belasco Series-S "Venom" Compact Laspistol	Pistol	10m	S / - / -	1d10+1 E	0	15	-	-	0.5kg	120	Scarce	Hive Worlds	Does not use power packs. Must be recharged between uses (via a standard port).
"Fury" Assault Laspistol (Triplex Pattern)	Pistol	20m	S / 2 / 5	1d10+2 E	0	30	Full	Reliable	1.5kg	100	Scarce		
Hellpistol (Voss Pattern)	Pistol	35m	S / 2 / -	1d10+3 E	3	20	2 Full	-	4kg	140	Rare		Uses special power cells worn like a backpack. Can use standard power cells but consumes 4 charges per shot.
Hellpistol (Lucius Pattern)	Pistol	35m	S / 2 / -	1d10+4 E	7	40	2 Full	-	4kg	-	Rare		Uses special power cells worn like a backpack.
Khayer-Addin Dueling Las	Pistol	30m	S / - / -	1d10+4 E	4	1	Full	Accurate, Tearing	1.7kg	220	Very Rare	Hive Worlds	Uses special power cells. Cannot be overcharged or hotshot.
Las Gauntlets	Pistol	50m	S / 4 / -	1d10+4 E	1	20	Full	Reliable	3kg	-	Very Rare		
Laspistol	Pistol	30m	S / - / -	1d10+2 E	0	30	Full	Reliable	1.5kg	50	Common		
Laspistol (Civitas Pattern)	Pistol	25m	S / 2 / -	1d10+1 E	0	25	Full	Reliable	2kg	40	Common	Hive Worlds	
Mark IV Command Laspistol (Mars Pattern)	Pistol	70m	S / 2 / -	1d10+3 E	0	15	Full	Accurate, Reliable	1.75kg	150	Rare		
"Steel Burner" Heavy Laspistol (Solex Pattern-VII)	Pistol	30m	S / - / -	1d10+4 E	2	10	Full	-	2.5kg	100	Very Rare	Forge Worlds	Scarce in Magnogorsk. Subject to Overheat if using hotshot or overcharge.
Takara Palantine Compact Laspistol	Pistol	20m	S / 3 / -	1d10+2 E	0	20	Full	Reliable	1.1kg	100	Average	Hive Worlds	
"Death Light" Lasgun (Solux Pattern-IX)	Basic	80m	S / 3 / -	1d10+5 E	2	18	Full	-	7.2kg	250	Very Rare	Forge Worlds	Scarce in Magnogorsk. Subject to Overheat if using hotshot or overcharge.
D'laku Hellgun	Basic	100m	S / 3 / 5	1d10+3 E	4	40	2 Full	-	10kg	500	Very Rare	Forge Worlds	Scarce in Lathe. Uses special power cells worn like a backpack. Can use basic power cells but only gets 12 shots.

Las Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Hellgun (Voss Pattern)	Basic	110m	S / 3 / -	1d10+4 E	3	40	3 Full	-	6kg	180	Rare		Uses special power cells worn like a backpack. Can use standard power cells but consumes 4 charges per shot.
Hellgun (Lucius Pattern)	Basic	110m	S / 3 / -	1d10+4 E	7	30	2 Full	-	6kg	-	Rare		Uses special power cells worn like a backpack.
Las Carbine	Basic	60m	S / 2 / -	1d10+2 E	0	40	Full	Reliable	3kg	75	Common		
Las Carbine (Locke Pattern)	Basic	60m	S / 2 / -	1d10+3 E	0	40	2 Full	Reliable	2.5kg	-	Scarce		
Lasburst Twin Lasgun	Basic	100m	S / 2 / -	1d10+4 E	0	18	Full	Tearing, Unreliable	7kg	220	Rare		
Lasgun	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	4kg	75	Common		
Lasgun (Drusus Prime Pattern)	Basic	100m	S / 2 / -	1d10+3 E	0	50	Full	-	7kg	50	Common	Hive Worlds	
Laslock	Basic	70m	S / - / -	1d10+4 E	0	1	Full	Unreliable	4kg	40	Plentiful		
Lightning Lasgun (Roth Pattern)	Basic	120m	S / 2 / -	1d10+2 E	0	60	Full	Reliable	4kg	175	Rare		
Long Las	Basic	150m	S / - / -	1d10+3 E	1	40	Full	Accurate, Reliable	4.5kg	100	Scarce		
Mark III Short Lasgun (Mars Pattern)	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	4kg	75	Average		
Minerva-Aegis	Basic	60m	S / 4 / 8	1d10+2 E	0	40	Full	Reliable	4.1kg	150	Scarce	Hive Worlds	
Stormfront Lasgun	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	5kg	85	Very Rare		Has a bayonet. Counts as a spear with the balanced quality in melee.
MP Lascannon	Heavy	300m	S / - / -	5d10+10 E	10	5	2 Full	-	55kg	5000	Very Rare		
Multi-Laser	Heavy	250m	- / - / 10	3d10+3 E	4	60	3 Full	-	50kg	2000	Scarce		Uses special power cells worn like a backpack.
Launcher Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Aux Grenade Launcher	Basic	45m	S / - / -	*	*	1	Full	*	+2.5kg	250	Rare		Can be fitted to any basic weapon.
Grenade Launcher	Basic	60m	S / - / -	*	*	6	Full	*	9kg	500	Scarce		
Grenade Launcher (Gorge Pattern)	Basic	60m	S / - / -	*	*	1	2 Full	Reliable, *	8kg	300	Availability		
Grenade Launcher (Mezosa Pattern)	Basic	80m	S / - / -	*	*	1	Half	*	10kg	-	Scarce		
Grenade Launcher (Voss Pattern)	Basic	60m	S / - / -	*	*	6	Full	Inaccurate, *	12.5kg	-	Scarce		
Disposable Grenade Launcher	Heavy	175m	S / - / -	*	*	1	-	*	30kg	400	Rare		Can be loaded with Frag or Krak grenades only.
Disposable Missile Launcher	Heavy	175m	S / - / -	*	*	1	-	*	30kg	800	Rare		
Missile Launcher	Heavy	250m	S / - / -	*	*	1	Full	*	35kg	3000	Scarce		
Missile Launcher (Locke Pattern)	Heavy	250m	S / - / -	*	*	1	Full	*	12kg	-	Scarce		
Missile Launcher (Retobi Pattern)	Heavy	200m	S / - / -	*	*	5	2 Full	*	35kg	-	Rare		
RPG Launcher	Heavy	120m	S / - / -	*	*	1	Full	*	15kg	1200	Rare		
Melta Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Inferno Pistol	Pistol	10m	S / - / -	2d10+4 E	12	3	Full	-	2.5kg	7500	Very Rare		
Inferno Pistol (Mars Pattern)	Pistol	10m	S / - / -	2d10+8 E	13	3	Full	-	2.5kg	-	Very Rare		
Melta-Cutter	Basic	10m	S / - / -	2d10+4 E	10	5	3 Full	-	30kg	600	Scarce	Forge Worlds	Maximum Range is 10m. No bonus to hit for closer ranges. SB 4+ to wield. -10 BS for each point of SB below 4.
Meltagun	Basic	20m	S / - / -	2d10+4 E	12	5	2 Full	-	8kg	4000	Rare		
Meltagun (Mars Pattern)	Basic	20m	S / - / -	2d10+8 E	13	5	2 Full	-	40kg	-	Rare		
Meltagun (Mezosa Pattern)	Basic	20m	S / - / -	2d10+8 E	13	10	3 Full	-	46kg	-	Rare		
Ultimo Meltagun (Voss Pattern Mark III)	Basic	40m	S / - / -	2d10+2 E	8	5	2 Full	-	10kg	2500	Very Rare		
Multi-Melta	Heavy	60m	S / - / -	4d10+12 E	12	4	2 Full	Blast(1)	55kg	8500	Very Rare		
Multi-Melta (Mars Pattern)	Heavy	60m	S / 3 / -	4d10+5 E	13	10	2 Full	Blast(1)	40kg	-	Very Rare		
Thermal Lance	Heavy	10m	S / - / -	2d10+4 E	10	2	2 Full	-	14kg	3000	Rare		
Thermal Lance (Mars Pattern)	Heavy	10m	S / - / -	2d10+10 E	12	2	2 Full	Accurate	40kg	-	Rare		
Plasma Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Kronos Mk III Plasma Pistol [Maximal]	Pistol	30m (40m)	S / - / -	1d10+6 E [1d10+10 E]	6 [6]	10	4 Full	Overheats, Recharge	4kg	5000	Very Rare	Forge Worlds	In Maximal consumes 3 shots per use and takes two rounds after firing to recharge.
Plasma Pistol	Pistol	30m	S / - / -	1d10+6 E	6	10	4 Full	Overheats, Recharge	4kg	4000	Very Rare		
Plasma Pistol (Ryza Pattern)	Pistol	30m	S / 2 / -	1d10+6 E	6	10	3 Full	Overheats	4kg	-	Very Rare		
Mark III Sunfury Assault Plasma Gun (Mars Pattern)	Basic	80m	S / 2 / -	1d10+10 E	6	10	2 Full	Overheats, Recharge	12kg	3000	Very Rare		
Plasma Blaster	Basic	60m	S / - / -	2d10+6 E	6	12	2 Full	Overheats, Recharge, Unreliable	20kg	7500	Very Rare		
Plasma Gun	Basic	90m	S / 2 / -	1d10+6 E	6	20	8 Full	Overheats, Recharge	11kg	3000	Very Rare		
Plasma Gun (Mezosa Pattern)	Basic	90m	S / 2 / -	1d10+7 E	6	40	5 Full	Overheats	18kg	-	Very Rare		
Plasma Cannon [Maximal]	Heavy	120m	S / - / -	2d10+10 E [4d10+10]	8 [8]	24	5 Full	Overheats, Recharge, Unreliable [Blast(3)]	38kg	8500	Very Rare		In Maximal consumes 6 shots per use.
Plasma Cannon (Ryza Pattern)	Heavy	120m	S / - / -	2d10+10 E	8	16	5 Full	Blast(1), Overheats, Recharge, Unreliable	40kg	-	Very Rare		
Primitive Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Deuce Pistol	Pistol	15m	S / 2 / -	1d10+2 I	0	2	3 Full	Primitive, Unreliable	2kg	10	Common	Feudal Worlds	
Flick Bow	Pistol	15m	S / - / -	1d10 R	0	1	Full	Primitive, Special	1kg	30	Scarce	Feudal Worlds	Half-action must be spent to lock the bow before firing.
Flintlock Pistol	Pistol	15m	S / - / -	1d10+2 I	0	1	3 Full	Inaccurate, Primitive, Unreliable	4kg	10	Common		
Hand Bow	Pistol	15m	S / - / -	1d10 R	0	1	Full	Primitive	1kg	200	Rare		
Bow	Basic	30m	S / - / -	1d10 R	0	1	Half	Primitive, Reliable	2kg	10	Common		
Composite Bow	Basic	40m	S / - / -	1d10+2 R	1	1	Half	Accurate, Primitive	3kg	50	Uncommon	Feudal Worlds	
Crossbow	Basic	30m	S / - / -	1d10 R	0	1	2 Full	Primitive	3kg	10	Common		
Drive Nailer	Basic	5m	- / 3 / -	1d10+1 R	4	15	3 Full	Primitive	7kg	50	Common	Hive Worlds	
Heavy Crossbow	Basic	80m	S / - / -	1d10+4 R	2	1	4 Full	Primitive	5kg	75	Rare	Feudal Worlds	
Iocanthos Blunderbuss	Basic	10m	S / - / -	1d10+1 I	0	1	5 Full	Inaccurate, Primitive, Scatter, Unreliable	4kg	35	Rare	Feudal Worlds	
Longbow	Basic	50m	S / - / -	1d10+2 R	2	1	Half	Primitive	3kg	20	Average	Feudal Worlds	
Musket	Basic	30m	S / - / -	1d10+2 I	0	1	5 Full	Inaccurate, Primitive, Unreliable	7kg	30	Common		
Siskan Musket	Basic	40m	S / - / -	1d10+3 I	0	1	5 Full	Primitive	8kg	60	Scarce	Feudal Worlds	
Sling	Basic	15m	S / - / -	1d10-2 I	0	1	Full	Primitive	0.5kg	10	Plentiful		
Stake-Crosbow (Catechist Pattern)	Basic	40m	S / - / -	1d10+4 R	3	5	2 Full	Primitive, Special	4kg	750	Rare	The Holy Ordos	Takes special ammo.
Impaler	Heavy	30m	S / - / -	1d10+5 I	2	1	2 Full	Primitive, Unreliable	22kg	100	Scarce	Hive Worlds	SB 4+ required to reload.
Scrap Cannon	Heavy	15m	S / - / -	1d10+3 R	0	1	3 Full	Scatter, Unreliable	40kg	150	Very Rare	Hive Worlds	If successfully hit Test for Pinning. Average availability in Underhive.
Solid Projectile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
S/4 Tranter Hand Cannon	Pistol	30m	S / 2 / -	1d10+5 I	2	7	Full	Unreliable	3.5kg	95	Common	Forge or Hive Worlds	SB 4+ or counts as a Basic Weapon.
Autopistol	Pistol	30m	S / - / 6	1d10+2 I	0	18	Full	-	2.5kg	75	Common		
Cypra Mundi "Irontalon" Pistol	Pistol	20m	S / 2 / 5	1d10+2 I	0	15	Full	Primitive, Reliable, Tearing	2kg	150	Rare	The Void	Uses special ammo. Normal auto-rounds can be used but loses the Primitive and Tearing qualities.
Khayer-Addin Forge "Fate Bringer" Long Pistol	Pistol	40m	S / - / -	1d10+3 I	2	5	2 Full	Accurate, Reliable	1.6kg	200	Rare	Hive Worlds	
Fykos Forge "Flametongue" Howdah Pistol	Pistol	20m	S / - / -	1d10+6 I	0	2	2 Full	Primitive, Reliable	2kg	140	Rare	Hive Worlds	Ammo is exotic with the Primitive quality.
Hack Shotgun	Pistol	10m	S / - / -	1d10+4 I	0	1	2 Full	Inaccurate, Scatter, Tearing	3kg	60	Common	Hive Worlds	Uses two shotgun shells. If loaded with only one shell it loses the Tearing quality.
Hand Cannon	Pistol	35m	S / - / -	1d10+4 I	2	5	2 Full	-	3kg	65	Average		
Hax-Orthlack Puritan-14 Execution Pistol [As shotgun]	Pistol	20m (15m)	S / 3 / 6 [S / - / -]	1d10+2 I [1d10+4 I]	0 [0]	14 [1]	Full	[Scatter]	1.7kg	100	Scarce	Hive Worlds	If used as a shotgun -10 BS if not used two-handed. Takes both autopistol and shotgun ammo.
Hecuter 9/5 Heavy Combat Autopistol	Pistol	30m	S / 3 / 6	1d10+3 I	0	15	Full	Reliable	2kg	175	Average	Hive Worlds	
Mariette Cylinder Pistol	Pistol	20m	S / 2 / -	2d5+3 I	0	1	2 Full	-	0.5kg	400	Rare		-30 to Search when disassembled. Cannot be detected by scanners or auspex devices. Takes special ammo.
Naval Pistol (Mars Pattern)	Pistol	20m	S / 3 / -	1d10+4 I	0	6	Full	Tearing	3kg	-	Scarce		Takes special ammo. If loaded with regular bullets it loses its Tearing quality.
Orthlack Mark IV Thollos Autopistol	Pistol	30m	S / - / 6	1d10+4 I	0	12	Full	-	2.5kg	75	Scarce		
Panoptic 0-5 Automata Pistol	Pistol	35m	S / 2 / -	1d10+3 I	0	5(x2)	2 Full	Reliable	2kg	225	Rare	Forge Worlds	Has a fire selector for two clips.
Phobos Stubber	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Full	-	1.3kg	50	Plentiful		
Precision Hand Cannon (Westingkrup Carnodon Pattern)	Pistol	35m	S / 3 / -	1d10+4 I	2	6	Full	Accurate	2.5kg	200	Scarce	Hive Worlds	
Service Pistol (Hax-Orthlack Armsman-10 Pattern)	Pistol	35m	S / 3 / -	1d10+3 I	0	13	Full	-	1.5kg	50	Plentiful	Hive Worlds	
Shotgun Pistol	Pistol	10m	S / - / -	1d10+4 I	0	1	Full	Reliable, Scatter	1kg	60	Average	The Void	-10 penalty if fired one-handed.
Stormchild Hand Cannon	Pistol	35m	S / - / -	1d10+4 I	2	5	2 Full	-	3kg	65	Average	Hive Worlds	
Stub Automatic	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Full	-	1.5kg	50	Plentiful		
Stub Revolver	Pistol	30m	S / - / -	1d10+3 I	0	6	2 Full	Reliable	1kg	40	Plentiful		
Sulymann Encarmine Service Autopistol	Pistol	20m	S / 3 / 8	1d10 I	0	24	Full	-	2kg	90	Average		
Sulymann Holdout "Salvation" Auto	Pistol	10m	S / 3 / -	1d10 I	0	7	-	-	0.7kg	80	Common		Must be partially dismantled to be reloaded.
Talon Mark III Short Autopistol	Pistol	30m	S / 2 / 6	1d10+2 I	0	18	Full	-	2.3kg	70	Common	Hive Worlds	May use a 30 round clip but must be fired two-handed or be at -10 BS.
Trophy Stub Automatic (Dorcas Pattern)	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Half	-	1.5kg	150	Rare		

Solid Projectile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Volg Mercy Killer	Pistol	20m	S / - / -	1d10+2 I	0	1	2 Full	Inaccurate, Unreliable	1kg	10	Plentiful	Hive Worlds	If it suffers a jam, roll 1d10. On 9 the gun explodes inflicting its Damage on the user and destroying the gun.
Volg "Ripper Clip" Autopistol	Pistol	20m	- / - / 6	1d10+2 I	0	12	Full	Inaccurate, Unreliable	3kg	40	Scarce	Hive Worlds	Common Availability on Volg.
Westingkrup Model 20 "Scalptaker" Stub Revolver	Pistol	30m	S / - / -	1d10+3 I	0	6	2 Full	Reliable	2kg	40	Plentiful	Hive Worlds	
Alcher Mark IV Combat Autogun	Basic	60m	S / - / 10	1d10+3 I	0	40	Full	-	3.5kg	95	Average		
Autogun	Basic	90m	S / 3 / 10	1d10+3 I	0	30	Full	-	3.5kg	100	Average		
Autogun (Armageddon Pattern)	Basic	100m	S / 2 / 6	1d10+4 I	0	15	Full	Reliable	8.5kg	100	Average	Hive Worlds	
Cadence "Spectre" Assault Device [As Shotgun]	Basic	80m [30m]	S / 3 / 10 [S / - / -]	1d10+3 I [1d10+4 I]	0 [0]	20(x3) [4]	Full(each) [2 Full]	[Scatter]	6.5kg	375	Rare		Has a fire selector for three clips. Takes both autogun and shotgun ammo.
Combat Shotgun	Basic	30m	S / 3 / -	1d10+4 I	0	18	Full	Scatter	6.5	150	Scarce		
Fykos Forge "Nomad" Hunting Instrument	Basic	250m	S / - / -	1d10+5 I	3	4	Full	Accurate, Reliable	10kg	2000	Very Rare	Hive Worlds	
Hax-Orthlack Creed-9 Autogun	Basic	50m	S / 3 / 10	1d10+3 I	0	35	Full	-	3.6kg	115	Average		
Haywire Rifle	Basic	10m	S / - / -	1d10+3 I	2	6	Full	Double Pen against Machine Trait or similar	5kg	400	Very Rare		Uses special ammo.
Hunting Rifle	Basic	150m	S / - / -	1d10+3 I	0	5	Full	Accurate	5kg	100	Scarce		
Pump-action Shotgun	Basic	30m	S / - / -	1d10+4 I	0	8	2 Full	Scatter	5kg	75	Average		
Scatheros "Blackhammer" Defence Shotgun	Basic	20m	S / - / -	2d10 I	0	1	2 Full	Inaccurate, Scatter	4.7kg	250	Rare		-10 penalty to BS unless braced or SB is 4+. Ammo is exotic.
Shotgun	Basic	30m	S / - / -	1d10+4 I	0	2	2 Full	Reliable, Scatter	5kg	60	Common		
Shotgun (Cyra Mundi "Ironclaw" Pattern)	Basic	30m	S / 2 / -	1d10+4 I	0	12	Full	Reliable, Scatter	6.5kg	80	Scarce	The Void	Can be used as a club (1d10-2+SB I).
Skitanii Assault Shotgun (Vanaheim Pattern)	Basic	40m	S / 3 / 6	1d10+4 I	0	15	Full	Scatter	8kg	300	Average	Forge Worlds	Has an inbuilt red-dot laser sight and melee attachment (saw-bladed bayonet).
Snare Gun	Basic	30m	S / - / -	-	0	1	Full	Snare	3.5kg	100	Scarce		Victim must make an Opposed Test using their Strength or Agility to break free.
Steadholder Lever Gun	Basic	100m	S / - / -	1d10+4 I	0	6	Full	-	5kg	60	Plentiful		
Volg "Meat Hammer" Scattergun	Basic	30m	S / - / -	2d5+6 I	0	1	3 Full	Scatter, Tearing	5kg	80	Scarce	Hive Worlds	Takes three shotgun shells for one shot.
Westingkrup "Slayer" Pump Shotgun	Basic	30m	S / - / -	1d10+4 I	0	6	3 Full	Scatter	3.5kg	70	Average	Hive Worlds	
Assault Cannon	Heavy	120m	- / - / 10	3d10+5 I	5	200	2 Full	Tearing, Unreliable	60kg	7000	Very Rare		
Autocannon	Heavy	300m	S / 2 / 5	4d10+5 I	4	20	2 Full	-	55kg	1000	Scarce		
Heavy Stubber	Heavy	120m	- / - / 10	1d10+4 I	3	200	2 Full	-	35kg	750	Scarce		
Heavy Stubber (Orthlack Pattern)	Heavy	120m	- / - / 10	1d10+5 I	3	200	2 Full	-	35kg	-	Average		
Heavy Stubber (Ursid Pattern)	Heavy	120m	- / - / 10	1d10+5 I	3	40	Full	-	35kg	-	Scarce		
Naval Shotcannon	Heavy	40m	S / 3 / -	2d10+4 I	0	24	2 Full	Scatter, Unreliable	7kg	-	Scarce	The Void	
Naval Shotcannon (Koronus)	Heavy	40m	S / 3 / -	2d10 I	0	24	2 Full	Scatter, Unreliable	12kg	700	Scarce		
Volg VI "Crank Cannon" Heavy Stubber	Heavy	70m	- / - / 5	1d10+5 I	0	100	3 Full	Unreliable	38kg	500	Average	Hive Worlds	
Grenade and Missile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Anti-Plant	Thrown, Grenade	SB x 3m	S / - / -	3d10 E	0	1	-	Blast(3), Affects flora only	0.5kg	-	Very Rare		
Blind	Thrown, Grenade	SB x 3m	S / - / -	-	0	1	-	Smoke	0.5kg	25	Scarce		
Choke Gas	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	Blast(1d10+3)	0.5kg	40	Scarce	Hive Worlds	
Fire Bomb	Thrown, Grenade	SB x 3m	S / - / -	1d10+3 E	6	1	-	Blast(3)	0.5kg	5	Plentiful		
Filament	Thrown, Grenade	SB x 3m	S / - / -	4d10+4 E	6	1	-	Blast(1), Tearing	0.5kg	-	Extremely Rare		
Frag	Thrown, Grenade	SB x 3m	S / - / -	2d10 X	0	1	-	Blast(4)	0.5kg	10	Common		
Geode	Thrown, Grenade	SB x 3m	S / - / -	2d10+3 R	0	1	-	Blast(3)	0.5kg	-	Extremely Rare		
Hallucinogen	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	-	0.5kg	40	Rare		
Inferno/Thermal	Thrown, Grenade	SB x 3m	S / - / -	1d10+3 E	6	1	-	Blast(2)	0.6kg	60	Rare		
Krak	Thrown, Grenade	SB x 3m	S / - / -	2d10+4 X	6	1	-	-	0.5kg	50	Rare		
Mark III FG	Thrown, Grenade	SB x 3m	S / - / -	2d10 X	0	1	-	Blast(5)	0.8kg	10	Scarce		
Nail Bomb	Thrown, Grenade	SB x 3m	S / - / -	1d10+1 X	0	1	-	Blast(2), Unreliable	1kg	20	Average	Hive Worlds	
Photon Flash	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	-	0.5kg	60	Scarce		
Plasma	Thrown, Grenade	SB x 3m	S / - / -	1d10+6 E	6	1	-	Blast(1)	4kg	-	Very Rare		
Smoke	Thrown, Grenade	SB x 3m	S / - / -	-	0	1	-	Smoke(Visual sight only)	0.5kg	-	Common		
Stun	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	Blast(3)	0.2kg	40	Scarce		Challenging(+0) Toughness Test or become Stunned (1d5 rounds). Photo-visors and sealed armour give +20 to test.
Virus	Thrown, Grenade	SB x 3m	S / - / -	3d10 I	0	1	-	Toxic	0.5kg	-	Extremely Rare		
Frag Missile	Missile	-	S / - / -	2d10 X	4	-	-	Blast(6)	1kg	-	Average		
Krak Missile	Missile	-	S / - / -	3d10+10 X	10	-	-	Blast(1)	1kg	-	Scarce		
Fervious Powder Bomb	Thrown	10m	S / - / -	-	0	1	-	Smoke	1.5kg	17	Uncommon	Feral Worlds	30 metre radius. Test Toughness or gain one level of fatigue. A strong wind clears the area in 1 round. Indoors, the powder settles after 2d10 rounds.
Stink Bomb	Thrown	SB x 3m	S / - / -	-	0	1	-	Blast(8)	1kg	6	Common	Feral Worlds	Toughness Test each round or gain one level of Fatigue.

Bolt and SP Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Ammunition-Barrel Cylinder	Mariette Cylinder Pistol	-	-	-	100	Full Clip	-	Rare	
Amputator Shells	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun, Shotguns (all)	Add 2	-	-	-	-	-	Extremely Rare	
Autocannon Shells	Autocannon	-	-	-	-	-	-	Scarce	
Backpack Ammo Pack	SP weapons (all), Bolt Weapons (all)	-	-	-	-	200	25kg	Rare	
Blazer Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	Type E	-	Flame, Primitive	4	1	-	Common	Reduces Range to 15m (unless weapon's range is shorter).
Bleeder Rounds	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun	Special	-	-	-	-	-	Rare	Add 3 Damage to living "biological" targets (not Daemonic or Machine Traits).
Bolt Shells	Bolt Pistol, Bolter, Heavy Bolter	-	-	-	16	1	-	Rare	
Bullets	Autopistol, Stub Revolver, Stub Automatic, Hand Cannon, Autogun, Hunting Rifle, Heavy Stubber	-	-	-	1	20	-	Plentiful	
Diamantine Tipped Shells	Assault Cannon	-	-	-	-	-	-	Very Rare	
Dumdum Bullets	Stub Revolver, Stub Automatic, Hand Cannon	Add 2	-	Primitive	5	6	-	Scarce	
Executioner Shotgun Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	Add 4	Add 1	-	150	1	-	Very Rare	Looses Scatter quality. BS Tests for shots that miss at short or standard range may be re-rolled. Cover is ignored. Cannot be used on Semi-Automatic or Full Automatic.
Expander Rounds	Stub Revolver, Stub Automatic, Autopistol, Autogun	Add 1	Add 1	-	-	-	-	Scarce	
Fragmentation Ammo Clip	Cypra Mundi "frontalon" Pistol	-	-	Primitive, Tearing	30	Full Clip	-	Rare	
Heavy Shells	Naval Shotcannon	-	-	-	-	-	-	Scarce	
Heavy Stubber Rounds	Heavy Stubber	-	-	-	-	-	-	Average	
Hyper-Density Penetrators	Hand Cannon, Hunting Rifle, Shotgun, Bolt Pistol, Boltgun	Type I	Add 2	Tearing	100	1	-	Rare	Half Distance. Shotguns loose Scatter. Man-sized targets must succeed an Ordinary(+10) Toughness Test or be knocked prone.
Inferno Shells	Shotgun, Pump-action Shotgun, Combat Shotgun, Bolt Weapons	-	-	Special	18	1	-	Rare	Agility Test or catch on fire. Can set things on fire.
Man-Stopper Bullets	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun, Hunting Rifle	-	3	-	5	6	-	Scarce	
Naval Pistol Bullets	Naval Pistol	-	-	Tearing	-	-	-	Scarce	
Psycannon Bolts	Bolt Pistol, Bolter, Heavy Bolter	Special	Special	"Holy", Special	250	1	-	Very Rare	Only be acquired through the Holy Ordos.
Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	-	-	-	1	20	-	Common	
Spitfire Shells	Volg "Spitfire" Bolt Pistol	-	-	-	5	3	-	Scarce	
Tempest Bolt Shells	Bolt Pistol, Bolter, Heavy Bolter	Type E	-	Shock	250	1	-	Very Rare	Add 3 Damage to targets with Machine Trait. Near Unique in Koronus Sector.
Void Rounds	SP weapons (all)	-	-	Special	8	1	-	Scarce	Gain Reliable quality in Void conditions.
Flame Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Fuel Pack	Flame Weapons (all)	-	-	-	-	60	25kg	Rare	
Fuel (Pistol)	Hand Flamer	-	-	-	8	Full Clip	-	Scarce	
Fuel (Basic)	Flamer	-	-	-	10	Full Clip	-	Scarce	
Fuel (Heavy)	Heavy Flamer	-	-	-	-	Full Clip	-	Scarce	
Las Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Power Pack	Las Weapons (all)	-	-	-	-	80	25kg	Rare	
Charge Pack (Pistol)	Las Pistols	-	-	-	10	Full Clip	-	Common	
Charge Pack (Basic)	Las Carbine, Lasgun, Long Las	-	-	-	15	Full Clip	-	Common	
Charge Pack (Heavy)	MP Lascannon	-	-	-	30	Full Clip	-	Rare	
Hellgun Capacitator	Hellpistol, Hellgun, Multi-Laser	-	-	-	50	Full Clip	10kg	Rare	Worn as a backpack.
Hot-Shot Charge	Las Pistols, Las Carbine, Lasgun, Long Las	Add 1	4	Tearing	15	1	-	Scarce	
Overcharge Pack	Las Pistols, Las Carbine, Lasgun, Long Las	Add 1	-	-	15	Half Clip	0.5kg	Common	
Valentine Charge Pack	Khayer-Addin Dueling Las	-	-	-	20	1	-	Rare	
Melta Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Melta Canister	Melta Weapons (all)	-	-	-	-	80	25kg	Rare	
Melta Canister (Pistol)	Inferno Pistol	-	-	-	20	Full Clip	-	Very Rare	
Melta Canister (Basic)	Meltagun	-	-	-	15	Full Clip	-	Rare	Very Rare in Koronus Sector.
Melta Canister (Heavy)	Multi-Melta, Thermal Lance	-	-	-	-	Full Clip	-	Very Rare	
Plasma Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Plasma Flask	Plasma Weapons (all)	-	-	-	-	80	25kg	Rare	
Plasma Flask (Pistol)	Plasma Pistol	-	-	-	24	Full Clip	-	Rare	
Plasma Flask (Basic)	Plasma Gun	-	-	-	18	Full Clip	-	Rare	
Plasma Flask (Heavy)	Plasma Cannon	-	-	-	-	Full Clip	-	Very Rare	
Primitive Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Arrows/Quarrels	Bow, Crossbow, Hand Bow	-	-	-	1	20	-	Common	
Explosive Arrows/Quarrels	Bow, Crossbow, Hand Bow	Type X	-	Loses Primitive	-	-	-	Scarce	-10 BS.
Shot	Flintlock Pistol, Musket	-	-	-	1	20	-	Common	
Stake-Bolts	Stake-Crossbow (Catechist Pattern)	-	-	-	50	1	-	Rare	Only be acquired through the Holy Ordos.
Special Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Blessed Ammunition	Bolt Weapons, Flamers, SP Weapons	-	-	"Holy"	50	1	-	Very Rare	Only be acquired through the Holy Ordos.
Burn Caster Round	Morgauth Burn Caster	-	-	-	10	1	-	Scarce	
Exotic	Many Exotic weapons with no listed ammo type	-	-	-	20	1	-	Very Rare	
Hypo-pistol Darts	Artificio-Biologis, 0.5 I Hypo Pistol	-	-	Special	8	1	-	Scarce	Can be loaded with various chemicals.
Razor Darts	Cadence "Widower" Dart Caster Device	-	-	-	15	1	-	Rare	
Shuriken Ammo	Shuriken Pistol, Shuriken Catapult, Ranger Long Rifle	-	-	-	500	Full Clip	-	Very Rare	



Ranged Weapon Sights	Used With	Weight	Cost	Availability	Source	Special
Photo-scope	Any Basic Las, SP, Bolt, Primitive or Plasma.	+0.5kg	-	Very Rare		Suffers no penalties due to darkness.
Preysense-scope	Any Basic Las, SP, Bolt, Primitive or Plasma.	+0.5kg	-	Very Rare		Suffers no penalties due to darkness. +20 to vision-based Perception Tests at night.
Omni-scope	Any Basic Las, SP, Bolt, Primitive or Plasma.	+2kg	-	Near Unique		Combines the benefits of a Preysense, Red-dot Laser and Telescopic sight.
Red-Dot Laser Sight	Any Pistol or Basic Las, SP, Bolt, Primitive or Plasma.	+0.5kg	50	Scarce		+10 BS when fired on single shot.
Telescopic Sight	Any Basic Las, SP, Bolt, Primitive or Plasma.	+1kg	35	Average		One Full Action aim ignore penalties for long and extreme range.
Ranged Weapon Upgrades	Used With	Weight	Cost	Availability	Source	Special
Combi-Weapon	Any Basic.	Per Weapon	Per Weapon x2	Per Weapon		Adds a second Basic class weapon with half ammo (round up).
Compact	Any Pistol or Basic Las, SP, Flame, Bolt or Plasma.	x1/2	50	Average		If concealed -20 penalty to any Skill Test to find. Halves clip size and range. Reduce damage by 1.
Duplus Ammo Clip	Any Pistol or Basic Las or SP with a removable clip.	0	10	Scarce		Effectively two clips. Halves reload time.
Exterminator	Any.	+1kg	35	Common		Acts as a Flamer with a clip of 1. One-shot and must be replaced once used.
Extra Grip	Any Basic.	x1/3	25	Plentiful		Allows the weapon to be wielded one-handed with no penalty. Halves the Range. If used with two hands, Range is normal.
Fire Selector	Any Pistol or Basic SP or Bolt.	+0.5kg	25	Scarce		Adds three different clips. At the beginning of the Turn choose which clip used.
Forearm Weapon Mounting	Any Pistol Las, SP, Bolt, Primitive or Mefta.	300	+1kg	Scarce		Keeps hands free. Reduces Range by 30%.
Melee Attachment	Any Basic.	+2kg	25	Plentiful		Counts as a spear in Melee combat.
Motion Predictor	Any non-primitive weapon capable of Semi-Auto or Full Auto.	+0.5kg	-	Very Rare		+10 BS when used on Semi-Auto or Full Auto.
Silencer	Stub Revolver, Stub Automatic, Hand Cannon, Autogun, Hunting Rifle.	+0.5kg	10	Plentiful		-20 to Awareness Tests to hear and can only be attempted at half the normal distance.
Suspensors	Any Heavy Weapon.	x1/2	-	Extremely Rare		Counts as having the Auto-stabilized Trait.
Targeter	Any Heavy Las, SP or Bolt.	+1.5kg	2250	Rare		+10 BS.
Tripod and Bipods	Any Basic or Heavy.	+2kg	25	Average		Allows a weapon to be braced anywhere there is a reasonably flat surface. Bipods have a 90-degree fire arc and take a Half Action to brace. Tripods have a 180-degree arc and take a Full Action to brace.
Vox-operated	Any non-primitive Pistol, Basic, Launcher or Heavy.	+0.5kg	-	Rare		User can fire the weapon by voice. If equipped with a fire selector can be used by voice also.

Melee Weapons (All)

Chain Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Chain Axe	Melee	-	1d10+4 R	2	Tearing	13kg	450	Very Rare		Average Availability in Koronus Sector
Chain Knife	Melee	-	1d5+3 R	2	Tearing	2.5kg	80	Scarce	Hive Worlds	
Chainsword	Melee	-	1d10+2 R	2	Balanced, Tearing	6kg	275	Rare		
Chainsword (Hecate Pattern)	Melee	-	1d10+2 R	2	Balanced, Tearing	6kg	-	Average		
Eviscerator	Melee	-	1d10+10 R	5	Special, Tearing, Unwieldy	12kg	750	Scarce	The Holy Ordos	Two-handed. Rolling a 96-100 must succeed on an Agility Test or take Damage as if struck by the weapon (including SB).
Exotic Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Aether Lance	Melee	-	2d5 E	0	Unwieldy	3.5kg	50000	Very Rare	Xeno	Ignores Armour, TB and psychic defenses. No SB added to damage. Targets parry at -10 penalty. No damage to non-living, machines, daemons, Machine Trait (5+). If touches hexagrammic wards, untouchables or a similar psychic blank the weapon dies (1d10 days).
Breacher	Melee	-	1d10+5 R	4	Special, Tearing, Unwieldy	18kg	750	Scarce	Forge Worlds	SB 5+ to wield. -10 WS for each point of SB below 5 (unless mounted on implant). RF damage is 2d10.
Bulkhead Cutters	Melee	-	1d10+3 R	6	Tearing, Unwieldy	6kg	75	Average	The Void	Two-handed
Chain-Stick	Melee	-	1d10+1 I	0	Fast, Primitive, Toxic	1kg	30	Scarce	Feral Worlds	
Double Flail	Melee	-	1d10 I	0	Flexible, Primitive	4kg	28	Scarce	Feudal Worlds	Two-handed
Draethri Pain Gauntlet	Melee	-	1d10+2 R	0	Shocking	3kg	1500	Very Rare	Xeno	
Fra'al Glass Knife	Melee	-	1d5+2 R	4	Toxic	1.5kg	450	Rare	Xeno	
Fractal Blade	Melee	-	1d10+1 R	7	Power Field, Balanced	1kg	-	Extremely Rare		
Garrote	Melee	-	1d10 R	0	Flexible, Primitive	0.5kg	200	Scarce		Two-handed
Ghost Sword	Melee	-	1d10+3 E	6	Power Field, Balanced	1kg	-	Extremely Rare		
Harlequin's Kiss	Melee	-	1d10+8 R	10	Tearing, No SB for Damage	1kg	-	Extremely Rare	Xeno	
Lightning Chain	Melee	-	1d10+1 I	0	Flexible, Primitive, Shocking	4kg	100	Very Rare	Feudal Worlds	Two-handed
Lightning Gauntlet	Melee	-	1d10 I	0	Primitive, Shocking	2kg	80	Scarce	Feudal Worlds	
Ork Choppa	Melee	-	1d10+1 R	2	Tearing, Unbalanced	8kg	600	Scarce	Xeno	
Scythian Fury Talon	Melee	-	1d5+3 R	3	Toxic	1kg	1000	Very Rare	Xeno	Stores 5 doses of any drug or poison and can apply a dose to damage.
Vivsector	Melee	-	1d5+5 R	0	Tearing, Unwieldy	1.5kg	650	Rare	Forge Worlds	+10 Interrogation, Intimidation. +10 Medicae for servitor repair or autopsies.
Vivsector (Toxic Upgrade)	Melee	-	1d5+5 R	0	Tearing, Toxic, Unwieldy	1.5kg	1150	Rare	Forge Worlds	+10 Interrogation, Intimidation. +10 Medicae for servitor repair or autopsies.
Whisper Line	Melee	1m	1d10+1 R	4	Flexible, Tearing	0.5kg	4500	Very Rare	Xeno	Requires reinforced gloves or hand protection to use.
Fedrix Razor Disk	Thrown	10m	1d10 R	2	Primitive	0.5kg	50	Average	Feral Worlds	
Volonx Thunderclap	Thrown	9m	1d5+3 X	0	Blast(2), Inaccurate, Primitive, Unstable	1kg	45	Very Rare	Feral Worlds	Returns to thrower if missed. Challenging(+0) Agility test to catch.
Power Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
The Khayer-Addin "Serpentine" Power Blade	Melee	-	1d10+2 E	6	Fast, Power Field	1.5kg	2500	Very Rare	Hive Worlds	Usually concealed in walking sticks or similar sheaths.
Omnissian Axe	Melee	-	2d5+5 E	6	Power Field, Unwieldy	7kg	-	-	Forge Worlds	+10 bonus to Interaction Tests involving followers of the Machine God. Functions as a multi-tool.
Omnissian Axe (Sollex Pattern)	Melee	-	2d10+4 E	6	Power Field, Unbalanced	8kg	-	Extremely Rare		Functions as a multi-tool.
Power Axe (Mezosa Pattern)	Melee	-	1d10+7 E	7	Power Field, Unbalanced	6kg	-	Very Rare		
Power Blade	Melee	-	1d10+3 E	6	Power Field	1.5kg	1750	Very Rare		
Power Fist	Melee	-	2d10+SBx2 E	8	Power Field, Unwieldy	12kg	3100	Very Rare		
Power Fist (Mezosa Pattern)	Melee	-	2d10+SBx2 E	9	Power Field, Unwieldy	13kg	-	Very Rare		
Power Longsword (Waller Pattern Mark VI)	Melee	-	1d10+6 E	6	Power Field	4.5kg	3500	Very Rare		Two-handed
Power Maul [High]	Melee	-	1d10+1 E [1d10+5 E]	2 [4]	Shocking [Power Field]	3.5kg	-	Very Rare		
Power Sword	Melee	-	1d10+5 E	6	Balanced, Power Field	3.5kg	2500	Very Rare		
Power Sword (Mordian Pattern)	Melee	-	1d10+5 E	6	Balanced, Power Field	3.5kg	-	Very Rare		Gains an additional +5 to Parry.
Sollex-Aegis Energy Blade	Melee	-	1d10+6 E	7	Balanced, Power Field	1kg	5000	Very Rare	Forge Worlds	SB not added to Damage. Attack or Parry Failure by 5+ degrees does weapon damage to user. Cannot be stealthy while on. Weapon uses plasma pistol fuel (10 rounds of continuous operation).
Witch Lance	Melee, Thrown	10m	1d10+4 E	6	Power Field, Special	5kg	2800	Very Rare		
Primitive Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Armoured Gauntlet	Melee	-	1d5 I	0	Primitive	0.5kg	35	Common	The Void	
Axe	Melee	-	1d10+1 R	0	Primitive, Unbalanced	4kg	20	Average		
Axe-Rake	Melee	-	1d10+2 I or R	0	Primitive, Unbalanced	4kg	20	Abundant	Hive Worlds	+10 Bonus to Climb Tests and Tests to force doors or locks open.
Bastard Sword	Melee	-	1d10+1 R	1	Primitive	5kg	50	Average	Feudal Worlds	
Boarding Pike (Anoxis Pattern)	Melee	-	1d10+3 X	2	Primitive	4kg	30	Common	The Void	Two-handed. Damage is one-shot. Acts as club for rest of combat. Takes time to reload.
Bolo Knife	Melee	-	2d5 R	2	-	2kg	50	Rare	Hive Worlds	Common Availability on Malfi.
Brass Knuckles	Melee	-	1d5-1 I	0	Primitive	0.5kg	5	Plentiful		
Buckler	Melee	-	1d5-2 I	0	Balanced, Primitive	1kg	30	Common	Feudal Worlds	
Buckler (Acreage)	Melee, Thrown	8m	1d5-2 I	0	Balanced, Primitive	1kg	30	Common	Feudal Worlds	
Chimera Pistol Sword	Melee	-	1d10+1 R	2	Primitive	3.5kg	130	Scarce	The Void	Also functions as an Ironalon with a clip of 1.
Club	Melee	-	1d10 I	0	Primitive	2kg	5	Abundant		
Combat Knife	Melee	-	1d5+3 R	0	Primitive	0.8kg	40	Average		Can be fixed to most Basic weapons as a bayonet.
Cutlass	Melee	-	1d10 R	0	Primitive, Unbalanced	3kg	10	Common	Feudal Worlds	
"Devil's Kiss" Landrian Stiletto	Melee	-	1d5 R	3	Fast, Primitive	0.3kg	55	Rare	Hive Worlds	
"Emperor's Whisper" Landrian Blade	Melee, Thrown	5m	1d5+1 R	2	Balanced	0.5kg	150	Very Rare	Hive Worlds	
Flail	Melee	-	1d10+2 I	0	Flexible, Primitive	4kg	20	Scarce		Two-handed
Force Axe	Melee	-	1d10+3 R	2	Special, Unbalanced	4.5kg	4000	Very Rare	The Holy Ordos	Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field.
Force Staff	Melee	-	1d10 I	0	Balanced, Special	3kg	3500	Very Rare	The Holy Ordos	Two-handed. Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field. Can be used as a Psy Focus.
Force Sword	Melee	-	1d10+1 R	2	Balanced, Special	3.5kg	3500	Very Rare	The Holy Ordos	Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field.
Great Weapon	Melee	-	2d10 R	2	Primitive, Unwieldy	7kg	70	Scarce		Two-handed
Growhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive	4kg	-	Scarce		
Guard Shield	Melee	-	1d5 I	0	Defensive, Primitive	3.5kg	100	Scarce		AP 6 when used as cover. -20 WS to attacks with shield.
Hammer	Melee	-	1d10+1 I	0	Primitive, Unbalanced	4kg	10	Common		
Improvised	Melee	-	1d10-2 I	0	Primitive, Unbalanced	-	-	-		
Landrian "Sigilite" Knife	Melee	-	1d5 R	3	Defensive	0.75kg	85	Rare	Hive Worlds	
Long-Sabre	Melee	-	1d10+2 R	2	Balanced, Primitive	3kg	70	Very Rare	Feral Worlds	Two-handed
Knife	Melee, Thrown	3m	1d5 R	0	Primitive	0.5kg	5	Abundant		
Kraken Tooth Dagger	Melee, Thrown	5m	1d5+1 R	1	Primitive	0.4kg	200	Rare	The Void	Extremely Rare in Koronus Sector.
Man-Catcher	Melee	-	1d10 I	0	Primitive, Snare, Unwieldy	8kg	60	Scarce	The Void	Two-handed
Mirror Shield	Melee	-	1d5-1 I	0	Defensive, Primitive	3kg	60	Rare	Feudal Worlds	AP 8 (Primitive) to Body and Arm as cover. Retains full AP value against Las Weapons. -20 WS to attacks with shield.
Moon Blade	Melee, Thrown	5m	1d10 R	0	Fast, Primitive, Unwieldy	3kg	25	Rare	Feral Worlds	
Naval Shield	Melee	-	1d5+2 I	0	Defensive, Primitive	9kg	75	Average	The Void	AP 8 when used as cover. -20 WS to attacks with shield.
Punch Dagger	Melee	-	1d5+1 R	2	Primitive	0.5kg	4	Plentiful		
Punisher Baton	Melee	-	1d10 I	0	-	3kg	50	Average	Hive Worlds	
Render, Landrian	Melee	-	1d5+1 R	0	Primitive, Tearing	1.2kg	50	Rare	Hive Worlds	
Sabre	Melee	-	1d10 R	0	Balanced, Primitive	2kg	15	Common	Feudal Worlds	
Scythe	Melee	-	1d10+2 R	0	Primitive, Unwieldy	5kg	12	Uncommon		Two-handed
Shield	Melee	-	1d5 I	0	Defensive, Primitive	3kg	25	Average		AP 2 to Body and Arm as cover. -20 WS to attacks with shield.
Short Sword	Melee	-	1d10-1 R	0	Primitive	1.5kg	12	Common	The Void	
Sieve Blade	Melee	-	1d10-1 R	0	Primitive	0.5kg	75	Scarce		Delivers chemicals on any hit (must wound for effect).
Spear	Melee, Thrown	10m	1d10 R	0	Primitive	3kg	15	Common		Two-handed
Spectrum	Melee	-	1d10 R	2	Primitive, Unbalanced	6kg	45	Rare	Feudal Worlds	Two-handed
Staff	Melee	-	1d10 I	0	Balanced, Primitive	3kg	10	Plentiful		Two-handed
Steam Drill	Melee	-	2d10 I	3	Primitive, Unbalanced, Unwieldy	18kg	100	Very Rare	Feudal Worlds	Two-handed. SB 4+ to wield. -10 WS for each point of SB below 4. -10 Agl while carried.
Stiletto	Melee	-	1d5-1 R	2	Fast, Primitive	0.2kg	25	Uncommon	Feudal Worlds	
Sword	Melee	-	1d10 R	0	Balanced, Primitive	3kg	15	Common		

Melee Weapons (All)

Tower Shield (metal)	Melee	-	1d5+2 1	0	Defensive, Primitive	7kg	60	Rare	Feudal Worlds	AP 8 (Primitive) when used as cover. -2 to AB when held. -20 WS to attacks with shield.
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Melee Weapons (All)

Primitive Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Tower Shield (wood)	Melee	-	1d5+1 I	0	Defensive, Primitive	5kg	40	Uncommon	Feudal Worlds	AP 6 (Primitive) when used as cover. -2 to AB when held. -20 WS to attacks with shield.
Trophy Knife	Melee	-	1d5+1 R	1	Balanced, Primitive	0.3kg	700	Very Rare		
Truncheon	Melee	-	1d10 I	0	Primitive	2kg	-	Plentiful		
Warhammer	Melee	-	1d10+2 I	0	Primitive	4.5kg	-	Scarce		
Bolas	Thrown	10m	-	0	Inaccurate, Primitive, Snare	1.5kg	10	Average		
Javelin	Thrown	18m	1d10 R	1	Primitive	1kg	8	Plentiful	Feral Worlds	
Throwing Star/Throwing Knife	Thrown	5m	1d5 R	0	Primitive	0.5kg	5	Plentiful		
Vibe Spear	Thrown	10m	1d10+2 R	1	Primitive, Snare, Special	2kg	14	Uncommon	Feral Worlds	Challenging(+0) Medicine test to remove spear. Failure inflicts 1d5 Damage (no AP or TB mod). If injured make a Challenging(+0) Toughness test or suffer 1 level of Fatigue.
Volonx Bone Bolas	Thrown	8m	1d5 I	0	Primitive, Snare, Toxic	2kg	12	Rare	Feral Worlds	
Shock Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Electro-Flail	Melee	-	1d10+2 I	0	Flexible, Shocking	4.5kg	375	Rare		Two-handed
Neural Whip	Melee	3m	1d10+1 E	0	Flexible, Shocking	4kg	500	Rare	The Void	
Officer's Cutlass	Melee	-	1d10 R	0	Shocking	3kg	200	Scarce	The Void	
Shock Gauntlets	Melee	-	1d5 E	0	Shocking	1kg	100	Scarce		
Shock Glove	Melee	-	1d10 I	0	Shocking	1.5kg	-	Rare		
Shock Maul	Melee	-	1d10 I	0	Shocking	2.5kg	150	Scarce		
Shock-Staff	Melee	-	1d5+3 I	0	Shocking	2kg	100	Average	The Void	Two-handed. Rare in Koronus Sector.

Melee Weapon Upgrades

Melee Weapon Upgrades	Used With	Weight	Cost	Availability	Source	Special
Lathe Blade	Knife, Throwing Knives, Sword, Axe, Great Weapon (no Mono upgrade)	0	2500	Very Rare	Forge Worlds	+2 Damage. +3 Pen. +10 WS. Cannot be destroyed by power fields and counts as having an Armour of 25 if directly attacked. Best Quality Craftsmanship.
Mono	Any Primitive (no Lathe Blade upgrade)	0	40	Scarce		+2 to Pen and are no longer Primitive. Can be applied to Power Weapons that are turned off.
Sanctified Weapon	Any Primitive or Chain of at least Good quality craftsmanship	0	500	Very Rare	Holy Ordos	Damage caused is considered Holy.

Explosive	Weight	Initial Damage	Damage per Weight	Pen	Blast Radius	Cost	Availability	Special
Demolition Charge	1kg	3d10 X	2	0	x5m	250	Scarce	
Det-Cord and Det-Tape	1kg	-	1d5 X	0	x2m	20	Common	
Fycline	1kg	-	1d10+5 X	0	x5m	70	Average	
Limpet Mine (Cressin Pattern)	3kg	4d10 X	-	8	1m	55	Scarce	
Melta Bomb	4kg	6d10 E	-	12	2m	100	Rare	Agility Test or catch on fire.
Promethium	1kg	-	2d10 E	0	x4m	60	Scarce	Agility Test or catch on fire.

Primitive Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Bracers	Arms	1	0.5kg	10	Plentiful	Feral Worlds	
Braid Cloak, Fedrid	Body	1	2kg	80	Uncommon	Feral Worlds	+10 bonus on Concealment Tests in forest or jungle terrain.
Gang Leathers	Arms, Body, Legs	1	5kg	25	Average		
Bone Armour	Arms, Body, Legs	2	12kg	20	Average	Feral Worlds	
Heavy Leathers	Arms, Body, Legs	2	7kg	100	Common		
Quilted Vest	Body	2	2kg	10	Common		
Beast Furs	Body	2	10kg	5	Average		
Scrag Furs	Body	2	7kg	5	Common	Feral Worlds	
Grox Hides	Body	3	14kg	60	Common		
Banded Armour, Fervious	Arms, Body, Legs	3	12kg	50	Rare	Feral Worlds	
Chain Coat	Arms, Body, Legs	3	18kg	50	Average		
Scale Armour, Monrass	Arms, Body, Legs	3	15kg	1000	Very Rare	Feral Worlds	+10 to Agility Tests to avoid catching fire.
Silkmail, Acreage	Arms, Body, Legs	3	5kg	150	Rare	Feral Worlds	
Mirker's Greaves	Legs	4	8kg	50	Average	Hive Worlds	Can kick with the same effect as if wearing Brass Knuckles.
Feudal Plate	All	5	30kg	120	Scarce		
Burnscour Beast Hide	Body	6	20kg	-	Very Rare		
Xeno Hides	Body	6	22kg	5000	Very Rare		
Heavy Plate	All	6	28kg	300	Scarce	Feudal Worlds	
Advanced Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Environmental Body Glove	All	1	5kg	625	Rare	Frontier Worlds	+10 bonus on Survival Tests. Has a built in re-breather, comm-bead and photo-visior.
Mask Bodyglove	Arms, Body, Legs	2	6kg	650	Rare		+20 to Concealment Tests when opposed by infrared sensors of creatures whose sight is based on heat.
Blur Suit	All	2	7kg	750	Rare		Imposes a -10 penalty against all sight-based tests against the user when activated. Any attack that penetrates the suit add 2 damage. Activating or Deactivating the suit is a Half Action. Requires a common power cell. Lasts 24 rounds.
Slither Boots	Legs	3	6kg	500	Rare	Frontier Worlds	+10 bonus to Agility tests made to maintain footing in treacherous or slick conditions. AP 6 against corrosives.
Hardened Body Glove	Arms, Body, Legs	3	5kg	300	Rare	Hive Worlds	
Hardened Body Glove (Stealth)	All	3	5kg	900	Rare	Hive Worlds	-20 penalty on Tests to notice the wearer.
Shroud Cloak	All	3	2kg	-	-	Xeno	-30 penalty to detect with scanners. +20 Concealment Tests. Can hide in plain sight if stationary in an area of gloom or low light conditions.
Wind Armour	All	3	18kg	2200	Rare	Frontier Worlds	Immune to environmental effects of strong wind and dire storms.
Volcanis Shroud	All	3	20kg	350	Average	Hive Worlds	Double protection against Fire, Acid and Corrosives. -10 penalty to Agility Tests. Has a built in rebreather and photo-visior.
Holo-Armour	All	4	4kg	-	-	Xeno	While in motion -30 penalty to attack wearer. -30 to Perception or Awareness tests to discern anything in the field (including against Auspend). +10 Awareness to detect the user or the field.
Mecronid Armour	All	7	2kg	15000	Very Rare	Xeno	If the wearer loses consciousness, Willpower Test. On Failure 1d10 Damage per round (No armour or TB). On Death the armour animates the body and looks for another victim.
Dragon Scale	All	8	20kg	7500	Tech-Priest Only	Forge Worlds	Has built in respirator and photo-visior. +10 to Strength. Requires cybermantle and potentia coil.
Flak Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Flak Helmet	Head	2	2kg	25	Average		
Flak Gauntlets	Arms	2	1kg	50	Average		
Light Flak Coat	Arms, Body, Legs	2	4kg	80	Scarce		
Flak Vest	Body	3	5kg	50	Average		
Flak Jacket	Arms, Body, Legs	3	6kg	100	Average		
Flak Cloak	All	3	8kg	80	Scarce		
Flak Greatcoat	Arms, Body	4	9kg	150	Average		
Guard Flak Armour	All	4	11kg	300	Scarce		
Mesh Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Mesh Cowl	Head	3	0.5kg	100	Rare		
Mech Gloves	Arms	3	0.5kg	120	Rare		
Xeno Mesh	Arms, Body, Legs	4	2kg	375	Rare		
Mesh Vest	Body	4	1kg	150	Rare		
Mesh Combat Cloak	All	4	1.5kg	350	Very Rare		
Carapace Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Carapace Helm	Head	4	2kg	250	Rare		
Carapace Vambraces	Arms	5	2kg	300	Rare		
Carapace Greaves	Legs	5	3kg	375	Rare		
Enforcer Light Carapace	Arms, Body, Legs	5	15kg	575	Rare		
Cameleoline Combat Armour	All	5	17kg	1000	Very Rare		+20 to Concealment tests. Count as one Range Bracket further away against ranged attacks if stationary.
Hax-Orthlack MKII Magistratum Combat Carapace	All	5	16kg	1100	Rare	Hive Worlds	Has built in respirator, comm-bead and photo-visior.
Carapace Chest Plate	Body	6	7kg	600	Rare		
Windrider Carapace	Body	6	6kg	800	Scarce		
Shock Carapace	Arms, Body, Legs	6	19kg	5000	Very Rare		Any successful hit with a conductive weapon results in a Toughness Test as if the attacker had been hit in the arm with a weapon with the Shocking quality.
Storm Trooper Carapace	All	6	17kg	3750	Very Rare		
Power Armour	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Lidhi Power Armour	All	6	40kg	8000	Very Rare		+20 to Strength. Increases size by one step. Must have a Power Supply (1d5 hours).
Light Power Armour	All	7	40kg	8500	Very Rare		+10 to Strength. Must have a Power Supply (1d5 hours).
Power Armour	All	8	65kg	15000	Very Rare		+20 to Strength. Increases size by one step. Must have a Power Supply (1d5 hours).
Force Field	Location(s) Covered	AP	Weight	Cost	Availability	Source	Special
Amulet of Warding	All	Special	1kg	30000	Very Rare	Forge Worlds	-20 penalty on all Concealment and Stealth tests while activated. Burnout occurs if activated for more than 1 hour. Activating field is a Half Action. Requires two hours to recharge once it has been used.
Refractor Field	All	Special	1.5kg	20000	Very Rare		Power cells are enough for 1 hour of continuous use and are Rare items with a cost of 1000. Ineffective against very close ranged attacks.
Rosarius	All	Special	2kg	25000	Rare	Holy Ordos	If the field blocks more than 12 Damage from any single attack a blast of light is released. Has the effects of a photon flash grenade centered on the wearer.



Armour Upgrades

Armour Upgrades	Used With	Weight	Cost	Availability	Source	Special
Blur Field	Any.	0	1000	Rare		Imposes a -10 penalty against all sight-based tests against the user when activated. Any attack that penetrates the suit add 2 damage. Activating or Deactivating the suit is a Half Action. Requires a common power cell. Lasts 24 rounds. Must have Trade(Armourer)+10 to add this upgrade.
Cameleoline Coating	Any.	0	1000	Very Rare		+20 to Concealment tests. Count as one Range Bracket further away against ranged attacks if stationary.
Hexagramatic Wards	Carapace Breastplate, Full Carapace Armour, Power Armour	0	2500	Very Rare	Holy Ordos	+20 to Tests to resist direct psychic attack or manipulation. Double AP against psychic force or warp energy that directly deal damage. Keeps AP against Warp Weapons.
Preysense Mask	Any.	0	500	Rare		+20 to Concealment Tests when opposed by infrared sensors of creatures whose sight is based on heat.
Shock-Field	Any Armour with AP 4 or higher.	0	2000	Very Rare		Any successful hit with a conductive weapon results in a Toughness Test as if the attacker had been hit in the arm with a weapon with the Shocking quality. Must have Trade(Armourer)+10 to add this upgrade.

Bolt (Pistol)

Bolt Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Bolt Pistol (Ceres Pattern)	Pistol	30m	S / 2 / -	1d10+5 X	4	8	Full	Tearing	3.5kg	250	Rare		
Bolt Pistol (Garm Pattern)	Pistol	30m	S / 2 / -	1d10+5 X	4	8	Full	Tearing	4.5kg	350	Rare		
Cinder Crag Forge "Mauler" Bolt Pistol	Pistol	30m	S / 3 / -	1d10+5 X	4	6	Full	Reliable, Tearing	2.75kg	375	Very Rare	Forge Worlds	Commissioned pistols are double the cost but count as Best quality for the person it was crafted for.
Sacristan Bolt Pistol	Pistol	30m	S / 2 / -	1d10+6 X	4	6	Full	Tearing	3.3kg	380	Rare	The Holy Ordos	-10 penalty on BS unless SB 4+
Volg "Spitfire" Bolt Pistol	Pistol	20m	S / - / -	1d10+3 X	0	3	Full	Tearing, Unreliable	3kg	75	Scarce	Hive Worlds	Uses special ammo. Ignites flammable material. On critical hits test Agility or be set on fire. On Jams, automatically incurs an Explosive Mishap (Test Agility or be set on fire). If hit by explosion or fire there is a 65% chance the ammo detonates (1d10+3 damage).

Bolt Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Angelus Bolt Carbine	Basic	100m	S / - / -	2d10 X	5	3	3 Full	Accurate, Tearing	11kg	2000	Very Rare	Hive Worlds	Highly Illegal.
Boltgun	Basic	90m	S / 2 / -	1d10+5 X	4	24	Full	Tearing	7kg	500	Very Rare		
Boltgun (Locke Pattern)	Basic	90m	S / 2 / 4	1d10+5 X	4	24	Full	Tearing	7kg	-	Very Rare		
Mark II Scourge Boltgun (Mars Pattern)	Basic	90m	S / - / -	1d10+3 X	4	24	Full	Reliable, Tearing	10kg	650	Very Rare		Has a sarissa as a bayonet. Counts as an axe when used in melee combat.
Storm Bolter (Mars Pattern)	Basic	90m	S / 2 / 4	1d10+5 X	4	60	Full	Storm, Tearing	9kg	-	Extremely Rare		

Bolt (Heavy Weapon)

Bolt Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Heavy Bolter	Heavy	120m	- / - / 10	2d10 X	5	60	2 Full	Tearing	40kg	1800	Very Rare		
Heavy Bolter (Solar Pattern)	Heavy	120m	- / - / 10	2d10+2 X	5	60	Full	Tearing	40kg	-	Very Rare		

Bolt Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Ammo Pack	SP weapons (all), Bolt Weapons (all)	-	-	-	-	200	25kg	Rare	
Blessed Ammunition	Bolt Weapons, Flamers, SP Weapons	-	-	"Holy"	50	1	-	Very Rare	Only be acquired through the Holy Ordos.
Bolt Shells	Bolt Pistol, Bolter, Heavy Bolter	-	-	-	16	1	-	Rare	
Hyper-Density Penetrators	Hand Cannon, Hunting Rifle, Shotgun, Bolt Pistol, Boltgun	Type I	Add 2	Tearing	100	1	-	Rare	Half Distance. Shotguns loose Scatter. Man-sized targets must succeed an Ordinary(+10) Toughness Test or be knocked prone.
Inferno Shells	Shotgun, Pump-action Shotgun, Combat Shotgun, Bolt Weapons	-	-	Special	18	1	-	Rare	Agility Test or catch on fire. Can set things on fire.
Psycannon Bolts	Bolt Pistol, Bolter, Heavy Bolter	Special	Special	"Holy", Special	250	1	-	Very Rare	Only be acquired through the Holy Ordos.
Spitfire Shells	Volg "Spitfire" Bolt Pistol	-	-	-	5	3	-	Scarce	
Tempest Bolt Shells	Bolt Pistol, Bolter, Heavy Bolter	Type E	-	Shock	250	1	-	Very Rare	Add 3 Damage to targets with Machine Trait. Near Unique in Koronus Sector.



Flame (Pistol)

Flame Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Cadence Promethium "Destroyer" Incineration Device	Pistol	15m	S / - / -	1d10+5 E	2	5	2 Full	Flame	2.1kg	750	Very Rare	Hive Worlds	Cadence secret society (or tech-cult) build by commission.
Hand Flamer (Mezoa Pattern)	Pistol	10m	S / - / -	1d10+4 E	2	2	2 Full	Flame	3.5kg	200	Rare		

Flame (Basic)

Flame Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Flamer	Basic	20m	S / - / -	1d10+4 E	3	3	2 Full	Flame	6kg	300	Scarce		
Flamer (Anoxis Burst Pattern)	Basic	5m	S / - / -	1d5 E	0	1	2 Full	Flame, Primitive	3kg	50	Scarce	The Void	Shoots heat not flames.
Flamer (Mezoa Pattern)	Basic	20m	S / - / -	1d10+4 E	2	6	2 Full	Flame	6kg	-	Scarce		
Gas Torch	Basic	5m	S / - / -	1d10+1 E	2	5	2 Full	Flame	20kg	150	Scarce	Hive Worlds	If suffering a wounding hit from behind 50% chance canister explodes (2d10 E Blast(4)) doing double damage and catching fire to wearer.
Nightfire Flamer (Voss Pattern)	Basic	20m	S / - / -	1d10+5 E	2	3	2 Full	Flame, Toxic	6kg	300	Very Rare		
Stingray Rifle (Anoxis Pattern)	Basic	15m	S / - / -	1d10+3 E	2	4	Full	Flame	3kg	100	Average	The Void	Cannot set things on fire.
Tox Spray	Basic	10m	S / - / -	1d10 E	0	3	3 Full	Flame, Toxic	8kg	200	Rare	Hive Worlds	If it suffers a jam (94-100) it ruptures doing weapon damage (Blast(2)) double damage to user.

Flame (Heavy Weapon)

Flame Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Heavy Flamer	Heavy	30m	S / - / -	2d10+4 E	4	10	2 Full	Flame	45kg	1000	Rare		
Heavy Flamer (Locke Pattern)	Heavy	30m	S / - / -	2d10+4 E	4	10	2 Full	Flame	20kg	-	Rare		

Ammo (Flame)

Flame Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Fuel Pack	Flame Weapons (all)	-	-	-	-	60	25kg	Rare	
Blessed Ammunition	Bolt Weapons, Flamers, SP Weapons	-	-	"Holy"	50	1	-	Very Rare	Only be acquired through the Holy Ordos.
Fuel (Pistol)	Hand Flamer	-	-	-	8	Full Clip	-	Scarce	
Fuel (Basic)	Flamer	-	-	-	10	Full Clip	-	Scarce	
Fuel (Heavy)	Heavy Flamer	-	-	-	-	Full Clip	-	Scarce	

Las Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Archeotech Laspistol	Pistol	90m	S / 3 / -	1d10+3 E	2	70	Full	Accurate, Reliable	4kg	-	Near Unique		
Belasco Dueling Pistol	Pistol	45m	S / - / -	1d10+5 E	4	1	Full	Accurate	1.5kg	-	Very Rare		
Belasco Series-S "Venom" Compact Laspistol	Pistol	10m	S / - / -	1d10+1 E	0	15	-	-	0.5kg	120	Scarce	Hive Worlds	Does not use power packs. Must be recharged between uses (via a standard port).
"Fury" Assault Laspistol (Triplex Pattern)	Pistol	20m	S / 2 / 5	1d10+2 E	0	30	Full	Reliable	1.5kg	100	Scarce		
Hellpistol (Voss Pattern)	Pistol	35m	S / 2 / -	1d10+3 E	3	20	2 Full	-	4kg	140	Rare		Uses special power cells worn like a backpack. Can use standard power cells but consumes 4 charges per shot.
Hellpistol (Lucius Pattern)	Pistol	35m	S / 2 / -	1d10+4 E	7	40	2 Full	-	4kg	-	Rare		Uses special power cells worn like a backpack.
Khayer-Addin Dueling Las	Pistol	30m	S / - / -	1d10+4 E	4	1	Full	Accurate, Tearing	1.7kg	220	Very Rare	Hive Worlds	Uses special power cells. Cannot be overcharged or hotshotted.
Las Gauntlets	Pistol	50m	S / 4 / -	1d10+4 E	1	20	Full	Reliable	3kg	-	Very Rare		
Laspistol	Pistol	30m	S / - / -	1d10+2 E	0	30	Full	Reliable	1.5kg	50	Common		
Laspistol (Civitas Pattern)	Pistol	25m	S / 2 / -	1d10+1 E	0	25	Full	Reliable	2kg	40	Common	Hive Worlds	
Mark IV Command Laspistol (Mars Pattern)	Pistol	70m	S / 2 / -	1d10+3 E	0	15	Full	Accurate, Reliable	1.75kg	150	Rare		
"Steel Burner" Heavy Laspistol (Sollex Pattern-VII)	Pistol	30m	S / - / -	1d10+4 E	2	10	Full	-	2.5kg	100	Very Rare	Forge Worlds	Scarce in Magnogorsk. Subject to Overheat if using hotshot or overcharge.
Takara Palantine Compact Laspistol	Pistol	20m	S / 3 / -	1d10+2 E	0	20	Full	Reliable	1.1kg	100	Average	Hive Worlds	

Las Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Death Light [®] Lasgun (Sollux Pattern-IX)	Basic	80m	S / 3 / -	1d10+5 E	2	18	Full	-	7.2kg	250	Very Rare	Forge Worlds	Scarce in Magnogorsk. Subject to Overheat if using hotshot or overcharge.
D'laku Hellgun	Basic	100m	S / 3 / 5	1d10+3 E	4	40	2 Full	-	10kg	500	Very Rare	Forge Worlds	Scarce in Lathe. Uses special power cells worn like a backpack. Can use basic power cells but only gets 12 shots.
Hellgun (Voss Pattern)	Basic	110m	S / 3 / -	1d10+4 E	3	40	3 Full	-	6kg	180	Rare		Uses special power cells worn like a backpack. Can use standard power cells but consumes 4 charges per shot.
Hellgun (Lucius Pattern)	Basic	110m	S / 3 / -	1d10+4 E	7	30	2 Full	-	6kg	-	Rare		Uses special power cells worn like a backpack.
Las Carbine	Basic	60m	S / 2 / -	1d10+2 E	0	40	Full	Reliable	3kg	75	Common		
Las Carbine (Locke Pattern)	Basic	60m	S / 2 / -	1d10+3 E	0	40	2 Full	Reliable	2.5kg	-	Scarce		
Lasburst Twin Lasgun	Basic	100m	S / 2 / -	1d10+4 E	0	18	Full	Tearing, Unreliable	7kg	220	Rare		
Lasgun	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	4kg	75	Common		
Lasgun (Drusus Prime Pattern)	Basic	100m	S / 2 / -	1d10+3 E	0	50	Full	-	7kg	50	Common	Hive Worlds	
Laslock	Basic	70m	S / - / -	1d10+4 E	0	1	Full	Unreliable	4kg	40	Plentiful		
Lightning Lasgun (Roth Pattern)	Basic	120m	S / 2 / -	1d10+2 E	0	60	Full	Reliable	4kg	175	Rare		
Long Las	Basic	150m	S / - / -	1d10+3 E	1	40	Full	Accurate, Reliable	4.5kg	100	Scarce		
Mark III Short Lasgun (Mars Pattern)	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	4kg	75	Average		
Minerva-Aegis	Basic	60m	S / 4 / 8	1d10+2 E	0	40	Full	Reliable	4.1kg	150	Scarce	Hive Worlds	
Stormfront Lasgun	Basic	100m	S / 3 / -	1d10+3 E	0	60	Full	Reliable	5kg	85	Very Rare		Has a bayonet. Counts as a spear with the balanced quality in melee.

Las Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
MP Lascannon	Heavy	300m	S / - / -	5d10+10 E	10	5	2 Full	-	55kg	5000	Very Rare		
Multi-Laser	Heavy	250m	- / - / 10	3d10+3 E	4	60	3 Full	-	50kg	2000	Scarce		Uses special power cells worn like a backpack.

Ammo (Las)

Las Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Power Pack	Las Weapons (all)	-	-	-	-	80	25kg	Rare	
Charge Pack (Pistol)	Las Pistols	-	-	-	10	Full Clip	-	Common	
Charge Pack (Basic)	Las Carbine, Lasgun, Long Las	-	-	-	15	Full Clip	-	Common	
Charge Pack (Heavy)	MP Lascannon	-	-	-	30	Full Clip	-	Rare	
Hellgun Capacitator	Hellpistol, Hellgun, Multi-Laser	-	-	-	50	Full Clip	10kg	Rare	Worn as a backpack.
Hot-Shot Charge	Las Pistols, Las Carbine, Lasgun, Long Las	Add 1	4	Tearing	15	1	-	Scarce	
Overcharge Pack	Las Pistols, Las Carbine, Lasgun, Long Las	Add 1	-	-	15	Half Clip	0.5kg	Common	
Valentine Charge Pack	Khayer-Addin Dueling Las	-	-	-	20	1	-	Rare	



Launcher Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Aux Grenade Launcher	Basic	45m	S / - / -	*	*	1	Full	*	+2.5kg	250	Rare		Can be fitted to any basic weapon.
Grenade Launcher	Basic	60m	S / - / -	*	*	6	Full	*	9kg	500	Scarce		
Grenade Launcher (Gorge Pattern)	Basic	60m	S / - / -	*	*	1	2 Full	Reliable, *	8kg	300	Average		
Grenade Launcher (Mezoea Pattern)	Basic	80m	S / - / -	*	*	1	Half	*	10kg	-	Scarce		
Grenade Launcher (Voss Pattern)	Basic	60m	S / - / -	*	*	6	Full	Inaccurate, *	12.5kg	-	Scarce		



Launcher Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Disposable Grenade Launcher	Heavy	175m	S / - / -	*	*	1	-	*	30kg	400	Rare		Can be loaded with Frag or Krak grenades only.
Disposable Missile Launcher	Heavy	175m	S / - / -	*	*	1	-	*	30kg	800	Rare		
Missile Launcher	Heavy	250m	S / - / -	*	*	1	Full	*	35kg	3000	Scarce		
Missile Launcher (Locke Pattern)	Heavy	250m	S / - / -	*	*	1	Full	*	12kg	-	Scarce		
Missile Launcher (Retobi Pattern)	Heavy	200m	S / - / -	*	*	5	2 Full	*	35kg	-	Rare		
RPG Launcher	Heavy	120m	S / - / -	*	*	1	Full	*	15kg	1200	Rare		

Grenades and Missiles

Grenade and Missile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Anti-Plant	Thrown, Grenade	SB x 3m	S / - / -	3d10 E	0	1	-	Blast(3), Affects flora only	0.5kg	-	Very Rare		
Blind	Thrown, Grenade	SB x 3m	S / - / -	-	0	1	-	Smoke	0.5kg	25	Scarce		
Choke Gas	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	Blast(1d10+3)	0.5kg	40	Scarce	Hive Worlds	
Fire Bomb	Thrown, Grenade	SB x 3m	S / - / -	1d10+3 E	6	1	-	Blast(3)	0.5kg	5	Plentiful		
Filament	Thrown, Grenade	SB x 3m	S / - / -	4d10+4 E	6	1	-	Blast(1), Tearing	0.5kg	-	Extremely Rare		
Frag	Thrown, Grenade	SB x 3m	S / - / -	2d10 X	0	1	-	Blast(4)	0.5kg	10	Common		
Geode	Thrown, Grenade	SB x 3m	S / - / -	2d10+3 R	0	1	-	Blast(3)	0.5kg	-	Extremely Rare		
Hallucinogen	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	-	0.5kg	40	Rare		
Inferno/Thermal	Thrown, Grenade	SB x 3m	S / - / -	1d10+3 E	6	1	-	Blast(2)	0.6kg	60	Rare		
Krak	Thrown, Grenade	SB x 3m	S / - / -	2d10+4 X	6	1	-	-	0.5kg	50	Rare		
Mark III FG	Thrown, Grenade	SB x 3m	S / - / -	2d10 X	0	1	-	Blast(5)	0.8kg	10	Scarce		
Nail Bomb	Thrown, Grenade	SB x 3m	S / - / -	1d10+1 X	0	1	-	Blast(2), Unreliable	1kg	20	Average	Hive Worlds	
Photon Flash	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	-	0.5kg	60	Scarce		
Plasma	Thrown, Grenade	SB x 3m	S / - / -	1d10+6 E	6	1	-	Blast(1)	4kg	-	Very Rare		
Smoke	Thrown, Grenade	SB x 3m	S / - / -	-	0	1	-	Smoke(Visual sight only)	0.5kg	-	Common		
Stun	Thrown, Grenade	SB x 3m	S / - / -	Special	0	1	-	Blast(3)	0.2kg	40	Scarce		Challenging(+0) Toughness Test or become Stunned (1d5 rounds). Photo-visors and sealed armour give +20 to test.
Virus	Thrown, Grenade	SB x 3m	S / - / -	3d10 I	0	1	-	Toxic	0.5kg	-	Extremely Rare		
Frag Missile	Missile	-	S / - / -	2d10 X	4	-	-	Blast(6)	1kg	-	Average		
Krak Missile	Missile	-	S / - / -	3d10+10 X	10	-	-	Blast(1)	1kg	-	Scarce		
Fervous Powder Bomb	Thrown	10m	S / - / -	-	0	1	-	Smoke	1.5kg	17	Uncommon	Feral Worlds	30 metre radius. Test Toughness or gain one level of fatigue. A strong wind clears the area in 1 round. Indoors, the powder settles after 2d10 rounds.
Stink Bomb	Thrown	SB x 3m	S / - / -	-	0	1	-	Blast(8)	1kg	6	Common	Feral Worlds	Toughness Test each round or gain one level of Fatigue.

Mehta Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Inferno Pistol	Pistol	10m	S / - / -	2d10+4 E	12	3	Full	-	2.5kg	7500	Very Rare		
Inferno Pistol (Mars Pattern)	Pistol	10m	S / - / -	2d10+8 E	13	3	Full	-	2.5kg	-	Very Rare		

Melta (Basic)

Melta Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Melta-Cutter	Basic	10m	S / - / -	2d10+4 E	10	5	3 Full	-	30kg	600	Scarce	Forge Worlds	Maximum Range is 10m. No bonus to hit for closer ranges. SB 4+ to wield. -10 BS for each point of SB below 4.
Meltagun	Basic	20m	S / - / -	2d10+4 E	12	5	2 Full	-	8kg	4000	Rare		
Meltagun (Mars Pattern)	Basic	20m	S / - / -	2d10+8 E	13	5	2 Full	-	40kg	-	Rare		
Meltagun (Mezoa Pattern)	Basic	20m	S / - / -	2d10+8 E	13	10	3 Full	-	46kg	-	Rare		
Ultimo Meltagun (Voss Pattern Mark III)	Basic	40m	S / - / -	2d10+2 E	8	5	2 Full	-	10kg	2500	Very Rare		

Melta (Heavy Weapon)

Melta Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Multi-Melta	Heavy	60m	S / - / -	4d10+12 E	12	4	2 Full	Blast(1)	55kg	8500	Very Rare		
Multi-Melta (Mars Pattern)	Heavy	60m	S / 3 / -	4d10+5 E	13	10	2 Full	Blast(1)	40kg	-	Very Rare		
Thermal Lance	Heavy	10m	S / - / -	2d10+4 E	10	2	2 Full	-	14kg	3000	Rare		
Thermal Lance (Mars Pattern)	Heavy	10m	S / - / -	2d10+10 E	12	2	2 Full	Accurate	40kg	-	Rare		

Melta Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Melta Canister	Melta Weapons (all)	-	-	-	-	80	25kg	Rare	
Melta Canister (Pistol)	Inferno Pistol	-	-	-	20	Full Clip	-	Very Rare	
Melta Canister (Basic)	Meltagun	-	-	-	15	Full Clip	-	Rare	Very Rare in Koronus Sector.
Melta Canister (Heavy)	Multi-Melta, Thermal Lance	-	-	-	-	Full Clip	-	Very Rare	

Plasma Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Kronos Mk III Plasma Pistol [Maximal]	Pistol	30m [40m]	S / - / -	1d10+6 E [1d10+10 E]	6 [6]	10	4 Full	Overheats, Recharge	4kg	5000	Very Rare	Forge Worlds	In Maximal consumes 3 shots per use and takes two rounds after firing to recharge.
Plasma Pistol	Pistol	30m	S / - / -	1d10+6 E	6	10	4 Full	Overheats, Recharge	4kg	4000	Very Rare		
Plasma Pistol (Ryza Pattern)	Pistol	30m	S / 2 / -	1d10+6 E	6	10	3 Full	Overheats	4kg	-	Very Rare		

Plasma Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Mark III Sunfury Assault Plasma Gun (Mars Pattern)	Basic	80m	S / 2 / -	1d10+10 E	6	10	2 Full	Overheats, Recharge	12kg	3000	Very Rare		
Plasma Blaster	Basic	60m	S / - / -	2d10+6 E	6	12	2 Full	Overheats, Recharge, Unreliable	20kg	7500	Very Rare		
Plasma Gun	Basic	90m	S / 2 / -	1d10+6 E	6	20	8 Full	Overheats, Recharge	11kg	3000	Very Rare		
Plasma Gun (Mezoa Pattern)	Basic	90m	S / 2 / -	1d10+7 E	6	40	5 Full	Overheats	18kg	-	Very Rare		

Plasma (Heavy Weapon)

Plasma Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Plasma Cannon [Maximal]	Heavy	120m	S / - / -	2d10+10 E [4d10+10]	8 [8]	24	5 Full	Overheats, Recharge, Unreliable [Blast(3)]	38kg	8500	Very Rare		In Maximal consumes 6 shots per use.
Plasma Cannon (Ryza Pattern)	Heavy	120m	S / - / -	2d10+10 E	8	16	5 Full	Blast(1), Overheats, Recharge, Unreliable	40kg	-	Very Rare		

Plasma Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Backpack Plasma Flask	Plasma Weapons (all)	-	-	-	-	80	25kg	Rare	
Plasma Flask (Pistol)	Plasma Pistol	-	-	-	24	Full Clip	-	Rare	
Plasma Flask (Basic)	Plasma Gun	-	-	-	18	Full Clip	-	Rare	
Plasma Flask (Heavy)	Plasma Cannon	-	-	-	-	Full Clip	-	Very Rare	

Primitive Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Deuce Pistol	Pistol	15m	S/2/-	1d10+21	0	2	3 Full	Primitive, Unreliable	2kg	10	Common	Feudal Worlds	
Flick Bow	Pistol	15m	S/-/-	1d10 R	0	1	Full	Primitive, Special	1kg	30	Scarce	Feudal Worlds	Half-action must be spent to lock the bow before firing.
Flintlock Pistol	Pistol	15m	S/-/-	1d10+21	0	1	3 Full	Inaccurate, Primitive, Unreliable	4kg	10	Common		
Hand Bow	Pistol	15m	S/-/-	1d10 R	0	1	Full	Primitive	1kg	200	Rare		

Primitive Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Bow	Basic	30m	S / - / -	1d10 R	0	1	Half	Primitive, Reliable	2kg	10	Common		
Composite Bow	Basic	40m	S / - / -	1d10+2 R	1	1	Half	Accurate, Primitive	3kg	50	Uncommon	Feudal Worlds	
Crossbow	Basic	30m	S / - / -	1d10 R	0	1	2 Full	Primitive	3kg	10	Common		
Drive Nailer	Basic	5m	- / 3 / -	1d10+1 R	4	15	3 Full	Primitive	7kg	50	Common	Hive Worlds	
Heavy Crossbow	Basic	80m	S / - / -	1d10+4 R	2	1	4 Full	Primitive	5kg	75	Rare	Feudal Worlds	
Iocanthos Blunderbuss	Basic	10m	S / - / -	1d10+1 I	0	1	5 Full	Inaccurate, Primitive, Scatter, Unreliable	4kg	35	Rare	Feudal Worlds	
Longbow	Basic	50m	S / - / -	1d10+2 R	2	1	Half	Primitive	3kg	20	Average	Feudal Worlds	
Musket	Basic	30m	S / - / -	1d10+2 I	0	1	5 Full	Inaccurate, Primitive, Unreliable	7kg	30	Common		
Siskan Musket	Basic	40m	S / - / -	1d10+3 I	0	1	5 Full	Primitive	8kg	60	Scarce	Feudal Worlds	
Sling	Basic	15m	S / - / -	1d10-2 I	0	1	Full	Primitive	0.5kg	10	Plentiful		
Stake-Crossbow (Catechist Pattern)	Basic	40m	S / - / -	1d10+4 R	3	5	2 Full	Primitive, Special	4kg	750	Rare	The Holy Ordos	Takes special ammo.



Primitive (Heavy Weapon)

Primitive Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Impaler	Heavy	30m	S / - / -	1d10+5 I	2	1	2 Full	Primitive, Unreliable	22kg	100	Scarce	Hive Worlds	SB 4+ required to reload.
Scrap Cannon	Heavy	15m	S / - / -	1d10+3 R	0	1	3 Full	Scatter, Unreliable	40kg	150	Very Rare	Hive Worlds	If successfully hit Test for Pinning. Average availability in Underhive.

Ammo (Primitive)

Primitive Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Arrows/Quarrels	Bow, Crossbow, Hand Bow	-	-	-	1	20	-	Common	
Explosive Arrows/Quarrels	Bow, Crossbow, Hand Bow	Type X	-	Loses Primitive	-	-	-	Scarce	-10 BS.
Shot	Flintlock Pistol, Musket	-	-	-	1	20	-	Common	
Stake-Bolts	Stake-Crossbow (Catechist Pattern)	-	-	-	50	1	-	Rare	Only be acquired through the Holy Ordos.

Solid Projectile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
S4 Tranter Hand Cannon	Pistol	30m	S / 2 / -	1d10+5 I	2	7	Full	Unreliable	3.5kg	95	Common	Forge or Hive Worlds	SB 4+ or counts as a Basic Weapon.
Autopistol	Pistol	30m	S / - / 6	1d10+2 I	0	18	Full	-	2.5kg	75	Common		
Cypra Mundi "Irontalon" Pistol	Pistol	20m	S / 2 / 5	1d10+2 I	0	15	Full	Primitive, Reliable, Tearing	2kg	150	Rare	The Void	Uses special ammo. Normal auto-rounds can be used but loses the Primitive and Tearing qualities.
Khayer-Addin Forge "Fate Bringer" Long Pistol	Pistol	40m	S / - / -	1d10+3 I	2	5	2 Full	Accurate, Reliable	1.6kg	200	Rare	Hive Worlds	
Fykos Forge "Flametongue" Howdah Pistol	Pistol	20m	S / - / -	1d10+6 I	0	2	2 Full	Primitive, Reliable	2kg	140	Rare	Hive Worlds	Ammo is exotic with the Primitive quality.
Hack Shotgun	Pistol	10m	S / - / -	1d10+4 I	0	1	2 Full	Inaccurate, Scatter, Tearing	3kg	60	Common	Hive Worlds	Uses two shotgun shells to fire once. If loaded with only one shell it loses the Tearing quality.
Hand Cannon	Pistol	35m	S / - / -	1d10+4 I	2	5	2 Full	-	3kg	65	Average		
Hax-Orthlack Puritan-14 Execution Pistol [As shotgun]	Pistol	20m [15m]	S / 3 / 6 [S / - / -]	1d10+2 I [1d10+4 I]	0 [0]	14 [1]	Full	[Scatter]	1.7kg	100	Scarce	Hive Worlds	If used as a shotgun -10 BS if not used two-handed. Takes both autopistol and shotgun ammo.
Hecuter 9/5 Heavy Combat Autopistol	Pistol	30m	S / 3 / 6	1d10+3 I	0	15	Full	Reliable	2kg	175	Average	Hive Worlds	
Mariette Cylinder Pistol	Pistol	20m	S / 2 / -	2d5+3 I	0	1	2 Full	-	0.5kg	400	Rare		-30 to Search when disassembled. Cannot be detected by scanners or auspex devices. Takes special ammo.
Naval Pistol (Mars Pattern)	Pistol	20m	S / 3 / -	1d10+4 I	0	6	Full	Tearing	3kg	-	Scarce		Takes special ammo. If loaded with regular bullets it loses its Tearing quality.
Orthlak Mark IV Thollos Autopistol	Pistol	30m	S / - / 6	1d10+4 I	0	12	Full	-	2.5kg	75	Scarce		
Panoptic 0-5 Automata Pistol	Pistol	35m	S / 2 / -	1d10+3 I	0	5(x2)	2 Full	Reliable	2kg	225	Rare	Forge Worlds	Has a fire selector for two clips.
Phobos Stubber	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Full	-	1.3kg	50	Plentiful		
Precision Hand Cannon (Westingkrup Carnodon Pattern)	Pistol	35m	S / 3 / -	1d10+4 I	2	6	Full	Accurate	2.5kg	200	Scarce	Hive Worlds	
Service Pistol (Hax-Orthlack Armsman-10 Pattern)	Pistol	35m	S / 3 / -	1d10+3 I	0	13	Full	-	1.5kg	50	Plentiful	Hive Worlds	
Shotgun Pistol	Pistol	10m	S / - / -	1d10+4 I	0	1	Full	Reliable, Scatter	1kg	60	Average	The Void	-10 penalty if fired one-handed.
Stormchild Hand Cannon	Pistol	35m	S / - / -	1d10+4 I	2	5	2 Full	-	3kg	65	Average	Hive Worlds	
Stub Automatic	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Full	-	1.5kg	50	Plentiful		
Stub Revolver	Pistol	30m	S / - / -	1d10+3 I	0	6	2 Full	Reliable	1kg	40	Plentiful		
Sulymann Encarmine Service Autopistol	Pistol	20m	S / 3 / 8	1d10 I	0	24	Full	-	2kg	90	Average		
Sulymann Holdout "Salvation" Auto	Pistol	10m	S / 3 / -	1d10 I	0	7	-	-	0.7kg	80	Common		Must be partially dismantled to be reloaded.
Talon Mark III Short Autopistol	Pistol	30m	S / 2 / 6	1d10+2 I	0	18	Full	-	2.3kg	70	Common	Hive Worlds	May use a 30 round clip but must be fired two-handed or be at -10 BS.
Trophy Stub Automatic (Dorcas Pattern)	Pistol	30m	S / 3 / -	1d10+3 I	0	9	Half	-	1.5kg	150	Rare		
Volg Mercy Killer	Pistol	20m	S / - / -	1d10+2 I	0	1	2 Full	Inaccurate, Unreliable	1kg	10	Plentiful	Hive Worlds	If it suffers a jam, roll 1d10. On 9 the gun explodes inflicting its Damage on the user and destroying the gun.
Volg "Ripper Clip" Autopistol	Pistol	20m	- / - / 6	1d10+2 I	0	12	Full	Inaccurate, Unreliable	3kg	40	Scarce	Hive Worlds	Common Availability on Volg.
Westingkrup Model 20 "Scalptaker" Stub Revolver	Pistol	30m	S / - / -	1d10+3 I	0	6	2 Full	Reliable	2kg	40	Plentiful	Hive Worlds	

Solid Projectile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Alicher Mark IV Combat Autogun	Basic	60m	S / - / 10	1d10+3 I	0	40	Full	-	3.5kg	95	Average		
Autogun	Basic	90m	S / 3 / 10	1d10+3 I	0	30	Full	-	3.5kg	100	Average		
Autogun (Armageddon Pattern)	Basic	100m	S / 2 / 6	1d10+4 I	0	15	Full	Reliable	8.5kg	100	Average	Hive Worlds	
Cadence "Spectre" Assault Device (As shotgun)	Basic	80m [30m]	S / 3 / 10 [S / - / -]	1d10+3 I [1d10+4 I]	0 [0]	20(x3) [4]	Full(each) [2 Full]	[Scatter]	6.5kg	375	Rare		Has a fire selector for three clips. Takes both autogun and shotgun ammo.
Combat Shotgun	Basic	30m	S / 3 / -	1d10+4 I	0	18	Full	Scatter	6.5	150	Scarce		
Fykos Forge "Nomad" Hunting Instrument	Basic	250m	S / - / -	1d10+5 I	3	4	Full	Accurate, Reliable	10kg	2000	Very Rare	Hive Worlds	
Hax-Orthlack Creed-9 Autogun	Basic	50m	S / 3 / 10	1d10+3 I	0	35	Full	-	3.6kg	115	Average		
Haywire Rifle	Basic	10m	S / - / -	1d10+3 I	2	6	Full	Double Pen against Machine Trait or similar	5kg	400	Very Rare		Uses special ammo.
Hunting Rifle	Basic	150m	S / - / -	1d10+3 I	0	5	Full	Accurate	5kg	100	Scarce		
Pump-action Shotgun	Basic	30m	S / - / -	1d10+4 I	0	8	2 Full	Scatter	5kg	75	Average		
Scatheros "Blackhammer" Defence Shotgun	Basic	20m	S / - / -	2d10 I	0	1	2 Full	Inaccurate, Scatter	4.7kg	250	Rare		-10 penalty to BS unless braced or SB is 4+. Ammo is exotic.
Shotgun	Basic	30m	S / - / -	1d10+4 I	0	2	2 Full	Reliable, Scatter	5kg	60	Common		
Shotgun (Cypra Mundi "Ironclaw" Pattern)	Basic	30m	S / 2 / -	1d10+4 I	0	12	Full	Reliable, Scatter	6.5kg	80	Scarce	The Void	Can be used as a club (1d10-2+SB I).
Skitani Assault Shotgun (Vanaheim Pattern)	Basic	40m	S / 3 / 6	1d10+4 I	0	15	Full	Scatter	8kg	300	Average	Forge Worlds	Has an inbuilt red-dot laser sight and melee attachment (saw-bladed bayonet).
Snare Gun	Basic	30m	S / - / -	-	0	1	Full	Snare	3.5kg	100	Scarce		Victim must make an Opposed Test using their Strength or Agility to break free.
Steadholder Lever Gun	Basic	100m	S / - / -	1d10+4 I	0	6	Full	-	5kg	60	Plentiful		
Volg "Meat Hammer" Scattergun	Basic	30m	S / - / -	2d5+6 I	0	1	3 Full	Scatter, Tearing	5kg	80	Scarce	Hive Worlds	Takes three shotgun shells for one shot.
Westingkrup "Slayer" Pump Shotgun	Basic	30m	S / - / -	1d10+4 I	0	6	3 Full	Scatter	3.5kg	70	Average	Hive Worlds	

SP (Heavy Weapon)

Solid Projectile Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Assault Cannon	Heavy	120m	- / - / 10	3d10+5 I	5	200	2 Full	Tearing, Unreliable	60kg	7000	Very Rare		
Autocannon	Heavy	300m	S / 2 / 5	4d10+5 I	4	20	2 Full	-	55kg	1000	Scarce		
Heavy Stubber	Heavy	120m	- / - / 10	1d10+4 I	3	200	2 Full	-	35kg	750	Scarce		
Heavy Stubber (Orthlack Pattern)	Heavy	120m	- / - / 10	1d10+5 I	3	200	2 Full	-	35kg	-	Average		
Heavy Stubber (Ursid Pattern)	Heavy	120m	- / - / 10	1d10+5 I	3	40	Full	-	35kg	-	Scarce		
Naval Shotcannon	Heavy	40m	S / 3 / -	2d10+4 I	0	24	2 Full	Scatter, Unreliable	7kg	-	Scarce	The Void	
Naval Shotcannon (Koronus)	Heavy	40m	S / 3 / -	2d10 I	0	24	2 Full	Scatter, Unreliable	12kg	700	Scarce		
Voig VI "Crank Cannon" Heavy Stubber	Heavy	70m	- / - / 5	1d10+5 I	0	100	3 Full	Unreliable	38kg	500	Average	Hive Worlds	

Ammo (SP)

SP Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Ammunition-Barrel Cylinder	Mariette Cylinder Pistol	-	-	-	100	Full Clip	-	Rare	
Amputator Shells	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun, Shotguns (all)	Add 2	-	-	-	-	-	Extremely Rare	
Autocannon Shells	Autocannon	-	-	-	-	-	-	Scarce	
Backpack Ammo Pack	SP weapons (all), Bolt Weapons (all)	-	-	-	-	200	25kg	Rare	
Blazer Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	Type E	-	Flame, Primitive	4	1	-	Common	Reduces Range to 15m (unless weapon's range is shorter).
Bleeder Rounds	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun	Special	-	-	-	-	-	Rare	Add 3 Damage to living "biological" targets (not Daemonic or Machine Traits).
Blessed Ammunition	Bolt Weapons, Flamers, SP Weapons	-	-	"Holy"	50	1	-	Very Rare	Only be acquired through the Holy Ordos.
Bullets	Autopistol, Stub Revolver, Stub Automatic, Hand Cannon, Autogun, Hunting Rifle, Heavy Stubber	-	-	-	1	20	-	Plentiful	
Diamantine Tipped Shells	Assault Cannon	-	-	-	-	-	-	Very Rare	
Dumdum Bullets	Stub Revolver, Stub Automatic, Hand Cannon	Add 2	-	Primitive	5	6	-	Scarce	
Expander Rounds	Stub Revolver, Stub Automatic, Autopistol, Autogun	Add 1	Add 1	-	-	-	-	Scarce	
Executioner Shotgun Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	Add 4	Add 1	-	150	1	-	Very Rare	Looses Scatter quality. BS Tests for shots that miss at short or standard range may be re-rolled. Cover is ignored. Cannot be used on Semi-Automatic or Full Automatic.
Fragmentation Ammo Clip	Cypra Mundi "Frontalon" Pistol	-	-	Primitive, Tearing	30	Full Clip	-	Rare	
Heavy Shells	Naval Shotcannon	-	-	-	-	-	-	Scarce	
Heavy Stubber Rounds	Heavy Stubber	-	-	-	-	-	-	Average	
Hyper-Density Penetrators	Hand Cannon, Hunting Rifle, Shotgun, Bolt Pistol, Boltgun	Type I	Add 2	Tearing	100	1	-	Rare	Half Distance. Shotguns loose Scatter. Man-sized targets must succeed an Ordinary(+10) Toughness Test or be knocked prone.
Inferno Shells	Shotgun, Pump-action Shotgun, Combat Shotgun, Bolt Weapons	-	-	Special	18	1	-	Rare	Agility Test or catch on fire. Can set things on fire.
Man-Stopper Bullets	Stub Revolver, Stub Automatic, Hand Cannon, Autopistol, Autogun, Hunting Rifle	-	3	-	5	6	-	Scarce	
Naval Pistol Bullets	Naval Pistol	-	-	Tearing	-	-	-	Scarce	
Shells	Shotgun, Pump-action Shotgun, Combat Shotgun	-	-	-	1	20	-	Common	
Void Rounds	SP weapons (all)	-	-	Special	8	1	-	Scarce	Gain Reliable quality in Void conditions.



Exotic Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Aegis Anbaric Shock Blaster Pistol	Pistol	20m	S / 2 / -	1d10+2 E	4	7	Full	Shock	3kg	650	Rare	Forge Worlds	Uses Lasipistol Power Cells.
Artifico-Biologis, 0.5 l Hypo Pistol	Pistol	20m	S / - / -	1d5+2 R	2	3	2 Full	Damage in Excess of target's TB and AP is reduced to 1	1kg	1000	Scarce	Forge Worlds	Delivers chemicals on damage (usually Strixis Tincture but can have any).
Cadence "Widower" Dart Caster	Pistol [Basic]	35m [150m]	S / - / -	1d10+3 R	4	1	Full	Accurate	2kg [4.5kg]	1000	Rare	Hive Worlds	Special Ammo.
Dartcaster	Pistol	30m	S / - / -	1d10 R	0	1	Full	Toxic	2.5kg	-	Rare		Can deliver chemicals on damage.
Digi-laser	Pistol	3m	S / - / -	1d10+3 E	7	1	Full	Reliable	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-melta	Pistol	3m	S / - / -	2d10+4 E	12	1	Full	-	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-needler	Pistol	3m	S / - / -	1d10 R	0	1	Full	Toxic	0.5kg	-	Extremely Rare		Is worn like a ring.
Digi-flamer	Pistol	3m	S / - / -	1d10+4 E	2	1	Full	Flame	0.5kg	-	Extremely Rare		Is worn like a ring.
Galvian Needler	Pistol	30m	S / 3 / -	1d10-1 R	0	7	Full	Toxic	1kg	950	Very Rare	Hive Worlds	
Galvian Needler (Concealable)	Pistol	30m	S / 3 / -	1d10-1 R	0	7	Full	Concealable, Toxic	1kg	1250	Very Rare	Hive Worlds	Hidden on forearm.
Needle Pistol	Pistol	30m	S / - / -	1d10 R	0	6	Full	Accurate, Toxic	1.5kg	1250	Very Rare		Can deliver chemicals on damage.
Ork Slugga	Pistol	20m	S / 3 / -	1d10+4 I	0	18	Full	Inaccurate, Unreliable	2kg	100	Scarce	Xeno	
Shard Pistol	Pistol	20m	S / - / -	1d10+1 R	0	20	Full	Tearing	1kg	2000	Very Rare	Xeno	
Shuriken Pistol	Pistol	30m	S / 3 / 5	1d10+2 R	4	40	2 Full	Reliable	1.2kg	4500	Very Rare	Xeno	
Splinter Pistol	Pistol	50m	S / 3 / 6	1d10 R	3	120	2 Full	-	1kg	-	-	Xeno	Gains the Tearing quality on Full Auto.
Web Pistol	Pistol	30m	S / - / -	-	0	1	Full	Snare	3.5kg	1200	Rare		

Exotic Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Crux Beam Gun	Basic	80m	S / 3 / -	2d10+5 E	6	25	4 Full	Scatter	4kg	-	Near Unique	Xeno	
Destructor	Basic	10m	S / - / -	1d10+4 E	1d10	1	3 Full	Flame	3kg	-	-	Xeno	Any creature wounded must pass a Hard(-20) Toughness Test or suffer 2d10 additional wounds. Unless the victim has a sealed helmet or similar any critical caused will result in permanent blindness in addition to any other effects.
Graviton Gun	Basic	30m	S / - / -	Special	-	3	2 Full	Blast(5)	5kg	3500	Very Rare	Forge Worlds	
Hrud Fusil	Basic	100m	S / - / -	2d10 E	5	3	3 Full	Inaccurate, Overheats, Warp Weapon	4kg	12000	Very Rare	Xeno	Uses Plasma Flask (Pistol) ammo.
Kroot Rifle	Basic [Melee]	110m	S / 2 / -	1d10+5 E [1d10 R]	1 [0]	6	2 Full	[Balanced]	6kg	-	Extremely Rare	Xeno	
Morgauth Burn Caster	Basic	20m	S / 3 / -	1d10+4 E	9	12	3 Full	Unstable	4kg	2750	Scarce	Xeno	Uses special ammo.
Necrotic Sceptre	Basic [Melee]	100m	S / - / -	2d10+8 E [1d10+15 E]	6 [4]	-	N/A	Disintegrate, Recharge [Disintegrate]	5kg	-	-	Xeno	Disintegrate: Any victim suffering Critical Damage from this weapon is blasted into a cloud of ash and completely destroyed.
Needle Rifle	Basic	180m	S / - / -	1d10 R	0	6	2 Full	Accurate, Toxic	2kg	1000	Very Rare	Xeno	Can deliver chemicals on damage.
Ork Shoota	Basic	60m	S / 3 / 10	1d10+4 I	0	30	Full	Inaccurate, Unreliable	4kg	200	Scarce	Xeno	
Ork Snazgun	Basic	100m	S / 2 / -	2d10 E or I	1d10	20	2 Full	Inaccurate, Overheats, Unreliable	7kg	1500	Rare	Xeno	If targeting equipment or bionics are used with the snazgun it loses the Inaccurate quality instead of gaining bonuses to hit.
Rad-Cleanser	Basic	30m	S / - / -	2d10+2 E	7	20	-	Blast(7), Recharge, Toxic	26kg	7000	Very Rare	Forge Worlds	The "Toxic" effect is from massive radioactive contamination. Reloaded by refueling their bulky reactor-core units (cannot be done during combat).
Ranger Long Rifle	Basic	200m	S / - / -	1d10+3 E	2	40	Full	Accurate, Reliable	2kg	8500	Very Rare	Xeno	Pen 4 for Half-action Aim. Pen 6 for Full-action Aim.
Shard Rifle	Basic	70m	S / 3 / -	1d10+2 R	0	40	2 Full	Tearing	2kg	5500	Very Rare	Xeno	
Shuriken Catapult	Basic	60m	S / 3 / 10	1d10+4 R	6	100	2 Full	Reliable	2.5kg	6000	Very Rare	Xeno	
Shuriken Catapult, Avenger	Basic	80m	S / 3 / 10	1d10+4 R	6	100	2 Full	Reliable, Tearing	2.5kg	9500	Very Rare	Xeno	
Splinter Rifle	Basic	80m	S / 3 / 10	1d10+1 R	3	200	2 Full	-	2.5kg	-	-	Xeno	Gains the Tearing quality on Full Auto. Counts as a mono spear in melee.
Webber	Basic	50m	S / - / -	-	0	1	Full	Blast(5), Snare	8kg	1800	Rare	Xeno	
Xenarch Death-Arc	Basic	100m	S / 3 / 6	1d10+3 E	0	100	Full	Inaccurate, Shocking	10kg	2750	Very Rare	Xeno	Additional shots that strike the same target are combined into a single damage roll. Taking Armour and TB into consideration once.

Exotic (Heavy Weapon)

Exotic Weapons	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Weight	Cost	Availability	Source	Notes
Heavy Webber (Aegis-Redback Pattern)	Heavy	80m	S / - / -	-	0	4	3 Full	Blast(6), Snare	17kg	2000	Rare	Forge Worlds	

Special Ammo	Used With	Damage	Pen	Special	Cost	Amount	Weight	Availability	Notes
Burn Caster Round	Morgauth Burn Caster	-	-	-	10	1	-	Scarce	
Exotic	Many Exotic weapons with no listed ammo type	-	-	-	20	1	-	Very Rare	
Hypo-pistol Darts	Artifico-Biologis, 0.5 I Hypo Pistol	-	-	Special	8	1	-	Scarce	Can be loaded with various chemicals.
Razor Darts	Cadence "Widower" Dart Caster Device	-	-	-	15	1	-	Rare	
Shuriken Ammo	Shuriken Pistol, Shuriken Catapult, Ranger Long Rifle	-	-	-	500	Full Clip	-	Very Rare	

Chain (Melee Weapon)

Chain Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Chain Axe	Melee	-	1d10+4 R	2	Tearing	13kg	450	Very Rare		Average Availability in Koronus Sector
Chain Knife	Melee	-	1d5+3 R	2	Tearing	2.5kg	80	Scarce	Hive Worlds	
Chainsword	Melee	-	1d10+2 R	2	Balanced, Tearing	6kg	275	Rare		
Chainsword (Hecate Pattern)	Melee	-	1d10+2 R	2	Balanced, Tearing	6kg	-	Average		
Eviscerator	Melee	-	1d10+10 R	5	Special, Tearing, Unwieldy	12kg	750	Scarce	The Holy Ordos	Two-handed. Rolling a 96-100 must succeed on an Agility Test or take Damage as if struck by the weapon (including SB).

Power (Melee Weapon)

Power Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
The Khayer-Addin "Serpentine" Power Blade	Melee	-	1d10+2 E	6	Fast, Power Field	1.5kg	2500	Very Rare	Hive Worlds	Usually concealed in walking sticks or similar sheaths.
Omnissian Axe	Melee	-	2d5+5 E	6	Power Field, Unwieldy	7kg	-	-	Forge Worlds	+10 bonus to Interaction Tests involving followers of the Machine God. Functions as a multi-tool.
Omnissian Axe (Sollex Pattern)	Melee	-	2d10+4 E	6	Power Field, Unbalanced	8kg	-	Extremely Rare		Functions as a multi-tool.
Power Axe (Mezoa Pattern)	Melee	-	1d10+7 E	7	Power Field, Unbalanced	6kg	-	Very Rare		
Power Blade	Melee	-	1d10+3 E	6	Power Field	1.5kg	1750	Very Rare		
Power Fist	Melee	-	2d10+SBx2 E	8	Power Field, Unwieldy	12kg	3100	Very Rare		
Power Fist (Mezoa Pattern)	Melee	-	2d10+SBx2 E	9	Power Field, Unwieldy	13kg	-	Very Rare		
Power Longsword (Waller Pattern Mark VI)	Melee	-	1d10+6 E	6	Power Field	4.5kg	3500	Very Rare		Two-handed
Power Maul [High]	Melee	-	1d10+1 E [1d10+5 E]	2 [4]	Shocking [Power Field]	3.5kg	-	Very Rare		
Power Sword	Melee	-	1d10+5 E	6	Balanced, Power Field	3.5kg	2500	Very Rare		
Power Sword (Mordian Pattern)	Melee	-	1d10+5 E	6	Balanced, Power Field	3.5kg	-	Very Rare		Gains an additional +5 to Parry.
Sollex-Aegis Energy Blade	Melee	-	1d10+6 E	7	Balanced, Power Field	1kg	5000	Very Rare	Forge Worlds	SB not added to Damage. Attack or Parry Failure by 5+ degrees does weapon damage to user. Cannot be stealthy while on. Weapon uses plasma pistol fuel (10 rounds of continuous operation).
Witch Lance	Melee, Thrown	10m	1d10+4 E	6	Power Field, Special	5kg	2800	Very Rare		



Primitive (Melee Weapon)

Primitive Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Armoured Gauntlet	Melee	-	1d5 I	0	Primitive	0.5kg	35	Common	The Void	
Axe	Melee	-	1d10+1 R	0	Primitive, Unbalanced	4kg	20	Average		
Axe-Rake	Melee	-	1d10+2 I or R	0	Primitive, Unbalanced	4kg	20	Abundant	Hive Worlds	+10 Bonus to Climb Tests and Tests to force doors or locks open.
Bastard Sword	Melee	-	1d10+1 R	1	Primitive	5kg	50	Average	Feudal Worlds	
Boarding Pike (Anoxis Pattern)	Melee	-	1d10+3 X	2	Primitive	4kg	30	Common	The Void	Two-handed. Damage is one-shot. Acts as club for rest of combat. Takes time to reload.
Bolo Knife	Melee	-	2d5 R	2	-	2kg	50	Rare	Hive Worlds	Common Availability on Malfi.
Brass Knuckles	Melee	-	1d5-1 I	0	Primitive	0.5kg	5	Plentiful		
Buckler	Melee	-	1d5-2 I	0	Balanced, Primitive	1kg	30	Common	Feudal Worlds	
Buckler (Acreage)	Melee, Thrown	8m	1d5-2 I	0	Balanced, Primitive	1kg	30	Common	Feudal Worlds	
Chimera Pistol Sword	Melee	-	1d10+1 R	2	Primitive	3.5kg	130	Scarce	The Void	Also functions as an Irontalon with a clip of 1.
Club	Melee	-	1d10 I	0	Primitive	2kg	5	Abundant		
Combat Knife	Melee	-	1d5+3 R	0	Primitive	0.8kg	40	Average		Can be fixed to most Basic weapons as a bayonet.
Outlass	Melee	-	1d10 R	0	Primitive, Unbalanced	3kg	10	Common	Feudal Worlds	
"Devil's Kiss" Landrian Stiletto	Melee	-	1d5 R	3	Fast, Primitive	0.3kg	55	Rare	Hive Worlds	
"Emperor's Whisper" Landrian Blade	Melee, Thrown	5m	1d5+1 R	2	Balanced	0.5kg	150	Very Rare	Hive Worlds	
Fial	Melee	-	1d10+2 I	0	Flexible, Primitive	4kg	20	Scarce		Two-handed
Force Axe	Melee	-	1d10+3 R	2	Special, Unbalanced	4.5kg	4000	Very Rare	The Holy Ordos	Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field.
Force Staff	Melee	-	1d10 I	0	Balanced, Special	3kg	3500	Very Rare	The Holy Ordos	Two-handed. Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field. Can be used as a Psy Focus.
Force Sword	Melee	-	1d10+1 R	2	Balanced, Special	3.5kg	3500	Very Rare	The Holy Ordos	Good Craftsmanship Mono. Cannot be destroyed by a power weapon's field.
Great Weapon	Melee	-	2d10 R	2	Primitive, Unwieldy	7kg	70	Scarce		Two-handed
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive	4kg	-	Scarce		
Guard Shield	Melee	-	1d5 I	0	Defensive, Primitive	3.5kg	100	Scarce		AP 6 when used as cover. -20 WS to attacks with shield
Hammer	Melee	-	1d10+1 I	0	Primitive, Unbalanced	4kg	10	Common		
Improvised	Melee	-	1d10-2 I	0	Primitive, Unbalanced	-	-	-		
Landrian "Sigilite" Knife	Melee	-	1d5 R	3	Defensive	0.75kg	85	Rare	Hive Worlds	
Long-Sabre	Melee	-	1d10+2 R	2	Balanced, Primitive	3kg	70	Very Rare	Feral Worlds	Two-handed
Knife	Melee, Thrown	3m	1d5 R	0	Primitive	0.5kg	5	Abundant		
Kraken Tooth Dagger	Melee, Thrown	5m	1d5+1 R	1	Primitive	0.4kg	200	Rare	The Void	Extremely Rare in Koronus Sector.
Man-Catcher	Melee	-	1d10 I	0	Primitive, Snare, Unwieldy	8kg	60	Scarce	The Void	
Mirror Shield	Melee	-	1d5-1 I	0	Defensive, Primitive	3kg	60	Rare	Feudal Worlds	AP 8 (Primitive) to Body and Arm as cover. Retains full AP value against Las Weapons. -20 WS to attacks with shield.
Moon Blade	Melee, Thrown	5m	1d10 R	0	Fast, Primitive, Unwieldy	3kg	25	Rare	Feral Worlds	
Naval Shield	Melee	-	1d5+2 I	0	Defensive, Primitive	9kg	75	Average	The Void	AP 8 when used as cover. -20 WS to attacks with shield.
Punch Dagger	Melee	-	1d5+1 R	2	Primitive	0.5kg	4	Plentiful		
Punisher Baton	Melee	-	1d10 I	0	-	3kg	50	Average	Hive Worlds	
Render, Landrian	Melee	-	1d5+1 R	0	Primitive, Tearing	1.2kg	50	Rare	Hive Worlds	
Sabre	Melee	-	1d10 R	0	Balanced, Primitive	2kg	15	Common	Feudal Worlds	
Scythe	Melee	-	1d10+2 R	0	Primitive, Unwieldy	5kg	12	Uncommon		Two-handed
Shield	Melee	-	1d5 I	0	Defensive, Primitive	3kg	25	Average		AP 2 to Body and Arm as cover. -20 WS to attacks with shield.
Short Sword	Melee	-	1d10-1 R	0	Primitive	1.5kg	12	Common	The Void	
Sieve Blade	Melee	-	1d10-1 R	0	Primitive	0.5kg	75	Scarce		Delivers chemicals on any hit (must wound for effect).
Spear	Melee, Thrown	10m	1d10 R	0	Primitive	3kg	15	Common		Two-handed
Spectrum	Melee	-	1d10 R	2	Primitive, Unbalanced	6kg	45	Rare	Feudal Worlds	Two-handed
Staff	Melee	-	1d10 I	0	Balanced, Primitive	3kg	10	Plentiful		Two-handed
Steam Drill	Melee	-	2d10 I	3	Primitive, Unbalanced, Unwieldy	18kg	100	Very Rare	Feudal Worlds	Two-handed. SB 4+ to wield. -10 WS for each point of SB below 4. -10 Agl while carried.
Stiletto	Melee	-	1d5-1 R	2	Fast, Primitive	0.2kg	25	Uncommon	Feudal Worlds	
Sword	Melee	-	1d10 R	0	Balanced, Primitive	3kg	15	Common		
Tower Shield (metal)	Melee	-	1d5+2 I	0	Defensive, Primitive	7kg	60	Rare	Feudal Worlds	AP 8 (Primitive) when used as cover. -2 to AB when held. -20 WS to attacks with shield.
Tower Shield (wood)	Melee	-	1d5+1 I	0	Defensive, Primitive	5kg	40	Uncommon	Feudal Worlds	AP 6 (Primitive) when used as cover. -2 to AB when held. -20 WS to attacks with shield.
Trophy Knife	Melee	-	1d5+1 R	1	Balanced, Primitive	0.3kg	700	Very Rare		
Truncheon	Melee	-	1d10 I	0	Primitive	2kg	-	Plentiful		
Warhammer	Melee	-	1d10+2 I	0	Primitive	4.5kg	-	Scarce		
Bolas	Thrown	10m	-	0	Inaccurate, Primitive, Snare	1.5kg	10	Average		
Javelin	Thrown	18m	1d10 R	1	Primitive	1kg	8	Plentiful	Feral Worlds	
Throwing Star/Throwing Knife	Thrown	5m	1d5 R	0	Primitive	0.5kg	5	Plentiful		
Vibe Spear	Thrown	10m	1d10+2 R	1	Primitive, Snare, Special	2kg	14	Uncommon	Feral Worlds	Challenging(+0) Medicae test to remove spear. Failure inflicts 1d5 Damage (no AP or TB mod). If injured make a Challenging(+0) Toughness test or suffer 1 level of Fatigue.
Volonx Bone Bolas	Thrown	8m	1d5 I	0	Primitive, Snare, Toxic	2kg	12	Rare	Feral Worlds	



Shock (Melee Weapon)

Shock Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Electro-Flail	Melee	-	1d10+2	0	Flexible, Shocking	4.5kg	375	Rare		Two-handed
Neural Whip	Melee	3m	1d10+1 E	0	Flexible, Shocking	4kg	500	Rare	The Void	
Officer's Cutlass	Melee	-	1d10 R	0	Shocking	3kg	200	Scarce	The Void	
Shock Gauntlets	Melee	-	1d5 E	0	Shocking	1kg	100	Scarce		
Shock Glove	Melee	-	1d10 I	0	Shocking	1.5kg	-	Rare		
Shock Maul	Melee	-	1d10 I	0	Shocking	2.5kg	150	Scarce		
Shock-Staff	Melee	-	1d5+3 I	0	Shocking	2kg	100	Average	The Void	Two-handed. Rare in Koronus Sector.

Exotic (Melee Weapon)

Exotic Weapons	Class	Range	Dam	Pen	Special	Weight	Cost	Availability	Source	Notes
Aether Lance	Melee	-	2d5 E	0	Unwieldy	3.5kg	50000	Very Rare	Xeno	Ignores Armour, TB and psychic defenses. No SB added to damage. Targets parry at -10 penalty. No damage to non-living, machines, daemons, Machine Trait (5+). If touches hexagrammic wards, untouchables or a similar psychic blank the weapon dies (1d10 days).
Breacher	Melee	-	1d10+5 R	4	Special, Tearing, Unwieldy	18kg	750	Scarce	Forge Worlds	SB 5+ to wield. -10 WS for each point of SB below 5 (unless mounted on implant). RF damage is 2d10.
Bulkhead Cutters	Melee	-	1d10+3 R	6	Tearing, Unwieldy	6kg	75	Average	The Void	Two-handed
Chain-Stick	Melee	-	1d10+1 I	0	Fast, Primitive, Toxic	1kg	30	Scarce	Feral Worlds	
Double Flail	Melee	-	1d10 I	0	Flexible, Primitive	4kg	28	Scarce	Feudal Worlds	Two-handed
Draethri Pain Gauntlet	Melee	-	1d10+2 R	0	Shocking	3kg	1500	Very Rare	Xeno	
Fra'al Glass Knife	Melee	-	1d5+2 R	4	Toxic	1.5kg	450	Rare	Xeno	
Fractal Blade	Melee	-	1d10+1 R	7	Power Field, Balanced	1kg	-	Extremely Rare		
Garrote	Melee	-	1d10 R	0	Flexible, Primitive	0.5kg	200	Scarce		Two-handed
Ghost Sword	Melee	-	1d10+3 E	6	Power Field, Balanced	1kg	-	Extremely Rare		
Harlequin's Kiss	Melee	-	1d10+8 R	10	Tearing, No SB for Damage	1kg	-	Extremely Rare	Xeno	
Lightning Chain	Melee	-	1d10+1 I	0	Flexible, Primitive, Shocking	4kg	100	Very Rare	Feudal Worlds	Two-handed
Lightning Gauntlet	Melee	-	1d10 I	0	Primitive, Shocking	2kg	80	Scarce	Feudal Worlds	
Ork Choppa	Melee	-	1d10+1 R	2	Tearing, Unbalanced	8kg	600	Scarce	Xeno	
Scythian Fury Talon	Melee	-	1d5+3 R	3	Toxic	1kg	1000	Very Rare	Xeno	Stores 5 doses of any drug or poison and can apply a dose to damage.
Vivsector	Melee	-	1d5+5 R	0	Tearing, Unwieldy	1.5kg	650	Rare	Forge Worlds	+10 Interrogation, Intimidation. +10 Medicae for servitor repair or autopsies.
Vivsector (Toxic Upgrade)	Melee	-	1d5+5 R	0	Tearing, Toxic, Unwieldy	1.5kg	1150	Rare	Forge Worlds	+10 Interrogation, Intimidation. +10 Medicae for servitor repair or autopsies.
Whisper Line	Melee	1m	1d10+1 R	4	Flexible, Tearing	0.5kg	4500	Very Rare	Xeno	Requires reinforced gloves or hand protection to use.
Fedrid Razor Disk	Thrown	10m	1d10 R	2	Primitive	0.5kg	50	Average	Feral Worlds	
Volonx Thunderclap	Thrown	9m	1d5+3 X	0	Blast(2), Inaccurate, Primitive, Unstable	1kg	45	Very Rare	Feral Worlds	Returns to thrower if missed. Challenging(+0) Agility test to catch.

