

Ranged Weapons

This is the first section of weapons rules for use with the [Gemini-ARAP ruleset](#), updated for the 2.4 version. I probably will not find time to update the mêlée weapon and grenade pages in a similar fashion. Use the rules here as a guide for weapons on those pages.

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While this is an extensive list, it does not attempt to list every weapon in the 40K universe. The format of weapon profiles has not changed since 3rd edition. The majority of weapon profiles have not differed between editions. Adapting information from the Forgeworld books or other sources should not be a problem. 8th edition reintroduced a damage characteristic and reverted to a save modifier as in WH40K:RT 1st edition, while confusingly keeping the name “AP”.

To make things clearer some of the more esoterically-named special rules have been converted into simple descriptions of the relevant effect. Most of the weapons with longer rulesets have not been included here. See the relevant codex or copy of White Dwarf if you wish to use these. As the 8th edition weapons profiles show, there is room for further simplification. You are welcome to use 8th edition weapons with the 2.4 rules if you wish. Note that 8th edition profiles no longer uses templates or markers, so the rate of fire of weapons that used these has been changed from earlier editions to allow them to make multiple hits.

To compensate for some of the differences in Gemini-ARAP rules some of the heavy weapon profiles have been changed. The protocol used was as follows:

- Weapons with an area effect were not changed.
- Weapons of Strength 7 or higher were not changed.
- Weapons of a “Heavy 1” or “Heavy 10+” type were not changed.
- Weapons with a special target effect were generally not changed.

The remaining heavy weapons include commonplace weapons such as the heavy bolter or assault cannon. The number of shots such weapons can take in a shooting action is doubled.

Basic Rules

- Firing a **Rapid Fire** weapon its allowed number of times up to its full range is **One Action Point**.
- Firing a **Rapid Fire** weapon once more than its allowed number of times to a range of up to half-range is **One Action Point**.
- Firing an **Assault** weapon its allowed number of times up to its full range is **One Action Point**.
- Firing a **Pistol** once to a range of up to 12" (or its maximum range if different) is **One Action Point**.
- A **Salvo** n1/n2 weapon can fire n1 times to half-range for **One Action Point**.

- A **Salvo** n_1/n_2 weapon can fire n_2 times to full-range for **Two Action Points**.
- Firing a **Heavy** or **Slow** weapon its allowed number of times up to its full range is **Two Action Points**.
- A **Heavy**, **Slow**, **Ordnance** or **Primary** weapon cannot fire more than its allowed number of times in a turn so additional actions may not be used for firing.
- Firing an **Ordnance** or **Primary** weapon in direct fire is **Two Action Points**.
- Firing an **Ordnance** or **Primary** weapon in direct fire is **Three Action Points**.
- Dropping a **Bomb** is **One Action Point**.
- Throwing a **grenade** is **One Action Point**.

If no number is given the allowed number of shots should be taken to be one. A “Rapid Fire” weapon can therefore fire once for one Action, or twice if the range is 12" or less. A “Rapid Fire 2” weapon can fire twice, or three times at 12" or less.

Assault Weapons can be fired while charging.

Slow weapons have the same rules as Heavy weapons but are not physically heavy. The distinction may be significant in situations such as climbing or swimming.

Ordnance weapons and Primary Weapons have an armour penetration of $S+D6/D6\uparrow$. Roll two D6 and use the score of the higher.

Primary Weapons are mounted on Super Heavy vehicles or fixed installations.

Weapons with “Bomb” as a type are dropped by flying vehicles or creatures. They are treated as area weapons with the distinction that the counter/ marker centre is initially placed anywhere under the flight path that the dropper moved along that turn. Scatter is then worked out as normal.

Damage

The main difference between these tables and those in earlier, official codices is that I have added 8th edition-style Damage values. This makes the weapons more practical against multi-wound creatures and allows the Toughness characteristics for vehicles to be used. Note that Damage is per hit. Three hits with a D2 weapon will affect no more than three targets. The six wounds cannot be divided between four or more targets. Excess damage is lost. I have used 8th edition damage values where they are known. Some of the weapons in these tables are not in 8th edition so you may encounter some “oddities”.

Blast and Large Blast

The terms “Blast”, “Large Blast” etc are included in the notes to draw attention to the fact that the weapon has an effect area. Blast designates weapons with a 3" diameter effect area or smaller. A Large Blast is 5" diameter, a Massive Blast 7" and an Apocalyptic Blast 10". Apocalyptic Mega-Blast weapons use the 10" marker but divide it into three zones. The first strength and AP given are applied to the innermost 5" zone and the third to

the outer ring. “Apocalyptic Barrage” weapons use a cloverleaf template. See official rulebooks on how to use these. If you do not have one of these or prefer, treat these weapons as multiple battery instead.

If you lack a marker measure the appropriate radius from the impact point.

Multiple Battery

Multiple barrage rules are renamed “multiple battery” in Gemini-ARAP rules. Some weapons such as the thudd gun always use multiple battery fire rules. Others only use these rules when firing as barrage weapons, or when firing as part of a battery of multiple weapons.

Take a counter for each shot that will be fired. Use the normal scatter rules to determine the position of the first counter. For each of the other counters roll for scatter direction. If the counter scatters it is placed at the correct orientation relative to first counter. The distance between counters is equal to the diameter of the relevant effect marker. A light thudd gun uses 2" markers so each counter will be 2" away from another. If a “hit” was scored while rolling for scatter the player may place the counter anywhere they want so long as it is a marker diameter away from the first counter or another counter that has already been placed. Hold the marker with its centre over each counter to determine who has been hit.

Barrage

Barrage weapons can use high trajectory or indirect fire and may even be fired from a location off table.

All barrage fire uses Guess-range.

If the shooter can see the target the shooter’s BS is subtracted from the Scatter distance. Shots that scatter deviate $2D6 - (BS + \text{Modifiers})$ ". The difference between direct fire and barrage fire is the marker is initially placed on the guessed range, not on the intended target.

Many barrage fire weapons have a minimum range for barrage fire and cannot use barrage fire against targets closer than this range. High velocity projectile weapons such as missile launchers and heavy autocannon have a minimum range of 36" when using barrage fire. Weapons that do not have a minimum range that fire at 6" or less may have their shots deviate more than half the range to the target.

Barrage Fire from beyond 24" range requires a Pinning test if it causes a casualty

If there is no Line of Sight to the target use Hit/Scatter dice and 2D6" for deviation. Hits from any Barrage fire weapons not in Line of Sight require a Pinning test if they cause a casualty.

Ordnance

For direct fire of an Ordnance weapon the marker is placed on the intended target then scatter dice rolled and scattered shots moved $2D6 - (BS + \text{Modifiers})$ ". This applies to Ordnance weapons fired from fixed emplacements or very large vehicles such as titans, juggernauts and gigants. Direct fire of an Ordnance weapon costs 2 actions.

Direct fire with Ordnance weapons from normal sized vehicles scatter **R3D6P2↑**", modified by BS and other modifiers. This means you roll three D6 and take the score of the highest two for deviation distance. Direct fire of an Ordnance weapon from such a vehicle costs 2 actions.

Barrage fire is made as for other Area Weapons. Barrage Ordinance fire can only be made from stationary vehicles, artillery pieces or fixed emplacements. The marker starts at the guessed range, not on the intended target. Scatter is modified by BS if the target is within line of sight so Scatter is $2D6 - (BS + \text{Modifiers})$. Indirect fire of an Ordinance weapon costs 3 actions.

Pinning tests caused by multiple battery fire from Ordinance weapons have a -1 modifier to the pinning test against Ld.

If there is no Line of Sight, barrage fire with ordinance weapons is made only with hit/scatter dice and 2D6" scatter distance. If there is a Forward Observer who can observe the fall of the first shot then BS can be used for the second and following salvos.

Most Ordinance weapons use the 5" diameter marker with a 1/4" diameter central hole. Some use larger markers.

Weapons using a 5" diameter marker or larger need only inflict one hit to cause the target to take a suppression test.

When determining damage against vehicles from Ordinance weapons two D6 are rolled and the value of the highest scoring one is added to the weapon strength to calculate if armour is breached.

Example: *The weapon has a Strength of 8 and the player rolls two dice scoring a 1 and a 4. Armour is compared to a value of 12 (8 + 4)*

Full force of an Ordinance weapon is only applied against a vehicle if the centre of the template was located on the vehicle. If the vehicle did not receive a direct hit then the weapon strength is halved (round down). In the above example the vehicle would only take test against an 8 (4+4). Crews of Vehicles that take an Immobilizing or Armament destroying hit from an Ordinance weapon also take a Crew Stunned result.

Infantry and exposed passengers and crew always take hits from Ordinance weapons at full weapon strength.

If the centre of an Ordinance marker hits a monstrous creature make D3 rolls to wound rather than just one and apply all unsaved wounds scored. For daemonic monstrous creatures (including Eldar Avatars) the GM may decide that only one wound can be scored.

Special Weapon Rules

Armourbane	Armour Penetration against vehicles at all ranges is $S + 2D6$. Against vehicles with Toughness, Strength is $R2D6P1\uparrow$. Roll two dice for each "to wound" roll and discard the lower scoring one.
Automatically Pins If...	Some weapons or situations may cause pinning automatically. No pinning test is necessary. Automatic pinning may be dependent on the target taking a hit, wound, casualty or fulfilling some other condition.
Barrage	Weapon is capable of high trajectory and indirect fire modes. Weapons with "Barrage Only" cannot fire directly.
Bow	Arrows and crossbow bolts are not very effective against heavy armour. Targets with an armour save of 4+ or better get a 2+ save against arrows. This rule does not apply to explosive arrows, which are S4 AP5.

Combi-Weapon	With the exception of combi-bolters, combi-weapons consist of two weapons of different types. Hence they have two profiles. Use one or both profiles. If using both all shots with either weapon are an additional -1 to hit.
Concussive	Model that takes one or more unsaved wounds from a concussive weapon is at Initiative 1 until end of following mêlée phase.
Destroyer	Weapons with a Strength of D ignore the target's Toughness. Instead roll a D6 to-wound. A roll of 1 leaves the model unscathed. A roll of 2-5 causes the target to lose D3 wounds, D3 Hull points or take D3 damage points. If a 6 is rolled the model takes D6+6 wounds, damage points or loses D6+6 hull points.
Dragonfire Bolt	Boltgun special ammunition: Ignores Cover.
Entangling	Affects targets hit or within the effect area but not necessarily wounded. If the unit/vehicle/creature moves in its next turn it must take a dangerous terrain test. As well as physical entanglement, this may also apply to effects such as the tremors from a subterranean burst from a Thunderstrike cannon so will also affect skimmers, floating creatures near the ground and so forth.
Fleshbane	Always wounds on a 2+, irrespective of Toughness. No effect on vehicles, robots or buildings.
Gets Hot!	If a 6 to-hit is rolled the firer takes a wound. Armour and Invulnerable saves may be taken against this. For area weapons that Get Hot! an additional dice is rolled for each shot to see if a wound is caused. Twin-linked weapons and other weapons that can re-roll "to-hit" rolls may re-roll the 6 and only take a wound if a 6 is rolled again.
Graviton	The roll to-wound is equal to the target's armour save, minimum 6. Against a vehicle roll a D6. A roll of 6 causes an Immobilized result and removes a Hull point. Against a building, a section takes D6 damage points on a roll of 6. If the shooter keeps firing at the same building section it takes D6 damage points in the second shooting action on a 5+, is damaged on a 4+ in the third action and so on to a maximum of 2+.
Hallucinogenic	If a unit takes one or more hits it must take a Pinning test. If the test is failed it is pinned and takes one automatic random wound with no armour save. Alternately use the table in the Grenades chapter .
Haywire	If a vehicle or dreadnought is hit by a haywire weapon roll a D6. 1: No effect. 2-5: Glancing Hit. 6: Penetrating Hit. A robot hit by a haywire weapon takes a Damage Point on the roll of a 4 or less.
Hellfire Round	Constructed from a hollow crystal filled with caustic mutagenic acid and neuro-toxins, Hellfire ammunition always wounds organic targets on a 2+ but is Strength 1 against other targets.

Ignores Cover	Ignores the -1 or -2 modifier for soft or hard cover. Area and Template weapons with this rule that are fired against cover make no dice rolls to see if a figure escapes being hit due to cover.
Instant Death	An unsaved wound removes all of the target's remaining wounds. The target is out of action for the remainder of the game.
Interceptor	Can fire on one arriving enemy reserve in line of sight and range as a reaction.
Kraken Bolt	Boltgun special ammunition: AP4, Increases pistol range by +3" and boltgun range by +6".
Lance	Treats Armour Values of greater than 12 as 12.
Laser	Laser beams travel at the speed of light so laser weapons can ignore any negative modifiers for target speed. On the other hand, lasers are affected by battlefield conditions such as smoke. Lasers with a Strength less than 6 cannot fire through smoke at all. Lasers with a Strength of 6 or more have their Strength reduced by 2 if firing through smoke.
Low Signature	Some weapons have a firing signature that allows them to be fired by hidden models without revealing the shooter's position.
Master Crafted	May re-roll one failed to-hit roll.
Melta	If final range to the target is less than half the weapon's maximum range roll S+2D6 for Armour Penetration instead of S+D6. At half range or less against targets with Toughness meltas are R2D6P1↑. Roll two dice for each "to wound" roll and discard the lower scoring one.
Multiple Battery	Weapon uses the multiple battery rules when firing high trajectory or indirectly. Some weapons use these rules for direct fire too. Some weapons only use multiple battery if firing as part of a battery.
Never Gets Hot!	Hot plasma weapons mounted on vehicles, dreadnoughts and war-robots take advantage of the machine's cooling systems so are not subject to the Gets Hot! Rule. Some plasma weapons, notably those of Eldar manufacture use more advanced technology than is used in the more commonly encountered plasma weapons and are also never subject to the Gets Hot! rule. Such weapons have "Never Gets Hot!" in their notes section as a reminder.
Off-Table	Indicates a weapon that is fired from orbit, a high altitude aircraft or from a remote location. Using such a weapon requires a successful reserves roll .
One Shot/ One Use Only	A model may use a weapon, ability or device with this property only once during a game.

Pinning	A unit that takes one or more unsaved wounds from a weapon with this rule must make a successful leadership test or becomes pinned. A pinned unit spends its next turn taking two less actions than it rolls. A unit may have to take multiple pinning tests in a turn but only tests once for each unit firing upon them.
Poisoned (N+)	Causes a wound on a roll of n+, irrespective of Toughness. Only affects creatures vulnerable to poison. In mêlée may re-roll failed to-wound rolls if strength of user or weapon is greater than the target's toughness.
Psi-Shock	Some weapons or abilities specifically affect psykers and warp-creatures such as daemons. Psi-shock automatically causes a wound, no armour save if it hits a psyker, daemon, warp-creature or any creature with psi-based abilities. If the victim survives they also lose D6 psi-points for the remainder of the battle. Any psychic powers being employed in the area, through it or into it are instantly negated, including protective psychic (but not daemonic) auras
Quad-Mount	Weapons in a quad mounting have the same profile as a single weapon, but fire four times as many shots. Note that some quad-mounts are treated as a pair of twin-linked weapons instead.
Recharges	A weapon with the Recharges characteristic cannot fire on two consecutive turns or actions. If the weapon was fired as a reaction it cannot fire in the player's following turn. The weapon will need one or more turns to recharge or reload after firing and this is represented by the use of recharge counters. Immediately after firing the appropriate number of counters is placed by the model or on its record card. A weapon cannot fire while it has counters beside it. At the end of his turn a player can remove one charge counter from beside each figure providing the counter(s) were not placed in that turn. Recharge counters are removed even if that unit performed no actions in that turn. The Recharge characteristic is followed by a number in brackets, indicating the number of turns it must miss before firing again. If this number is absent assume it to be 1.
Reloads	Reloads works in much the same way as Recharges, the difference being that removing a Reload counter requires an action. Reloading costs one action point per counter.
Rending	A to-wound roll of 6 automatically inflicts a wound, regardless of target toughness. This wound is resolved at AP2. Against a vehicle an Armour Penetration roll of 6 allows D3 to be added to the total. Armour penetration effects are at the weapon's usual AP value, not AP2.
Shield Breaker Round.	No Invulnerable saves possible.

Shotgun	Shotguns firing shot or gas are +1 to hit at half range or less. If a hit is rolled when firing gas or shot any model within a 1" radius of the target is also hit. There is no armour save against gas but it has no effect on models wearing breathing equipment, robots, sealed vehicles etc.
Single-Handed	A basic weapon that can be fired using just one hand, freeing the other hand for other things. Unlike a pistol category weapon it cannot be used in mêlée. Also used for pistol-sized weapons that cannot be used in mêlée. Examples include the handbow.
Skyfire	“Skyfire” indicates the weapon has superior capability against flying targets. The weapon fires against airborne targets at its full BS and ignores modifiers for target speed. See AA mounts .
Sniper	On roll to hit of 1 the shooter may choose which enemy unit member takes the wound. Wounds on a 4+. A to-wound roll of 6 is AP2. If no strength is given in the profile the weapon is Strength 4 against vehicles and other targets with an Armour Value. Weapons with the Sniper characteristic may also cause Pinning if they cause a casualty and are fired from beyond 12".
Soul Blaze	If one or more unsaved wounds are taken a counter is placed by the unit. At the end of each turn roll a D6. On a 3 or less the counter is removed. On a 4+ the unit takes D3 S4 AP5 hits. A unit may only have one counter.
Turbo-Penetrator	Inflicts D3 wounds rather than one. Armour Penetration 10+D6.
Twin-Linked	Twin-linked weapons have the option of re-rolling their to-hit scores. Twin-linked area weapons reroll their scatter distance. Twin-linked template and torrent weapons are fired as normal but increase their range by 6". Twin-linked template weapons are therefore torrent weapons.
Twin-Mount	Not to be confused with twin-linked. Weapons in a twin mounting have the same profile as a single weapon, but fire twice as many shots.
Vengeance Bolt	Boltgun special ammunition: AP3, Gets Hot! Decreases pistol range by 3" and boltgun by 6".
Vortex	See the Vortex Grenade section in the Grenades Chapter .

Handbow

Handbows are pistol crossbows they are found in both primitive and advanced cultures. This category also represents spearguns and similar weapons. Handbows cannot be used in close combat but only need one hand to fire during the shooting phase, freeing the other hand to carry items or use a shield. Handbows made with hi-tech materials are popular with some criminals and are used for both assassination and burglary. Many

Handbows are designed to pass through the more common forms of weapon detector and use bolts made from plastic or wood with glass heads. Bolts are sometimes poisoned. Handbows can be used to launch grappling hooks or their equivalent.

Any Shot with a Handbow has a 50% (4+) chance of allowing the shooter to remain hidden.

Targets with an armour save of 4+ or better get a 2+ save against handbow bolts. This rule does not apply to explosive arrows, which are S4 AP5.

Webber

Webpistols only affect the individuals that they hit. Heavy webbers hit all models fully covered by a 2" radius marker. Partially covered models are hit on a 4+. *(3 or less in 2.4 rules)*

No roll against Strength/Toughness or Armour Saving rolls are made against webbers. Models hit are entangled. An entangled model cannot move, shoot or defend themselves in close combat but can use psychic powers. A model may attempt to break free by adding their strength to a D6 roll. If this value equals or exceed 9 the model is free. A failure causes the web to contract inflicting one wound. Zombies will always attempt to break free and have their usual 4+ roll to ignore any wounds from failed attempts so a trapped zombie may make numerous attempts to break free.

Models equipped with webbers usually carry web-solvent. Some web pistols have a built-in spray unit. Some police and arbites not equipped with webbers may also carry solvent and it may be found in the hands of criminals and other individuals. Models equipped with web-solvent may attempt to free trapped models. To do this they must be within 2" and using solvent is a shooting action instead of firing a weapon. A webbed individual cannot free themselves with web-solvent since the strands are wrapped too tight.

Heavy webbers have a big enough effect area that they can immobilize a vehicle. As well as physically binding the vehicle to the ground the strands may also clog engine intakes, gum doors up, bind up running gear or have various other effects. Hitting a vehicle with a heavy webber is fairly easy so is determined by vehicle speed rather than firer's BS.

Vehicle Speed.	0-4"	4-8"	8-12"	12-16"	16"+
To Hit	3+	4+	5+	6	Miss.

On a miss the vehicle sloughs off the web before it sets, the chemical just forms a large blob or some other result.

A webbed vehicle is stopped immediately. Occupants cannot leave, operate weapons or fire out. At the start of each subsequent turn they can roll on the Webbed Vehicle Escape Chart.

Webbed Vehicle Escape Chart

1	Trapped and engine burns out. A subsequent “Freed” result allows the occupants to leave but the vehicle is permanently immobilized.
2 – 3	Remain trapped. Try again next turn.
4	Vehicle unable to move but one weapon freed and can fire. On an unarmed vehicle a hatch or window has been opened enough for one occupant to shoot out.
5 – 6	Freed. Vehicle breaks free of web and can move in its movement phase. If the vehicle was immobilized for any reason while webbed occupants can now leave the vehicle.

Quick Reference Weapons

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Assault Cannon	24	Heavy 8	6	4	1	1	Rending
Assault Cannon, Vehicle-mounted	36	Heavy 8	6	4	1	1	Rending
Autocannon	48	Heavy 2	7	4	2		
Autogun	24	Rapid Fire	3	6	1		
Auxiliary Grenade Launcher	18	Assault 1	As Ammo	As Ammo	As Ammo	As Ammo	One-Shot.
Bolter/ Boltgun	24	Rapid Fire	4	5	1		
Bow	24	Assault 1	3	-	1		Bow

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Combi-Bolter	24	Rapid Fire	4	5	1		Twin-linked. Re-roll to-hit scores.
Crossbow	32	Slow	4	-	1		Bow
Flamer	Template	Assault 1	4	5	1	T	
Grenade Launcher							
<i>Krak</i>	24	Assault 1	6	4	D3	-	-
<i>Frag</i>	24	Assault 1	3	6	1	3"	Blast
Handbow	16	Slow	4	-	1		Bow. Single-Handed Weapon. Any Shot with a Handbow has a 50% (4+) chance of allowing the shooter to remain hidden. Targets with an armour save of 4+ or better get a 2+ save against handbow bolts.
Heavy Bolter	36	Heavy 6	5	4	1		
Heavy Cap-Plas Gun							
<i>Sustained</i>	40	Heavy 2	7	4	1	(2")	Effect Area only used for targets such as Bio-wire.
<i>Maximal</i>	72	Heavy 1	10	2	2	3"	Maximal mode is Recharges(3)
Heavy Flamer	Template	Assault 1	5	4	1	T	
Heavy Stubber	36	Heavy 6*	4	6	1		*Assault 3 if used by Big Mutants or other Strength 6 or stronger creatures.
Heavy Webber	24	Heavy 1	2K		1	4"	Webber
Lascannon	48	Heavy 1	9	2	D6		Laser
Lascannon, Vehicle-Mounted	60	Heavy 1	9	2	D6		Laser

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Lasgun	24	Rapid Fire	3	-	1		Laser
Melta gun	12	Assault 1	8	1	D6	1"	Melta. R2D6P1↑ to wound at Half Range or less.
Missile Launcher							
<i>Krak</i>	48	Heavy 1	8	3	D6	-	-
<i>Frag</i>	48	Heavy 1	4	6	1	3"	Blast
<i>Plasma</i>	48	Heavy 1	4	4	2	3"	Blast, Pinning
<i>Flakk</i>	48	Heavy 1	7	4	D3		Skyfire. Fully effective against fliers.
Mortar	G48	Heavy 1	4	6	1	3"	Blast, Barrage Fire Only
Multilaser	36	Heavy 6	6	6	1		Laser
Multi-Melta	24	Heavy 1	8	1	D6	2"	Melta, 2D6 Vehicle Penetration at Half Range. R2D6P1↑ to wound at Half Range
Musket	24	Slow	3	-	1		
Needle Sniper Rifle	32	Slow	2	2K (+1)	1		Poison (4+). Low Signature Weapon. Target's Armour save increased by 1. Pinning if it causes a casualty and is fired from beyond 12".
Plasma Gun (Cap-Plas)	24	Rapid Fire	7	4	1		Recharges (2)
Plasma Gun (Hot)	24	Rapid Fire	7	2	2		Gets Hot!

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Shotgun							
<i>Shot</i>	12	Assault 2	3	-	1	1"	Shotgun: +1 to hit at Half Range or less.
<i>Gas</i>	12	Assault 2	3	2	1	Special	
<i>Shredder Blast</i>	Template	Assault 1	2	-	1	T	
Shuriken Catapult	12	Assault 2	4	5	1		Eldar. A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2. Rare but not unknown for non-Eldar to acquire and use them. Some examples are of Jokero manufacture.
Sling	18	Slow	3	-	1		Armour of 4+ or better gets a 2+ save.
Sniper Rifle	36	Slow	2	6	1		Sniper. Wounds on a 4+. Strength 4 against Armour Values.
Spear (Thrown)	6	Assault 1	as User	-	1		One-shot. 5+ Chance of being recovered if targeted unit is engaged in close combat that turn or the next.
Storm Bolter	24	Assault 2	4	5	1		Terminators are strong enough to fire these from one hand but they cannot be used in close combat without the True Grit Ability.

Human and Generic Weapons

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Ad. Astartes Grenade Launcher	24	Rapid Fire					
<i>Frag</i>			3	6	1	3"	Blast.
<i>Krak</i>			6	4	D3	-	-
Aegis Autocannon	96	Heavy 2	7	4	1		Skyfire, Interceptor
Angelus Boltgun	12	Assault 2	4	4	1		Used by Blood Angel Sanguinary Guard.
Animus Speculum	12	Assault 2	5	1	1		Culexus Assassin.
Apocalypse Launcher	G24-360	Ord 5	7	3	1	AB	Uses Apocalyptic barrage marker to determine the impact point of all 5 shots against the same location.
Aquila Macro-Cannon	72	Primary 2	D	1	D6	5"	Large Blast
<i>Macro Shell</i>	180	Primary 1	10/7/5	1/4/6	D3	10/7/5"	Apocalyptic Mega Blast
Arc Rifle	24	Rapid Fire	6	5	1		Haywire.
Artillery Bombardment	Infinite	Ord 1	9	3	D3	5"	Barrage Only, Large Blast. Always scatters.
Assault Cannon	24	Heavy 8	6	4	1	1	Rending
Assault Cannon, Vehicle-mounted	36	Heavy 8	6	4	1	1	Rending
Assault Stubber	24	Assault 3	4	6	1		Relatively rare. Mainly used by Adeptus Mechanicus

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Autocannon	48	Heavy 2	7	4	2		
Autogun	24	Rapid Fire	3	6	1		
Auxiliary Grenade Launcher	18	Assault 1	As Ammo	As Ammo	As Ammo	As Ammo	One-Shot.
Avenger Gatling Cannon	36	Heavy 12	6	3	2		Rending.
Avenger Mega-Bolter	48	Heavy 10	6	4	1		
Barrage Bomb	Unlimited	Ord D3	6	4	1	5"	Large Blast, Shots always scatter 3D6"
Battle Cannon	72	Heavy D6	8	5	D3		
Blackstar Cluster Launcher	Airdropped	Bomb 1					Dual Mode
<i>Frag Cluster</i>			4	6	1	5"	Large Blast
<i>Infernus Cluster</i>			5	4	1	3"	Blast, Ignores Cover
Blackstar Rocket Launcher							
<i>Corvid Warhead</i>	30	Heavy D6	6	4	1	-	Skyfire
<i>Dracos Warhead</i>	30	Heavy 1	4	5	1	5"	Large Blast, Ignores Cover
Blacksword Missiles	36	Heavy 1	7	3	2		One Use Only.
Bloodstrike Missile	72	Heavy 1	8	1	1		Blood Angels. One Shot

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Bolter/ Boltgun	24	Rapid Fire	4	5	1		
Bow	24	Assault 1	3	-	1		Bow
Cerberus Launcher	18	Heavy 1	4	6	1	5"	Large Blast. Units fired on must pass Initiative test or be WS1 and BS1 until end of next turn.
Chem Cannon	Template	Heavy 1	1	3	1	T	Wounds on a 2+ on targets all targets with a Toughness value except robots.
Chem Inferno Gun	18 +Hellstorm	Heavy 1	1	2	1	HT	Torrent, Poisoned (2+)
Chem-Thrower ("Nightshade")	Template	Assault 1	Ж		1	T	Targets without gas protection must pass a Toughness test or take an automatic wound, no armour save.
Cognis Autocannon	48	Heavy 2	7	4	2		Minimum BS2 in situations where units are compelled to fire at BS1.
Cognis Flamer	Template	Assault 1	4	5	1	T	Scores 3 automatic hits if used to Stand and Fire against a charge.
Cognis Heavy Stubber	36	Heavy 6	4	6	1		Minimum BS2 in situations where units are compelled to fire at BS1.
Cognis Lascannon	48	Heavy 1	9	2	D6		Minimum BS2 in situations where units are compelled to fire at BS1.
Colossus Siege Mortar	G24-240	Ord 1	6	3	D3	5"	Barrage Only: Cannot fire Directly. Large Blast. Ignores Cover.
Combi-bolter	24	Rapid Fire	4	5	1		Twin-linked.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Compact Grenade Launcher	12	Assault 1	As Ammo	As Am mo	As Ammo	As Amm o	Mounted on Terminator Officer's Power gloves and other Marine weapons.
Condemnor Boltgun Crossbow.	24	Assault 1	5	-	1		Ordo Hereticus and Adepta Sororitas. A hit automatically causes Psi-shock on a psyker target. One-Shot. Mounted on a Condemnor Boltgun, which is treated as a normal boltgun for other shooting.
Conversion Beamer	0-18	Heavy 1	2	1	2"	3" 4" 5"	Effect Area variable with range.
	18-30						The Conversion beamer cannot move and fire in the same turn, nor can it be fired from a moving vehicle even if the shooter on the vehicle is stationary. If a Conversion beamer is fired the firer cannot take any more move actions that turn.
	30-42						Conversion beamers always damage on a 3+. Against targets with an Armour Value the Conversion beamer causes a glancing hit on a 3+ and a penetrating hit on a 4+. No armour saves are possible against a Conversion beamer but a Movement Save can be attempted. Vehicles may roll a 5+ save unless Immobilized, Stationary etc.
	42-60						
Crossbow	32	Slow	4	-	1		Bow
Cyclone Missile Launcher							Terminator can fire his storm bolter as a free action when firing the Cyclone.
Krak	48	Heavy 2	8	3	D6	-	
Frag	48	Heavy 2	4	6	1	3"	Blast.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Daedalus Missile Launcher	48	Heavy 1	7	2	D6		Skyfire.
Deathstrike Missile	G12- Unlimited	Ord 1	10	1	1	10"	Barrage Only: Cannot Direct Fire. One Shot Only, Apocalyptic Blast area. Ignores Cover.
Deathwatch Frag Cannon					1		
<i>Frag Round</i>	Template	Assault 2	6	-	2		Rending.
<i>Solid Shell</i>	0-12	Assault 2	9	2			-
	12-24	Assault 2	7	3			-
Deathwatch Shotgun							Shotgun: +1 to hit at Half Range or less.
<i>Cryptclearer Round</i>							
<i>Xenopurge Slug</i>	16	Assault 2	4	-	1		Reroll to-wound.
<i>Wrymsbreath Shell</i>	16	Assault 2	4	4	1		-
	Template	Assault 1	3	6	1		-
Deathwind Launcher	12	Heavy 1	5	6	1	5"	Large Blast
Defence Laser	Unlimited	Primary Weapon 1	D	1	D6	10"	10" Blast. Pinning. Mounting may result in a minimum range for target engagement.
Demolisher Cannon	24	Ord 1	10	2	D6	5"	Ordnance, Large Blast.
Double Earthshaker Cannon	24-240	Primary 1	9	3	D3	7"	Massive Blast, Twin-linked. Cannot be used for direct fire.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Double-Barrelled Turbo Laser Destructor	96	Heavy 2	D	2	2D6	5"	Large Blast, Laser.
Dreadhammer Siege Cannon	24/48	Primary 1	10	1	1	7"	Massive Blast, Ignores Cover.
Earthshaker Cannon	120 G36-240	Ord 1	9	3	D3	5"	Ordinance, Large Blast, Barrage.
Electrostatic Gauntlets	12	Assault 2	4	-	1		Twin-linked.
Mêlée	-	Mêlée	+1	-			-
Eradication Beamer	0-9	Heavy 1	10	1	D3	-	-
	9-18	Heavy 1	8	3		3"	Blast.
	18-36	Heavy 1	6	5		5"	Large Blast.
Eradication Ray	0-12	Heavy 1	8	1	1	-	-
	12-24	Heavy 1	6	3		3"	Blast.
Eradicator Nova Cannon	36	Heavy 1	6	4	D3	5"	Large Blast. Ignores Cover.
Executioner Plasma Cannon	36	Heavy 3	7	2	1	3"	Blast. Never Gets hot!
Exitus Rifle	72	Slow	Ж	2	D3		Officio Assassinorum only. Sniper, Low Signature Weapon, Can use Shield-Breaker, Turbo-Penetrator and Hellfire rounds.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Exorcist Missile Launcher	48	Heavy D6	8	1	D3		Adepta Sororitas.
Exterminator Autocannon	48	Heavy 4	7	4	2		Twin-linked
Fellblade Accelerator Cannon.							
<i>HE shell</i>	100	Ord 1	8	3	1	7"	Massive Blast.
<i>AP shell</i>	100	Heavy 1	9	2	1	3"	Blast, Armourbane.
Flamer	Template	Assault 1	4	5	1	T	
Flamestorm Cannon	Template	Assault 1	6	3	2	T	
Flechette Blaster	12	Pistol 5	2	-	1		Treated as pistol but fires 5 shots for one action point. Re-rolls to-wound.
Frag Cannon	Template	Assault 2	6	-	1	T	Rending
Galvanic Rifle	30	Rapid Fire	4	4	1		To-hit roll of 1 allows the player to select the member of a unit that is hit.
Gamma Pistol	12	Pistol	6	2	2		Armourbane.
Gatling Blaster	72	Heavy 6	8	3	1	5"	Large Blast
Gatling Psilencer	24	Heavy 12	4	-	D3		Grey Knights. Requires user to be a psyker. A 4 psi-points and a successful psi-test and gives shot from the weapon the Instant Death trait for that turn.
Gatling Rocket Launcher	48	Heavy 5	6	4	1		Skyfire. Ignores Cover

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Grav-cannon	24	Salvo 3/5	*	2	1		Concussive, Graviton
Grav-gun	18	Salvo 2/3	*	2	1		Concussive, Graviton
Grenade Launcher							
<i>Krak</i>	24	Assault 1	6	4	D3	-	-
<i>Frag</i>	24	Assault 1	3	6	1	3"	Blast
Grenadier Gauntlet	12	Assault 1	4	6	1	3"	Blast
Griffon Heavy Mortar	G12-48	Ord 1	6	4	D3	5"	Barrage Only: Cannot fire Directly. Large Blast. May re-roll scatter dice.
Guardian Spear. (shooting)	24	Rapid Fire	4	6	2		
Handbow	16	Slow	4	-	1		Bow. Single-Handed Weapon. Any Shot with a Handbow has a 50% (4+) chance of allowing the shooter to remain hidden. Targets with an armour save of 4+ or better get a 2+ save against handbow bolts.
Harpoon Launcher	18	Heavy 1	5	4	1		
Heavy Arc Rifle	36	Heavy 2	6	5	D3		Haywire.
Heavy Battle Cannon	72 or G36-72	Ord 1	8	3	1	5"	Large Blast, Can be used for High angle fire.
Heavy Bolter	36	Heavy 6	5	4	1		

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Heavy Bomb Cluster	Airborne	Bomb	6	4	1	AB	Uses Apocalyptic barrage marker to determine the impact point of all 8 hits against the same location. One Use Only
Heavy Cap-Plas Gun							
<i>Sustained</i>	40	Heavy 2	7	4	1	(2")	Effect Area only used for targets such as Bio-wire. 
<i>Maximal</i>	72	Heavy 1	10	2	2	3"	Maximal mode is Recharges(3)
Heavy Flamer	Template	Assault 1	5	4	1	T	
Heavy Grav-Cannon	30	Salvo 4/6	ꝝ	2	1		Concussive, Graviton
Heavy Incinerator	12+Template	Heavy 1	6	4	2	T	Torrent, Soul Blaze.
Heavy Laser Destroyer Array.	48	Heavy D3	9	4	D6		
Heavy Phosphor Blaster	36	Heavy 3	6	3	1		If the weapon scores an unsaved wound, glancing or penetrating hit the target unit or vehicle is targeted at +1 for the rest of the turn.
Heavy Psycannon							
<i>Focussed</i>	24	Salvo 2/4	7	4	2	-	Rending, Ignores Invulnerable Saves.
<i>Area Saturation</i>	24	Heavy 1	7	4		5"	Large Blast, Rending, Ignores Invulnerable Saves.
Heavy Quad-Launcher (Lucius Pattern)	36 or G12-60	Heavy 4	5	5	1	4 x 3"	Blast. Always uses Multiple Battery fire. Causes Pinning with -1 to Ld modifier. Can be fired two turns and then must spend a turn reloading.
Heavy Stubber	36	Heavy 6*	4	6	1		*Assault 3 if used by Big Mutants or other Strength 6 or stronger creatures.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Heavy Webber	24	Heavy 1	2K		1	4"	Webber
Hellfire Shell	24	Heavy 1	1	5	1	3"	Blast, Poison (2+)
Helfrost Cannon							
<i>Dispersed</i>	24	Heavy 1	6	3	1	3"	For each unsaved wound the model must pass a strength test or be removed as out of action.
<i>Focussed</i>	24	Heavy 1	8	1	D6	-	
Helfrost Destructor							
<i>Dispersed</i>	24	Heavy 1	6	3	2	5"	For each unsaved wound the model must pass a strength test or be removed as out of action. Large Blast for Dispersed setting, Lance for focussed.
<i>Focussed</i>	24	Heavy 1	8	1	D6	-	
Hellfury Missile	72	Heavy 1	4	5	1	5"	Large Blast, One Shot. Ignores Cover
Hellgun/ Hot-Shot Lasgun	18	Rapid Fire	3	3	D6		Laser
Hellstorm Bomb	Airborne	Bomb 1	7	3	1	HT	Uses Hellstorm template, One Use Only
Hellstrike Missile	72	Ord 1	8	3	D6	5"	One shot. Roll two dice when inflicting damage and use value of the higher scoring.
Hot-Shot Volley gun	24	Salvo 2/4	4	3	1		
Hunter-Killer Missile	n/a	Heavy 1	8	3	D6		One Shot
Hunting Rifle	32	Rapid Fire	3	-	1		
Hurricane Bolter	24	Rapid Fire 3	4	5	1		Triple Twin-linked Boltguns: Rerolls to-hit. Fires 6 shots out to ranges of 18" (12" if Relentless rule does not apply)

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Hydra Autocannon	72	Heavy 2	7	4	2		Skyfire, AA mounting. Also ignores -1 of modifiers for fast moving ground targets
Icarus Stormcannon Array	48/ 96 (ground/ air)	Heavy 3	7	4	D6		Skyfire. Interceptor. Can fire on two different aerial targets at once.
Improvised Firearms	24	Rapid Fire	4	6	1		Gets Hot!
Incendine Combustor	12 +Template	Assault 1	4	5	1	T	Torrent.
Incinerator	Template	Assault 1	6	4	1	T	Soul Blaze.
Inferno Cannon	12 +Template	Heavy 1	6	4	2	T	Torrent
Infernus Heavy Bolter	36	Assault 3	5	4	2	-	Deathwatch weapon mounting a heavy flamer with a heavy bolter.
Infernus Heavy Flamer	Template	Assault 1	5	4	2	T	
Ironstorm Missile Pod.	72	Heavy 1	5	4	2	5"	Large Blast, Barrage.
Kheres pattern Assault Cannon	24	Heavy 12	6	4	1		
Kroot Gun	48	Rapid Fire	7	4	D3		Kroot
Kroot Rifle	24	Rapid Fire	4	6	1		Kroot
Lance Strike	Unlimited	Heavy 1	10	1	D6	3"	Lance, Blast, Off-Table, Full strength used for Armour penetration across entire effect area.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Lascannon	48	Heavy 1	9	2	D6		Laser
Lascannon, Vehicle-Mounted	60	Heavy 1	9	2	D6		Laser
Laser Destroyer	72	Heavy 1	10	2	D6		Laser. For Armour penetration roll two D6 and add 9 to the Higher scoring.
Lasgun	24	Rapid Fire	3	-	1		Laser
Light Battle Cannon	72	Heavy 1	8	4	1	3"	
Long-barrelled Autocannon	72	Heavy 2	7	6	D3		
Long-Las	32	Slow	3	5	1		Laser. Sniper
Macharius Battle Cannon	72	Ord 1	8	3	D6	7"	Massive Blast
Macharius Vanquisher Battle Cannon							
<i>Blast Shell</i>	72	Ord 1	8	3	D3	7"	Massive Blast.
<i>AP Shot</i>	72	Heavy 1	8	2	D6	-	Twin-linked, Armourbane.
Macro-cannon	Unlimited		10	2	1	5"	Large Blast
Macrostubber	12	Pistol 5	4	6	1		Treated as pistol but fires 5 shots for one action point.
Magna-Melta	18	Heavy 1	8	1	D6	5"	Melta, Large Blast

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Marine Shotgun	12	Assault 2	4	-	1	1"	Speci al Shotgun: +1 to hit at Half Range or less.
Medusa Siege Cannon							
<i>Standard Shells</i>	36	Ord 1	10	2	D3	5"	Large Blast
Bastion Breacher Shells	48	Heavy 1	10	1	D3	3"	Blast, 10+2D6 Armour Penetration
Melta Cannon	24	Heavy 1	8	1	D6	3"	Blast, Melta
Melta Torpedo	Unlimited	Ord 1	8	3	D6	5"	Large Blast, Off-Table, 2D6 Armour Penetration.
Meltagun	12	Assault 1	8	1	D6	1"	Melta
Mindstrike Missile	72	Heavy 1	4	5	1	3"	Blast, One-Shot, Psi-shock
Mining Laser	24	Heavy 1	9	3	D3		Laser
Missile Launcher							
<i>Krak</i>	48	Heavy 1	8	3	D6	-	-
<i>Frag</i>	48	Heavy 1	4	6	1	3"	Blast
<i>Plasma</i>	48	Heavy 1	4	4	2	3"	Blast, Pinning
<i>Flakk</i>	48	Heavy 1	7	4	D3		Skyfire. Fully effective against fliers.
Mortar	G48	Heavy 1	4	6	1	3"	Blast, Barrage Fire Only
Multilaser	36	Heavy 6	6	6	1		Laser
Multi-Melta	24	Heavy 1	8	1	D6	2"	Melta, 2D6 Vehicle Penetration at Half Range

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Multiple Rocket Pod	24	Heavy 1	4	6	1	5"	Mounted on light vehicles such as the Sentinel. Large Blast.
Musket	24	Slow	3	-	1		
Needle Sniper Rifle	32	Slow	2	¶ K (+1)	1		Poison (4+). Low Signature Weapon. Target's Armour save increased by 1. Pinning if it causes a casualty and is fired from beyond 12".
Neural Shredder	Template	Pistol	¶K (8)	2	-	T	Treat as a Strength 8 and calculate to-wound goal using the value target's Ld instead its Toughness. Against manned vehicles roll a D3 against the Glancing Hits table, ignoring modifier for AP2.
Neutron Laser	48	Heavy 1	10	1	D6	3"	Blast, Concussive.
Omega-pattern Plasma Blastgun							
<i>Pulsed Shots</i>	60	Primary 3	7	2	2	5"	Large Blast
<i>Maximal</i>	72	Primary 1	9	2	3	7"	Massive Blast. For each roll a D6. On a roll of 6 the firing model takes D3 wounds, only Invulnerable saves allowed. Vehicles rolling a 6 have a 4+ chance of taking D3 Glancing Hits.
Orbital Bombardment	Unlimited	Ord 1	10	1	1	5"	Barrage Only, Off-Table, One Use Only.
Ordinance Plasma Cannon	72	Ord 1	8	1	3	5"	Large Blast. Recharges(1)
Phosphor Blaster	24	Rapid Fire	5	4	1		If the weapon scores an unsaved wound, glancing or penetrating hit the target unit or vehicle is targeted at +1 for the rest of the turn.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Phosphor Serpenta	18	Assault 1	5	4	1		If the weapon scores an unsaved wound, glancing or penetrating hit the target unit or vehicle is targeted at +1 for the rest of the turn.
Plasma Blastgun							
<i>Rapid</i>	72	Ord 2	8	2	1	7"	Massive Blast
<i>Full</i>	96	Ord 1	10	2	3	10"	Apocalyptic Blast
Plasma Caliver	18	Assault 3	7	2	1		Gets Hot!
Plasma Cannon (Hot)	36	Heavy 1	7	2	2	3"	Blast, Gets Hot!
Plasma Cannon (Hot), Vehicle Mounted	36	Heavy 1	7	2	2	3"	Blast. Never Gets hot!
Plasma Culverin	24	Heavy 2	7	2	2	3"	Gets Hot! Blast
Plasma Cutter	12	Assault 1	7	2	1		Gets Hot! Twin-linked
Plasma Gun (Cap-Plas)	24	Rapid Fire	7	4	1		Recharges (2)
Plasma Gun (Hot)	24	Rapid Fire	7	2	2		Gets Hot!
Plasma Storm Battery							
<i>Burst Mode</i>	36	Heavy 6	7	2	2	-	Gets Hot!
<i>Charged Mode</i>	36	Heavy 1	7	2	3	5"	Gets Hot! Large Blast

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Plasma Talon	18	Rapid Fire	7	2	1		Gets Hot! Twin-linked
Praetor Launcher							
<i>Foehammer</i>	12-120	Ord 2	8	3	D6	5"	Large Blast, Twin-linked.
<i>Firestorm</i>	12-120	Ord 2	6	4	2	7"	Massive Blast, Twin-linked, Ignores Cover.
<i>Pilum</i>	72	Heavy 2	9	3	D6	-	Twin-linked, Skyfire, Interceptor
Predator Autocannon	48	Heavy 3	7	4	3		
Psilencer	24	Heavy 6	4		D3		Grey Knights. Requires user to be a psyker. A 4 psi-points and a successful psi-test and gives shot from the weapon the Instant Death trait for that turn.
Psycannon	18/ 36	Assault 2 or Heavy 4	7	4	1		Dual Mode, Rending. Ignores Invulnerable Saves
Psyk-out Warhead	Unlimited	Ord 1	6	4	1	5"	Large Blast. Off-Table. Psi-shock
Punisher Gatling Cannon	24	Heavy 20	5	-	1		Mounted on Leeman Russ variant.
Quad Lascannon	48	Heavy 2	9	2	D6		Twin-linked, Laser
Quad-gun	48	Heavy 4	7	4	1		Skyfire, Twin-linked, Interceptor.
Radical Hellrifle	36	Slow	6	3	1		Rending
Radium Carbine	18	Assault 3	3	5	1		Rad Poisoning: To-wound of 6 causes 2 automatic wounds.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Radium Jezzail	30	Slow 2	2*		1		Sniper, Rad Poisoning: To-wound of 6 causes 2 automatic wounds.
Rapid-Fire Battle Cannon.	72	Ord 2	8	3	D3	5"	Large Blast.
Rapier Laser Destroyer	36	Heavy 1	9	2	D6		Laser. Mounted on Rapier tracked mount, Twin-linked. For Armour penetration roll two D6 and add 9 to the higher scoring.
Ravenwing Grenade Launcher							Ravenwing Black Knights. Bike-mounted
<i>Frag Shell</i>	24	Rapid Fire	3	6	1	3"	Blast
<i>Krak Shell</i>	24	Rapid Fire	6	4	D3	-	-
<i>Rad Shell</i>	12	Rapid Fire	3	-	1	3"	Blast, Rad Poisoning: "To-wound" of 6 causes 2 automatic wounds.
<i>Stasis Shell</i>	12	Assault 1	3	-		3"	Blast, Stasis Anomaly: Unit hit at -1 to WS and Initiative until end of turn.
Rift Cannon	18	Heavy 1	10	2	3	3"	Units fired on must pass Initiative test or be WS1 and BS1 until end of next turn. Rift Vortex: If double rolled for scatter treat as a vortex grenade hit .
Ripper Gun	12	Assault 3	5	-	1		Ogryn only, although occasionally vehicle-mounted. Shotgun: +1 to hit at Half Range or less.
Rivet Cannon (Krumper)	9	Heavy 3	5	6	2		

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Scatter Cannon	16	Assault 1*	4	6	1	2" Speci al	Scaly Weapon. *Heavy 1 weapon for users of less than S5. Shotgun: +1 to hit at Half Range or less. If a hit is rolled any model within a 2" radius of the target is also hit.
Shotgun							
<i>Shot</i>	12	Assault 2	3	-	1	1" Speci al	Shotgun: +1 to hit at Half Range or less.
<i>Gas</i>	12	Assault 2	3	2K	1		
<i>Shredder Blast</i>	Template	Assault 1	2	-	1	T	
Shotgun Executioner ammo	18	Assault 1	4	5	1		Re-roll to hit
Shotgun Slug	18	Assault 2	4	-	1		-2 to hit at beyond Half Range
Shuriken Catapult	12	Assault 2	4	5	1		Eldar. A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2. Rare but not unknown for non-Eldar to acquire and use them. Some examples are of Jokero manufacture.
Skyhammer Missile Launcher	60	Heavy 3	7	4	D3		
Skyspear Missile Launcher	60	Heavy 1	7	2	D6		Skyfire, Armourbane. If a shot misses a flying target roll a D6 in the player's next turn. On a roll of 1 or 2 the original target is hit if it is still present. Use rear AV if a vehicle
Sling	18	Slow	3	-	1		Armour of 4+ or better gets a 2+ save.
Sniper Rifle	36	Slow	2K	6	1		Sniper. Wounds on a 4+. Strength 4 against Armour Values.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Spear (Thrown)	6	Assault 1	as User	-	1		One-shot. 5+ Chance of being recovered if targeted unit is engaged in close combat that turn or the next.
Spear gun (Scaly)	24	Assault 1*	6	4	D3		Scaly Weapon. *Heavy 1 for users of less than S5.
Stake Crossbow	24	Slow	3	5	1		Wounds Psykers on 2+ with no save.
Stalker Pattern Boltgun	30	Slow 2	2*	5	1		Sniper. Low signature weapon.
Storm Bolter	24	Assault 2	4	5	1		Terminators are strong enough to fire these from one hand but they cannot be used in close combat without the True Grit Ability.
Storm Eagle Rockets	G24-120	Ord D3	10	4	D3	5"	Barrage Only: Minimum range. Large Blast.
Stormshard Mortar	48	Heavy 2	4	6	1	3"	Blast, Barrage, Ignores Cover, Rerolls failed to-wound rolls.
Stormspear Rocket Pod	48	Heavy 3	8	3	D6		
Stormstrike Missiles	72	Heavy 1	8	2	1		Concussive, One Use Only
Stubcarbine	18	Assault 3	4	-	1		
Taurox Battle Cannon	48	Heavy 1	7	4	D3	3"	Blast
Taurox Gatling Cannon	24	Heavy 10	4	-	1		

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Taurox Missile Launcher	48	Heavy 2					
<i>Frag Missile</i>			4	6	1	3"	Blast
<i>Krak Missile</i>			8	3	D6	-	-
Thermal Cannon.	36	Heavy 1	9	1	D6	5"	Large Blast, Melta
Thudd Gun (Light)	36	Heavy 4	5	5	1	4 x 2"	Blast. Always uses Multiple Battery fire.
Thunderfire Cannon							Triple Mode
<i>Surface Detonation</i>	60	Heavy 4	6	5	1	3"	Barrage, Blast
<i>Airburst</i>	60	Heavy 4	5	6	1	3"	Barrage, Blast, Airbursts Ignore Cover.
<i>Subterranean</i>	60	Heavy 4	4	-	1	3"	Barrage, Blast, Subterranean blasts are Entangling.
Thunderhawk Cannon	72	Primary 1	8	3	1	7"	Massive Blast.
Thunderhawk Cluster Bomb	Airborne	Bomb 1	6	4	1	AB	Uses Apocalyptic barrage marker to determine the impact point of all 6 hits against the same location. One Use Only
Titan Inferno Cannon	18+Hellstorm	Heavy 1	7	3	4		Torrent weapon using Hellstorm template.
Titan Laser Blaster	96	Heavy 3	D	2	D6	5"	Large Blast, Laser
Titan Melta Cannon	72	Ord 1	10	D6	1	10"	Apocalyptic Blast. Armour Penetration 10+2D6 or 10+3D6 if target under marker centre.
Torsion Cannon	24	Heavy 1	8	1	D6		Each unsaved wound inflicts D3 wounds. A penetrating hit removes D3 Hull Points.

Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Transuranic Arquebus	60	Heavy 1	ꝝ	3	D3		Sniper, Armourbane.
Turbo Laser Destructor	96	Heavy 1	D	2	1	5"	Large Blast, Laser.
Twin Icarus Cannon	48/ 96 Ground/ air	Heavy 2	7	4	1		Skyfire. Twin-linked, Interceptor: Can fire on one arriving enemy reserve in line of sight and range as a reaction.
Typhoon Missile	48	Heavy 1	5	5	1	3"	Blast, Twin-Linked. Typhoon Missile launchers
<i>Frag</i>	48	Heavy 2	4	6	1	3"	may also fire Frag or Krak with the same profile as those of a Cyclone launcher, 48" range, Heavy 2.
<i>Krak</i>	48	Heavy 2	8	3	D6	-	
Vanquisher Battle Cannon	72	Heavy 1	8	2	D6		Penetration 8+2D6 against Armour Values
Volcano Cannon	180	Ord 1	D	2	2D6	7"	Massive Blast
Volkite Blaster	24	Heavy 3	6	5	1		For each unsaved wound inflict an additional S6 AP5 hit to the targeted unit.
Vortex Missile	Infinite	Ord 1	D	1	1	5"	Large Blast, Vortex
Vortex Missile	48-480	Ord 1	D	1	1	10"	Apocalyptic Blast, One Shot. Vortex Weapon.
Vulcan Mega-Bolter	60	Heavy 15	6	3	2		
Whirlwind Missile Launcher.		Ord 1					
<i>Vengeance</i>	G12-48		5	4	2	5"	Large Blast, Barrage
<i>Castellan</i>	G12-48		4	5	1	5"	Large Blast, Barrage, Ignores Cover.

Chaos Marine Weapons

Chaos Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Baleflamer	Template	Assault 1	6	4	2	T	Soul Blaze, Torrent
Baleful Torrent	12+Template	Assault 1	6	4	1	T	Torrent
Blastmaster							Noise Marines
<i>Single Frequency</i>	48	Heavy 1	8	3	D3	3"	Blast, Ignores Cover, Pinning
<i>Varied Frequency</i>	36	Assault 2	5	4	1	-	Ignores Cover, Pinning
Bloodflail	12	Assault D3	7	2	3		Also Mêlée
Blight Launcher	24	Assault 2	3	5	D3		Re-rolls to-wound scores of 1.
Bolt of Tzeentch	24	Assault 1	8	1	1		(Tzeentch)
Breath of Chaos	Template	Assault 1	*	1	1	T	Poison (4+)
Butcher Cannon	36	Heavy 8	8	4	1		
Combi-Bolter	24	Rapid Fire	4	5	1		Twin-linked
Contagion Spray	Template	Heavy 1	1	3	1		Poisoned (2+)
Daemongore Cannon	Hellstorm	Primary 1	9	3	3	HT	Gets Hot! Instant Death
Demolisher Cannon	24	Ord 1	10	2	D6	5"	Large Blast.
Doom Siren	Template	Assault 1	5	3	1	T	Noise Marines
Ectoplasma Cannon	24	Heavy 1	8	2	D3	3"	Blast, Gets Hot!
Gorestorm Cannon	Hellstorm	Primary 1	8	3	2	HT	
Hades Autocannon	36	Heavy 4	8	4	2		Pinning
Hades Gatling Cannon	48	Heavy 12	8	3	2		Pinning
Harvester Cannon					1		
<i>Solid Shells</i>	48	Heavy 3	7	4			-
<i>Flakk Shells</i>	48	Heavy 3	7	4			Skyfire
Bloodlash of Khorne	12	Assault 2	7	3	D3		Single-handed.
Harvester Gun	24	Assault 10	4	5	2		
Havoc Launcher	48	Heavy 1	5	5	1	3"	Blast, Twin-linked, Vehicle equipment

Chaos Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Hellfire	Template	Assault 1	5	4	1	T	Soul Blaze
Ichor Cannon	48	Primary 1	7	2	D3	5"	Large Blast
Lash of Khorne	12	Assault 1	6	2	1		
Mawcannon		Assault 1			1		
Phlegm	36		8	3		5"	Large Blast
Tongue	24		10	1		-	-
Vomit	Template		6	4		T	-
Phlegm	36	Ord 1	8	3	1	5"	Large Blast
Bombardment							
Hellmaw Cannon	Template	Assault 1	6	3	1		
Impaler	12	Assault 1	8	3	3		Always hits on a 3 or less. A penetrating hit on a vehicle or an unsaved wound on a monstrous creature drags the target 2D6" closer to the firer. This is considered to be a charge by the firer if the target finishes within mêlée radius. Impassable terrain and other obstacles will halt the target being dragged towards the firer.
Reaper Autocannon	36	Heavy 2	7	4	1		Twin-linked
Reaper Launcher	48	Heavy 4	5	3	1		
Skull Cannon	36	Heavy 1	8	5	D3	5"	Ignores Cover, Large Blast
Skullhurler	60	Primary 1	9	3	D3	10"	Apocalyptic Blast, Re-roll successful saving throws.
Sonic Blaster	24	Salvo 2/3	4	5	1		Ignores Cover
Warp Gaze	24	Heavy 1	10	1	1		
Warpfire	18	Assault 3	4	4	1		
Rot Cannon	36	Ord 1	6	3	2	5"	Large Blast, Rending
Rancid Vomit	Template	Assault 1	5	3	1	T	Poisoned (3+)
Scorpion Cannon	36	Heavy 10	6	3	2		
Storm Laser	36	Heavy D6+2	6	3	1		Laser

Chaos Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Soulburner	24	Assault 1	4	4	1	3"	Blast, Rending
Soulburner Cannon	24	Primary 1	10	2	1	5"	Large Blast, Ignores Cover.
Soulburner Petard	24	Ord 1	5	5	1	5"	Large Blast, Rending.
Vengeance Launcher	48	Heavy 2	5	4	2	5"	Large Blast.
Inferno Bolts	∞	∞	∞	3	1		Used in Thousand Sons' bolt guns and bolt pistols. Change AP of weapon to AP3.

Eldar Weapons.

Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Avenger Shuriken Catapult	18	Assault 2	4	5	1		A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2.
Bright Lance	36	Heavy 1	8	2	D6		Lance, Laser
Chainsabres Mêlée	12	Assault 2	4	5	1		A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2.
	-	Mêlée	+1	5	1		Rending in mêlée. Bonus attack for paired weapons.
D-Cannon	24	Heavy 1	D	2	D6	3"	Barrage, Blast.
Death Spinner	12	Assault 2	6	-	1		Warp Spider. Roll against target Initiative instead of Toughness. A to-wound roll of a 6 automatically wounds at AP2
D-Flail					1		
<i>Blast</i>	36	Heavy 3	7	3		3"	Blast, Barrage. Disort
<i>Rift</i>	Template	Heavy 1	7	3		T	Distort
D-Impaler	36	Primary 1	D	1	1	7"	Massive Blast. Ignores Void Shields and Power Shields. After firing roll a D6. On a 4+ the marker remains in position until the start of the player's next turn. Models encountering the marker take a wound on a roll of 6, no armour saves. Vehicles take a Glancing hit on a 6. No effect on Super-Heavy and Gargantuan creatures.

Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Doomweaver <i>Dispersed</i> <i>Focussed</i>	48 12+Template	Heavy 1	7 7	6 6	1	5" T	Large Blast Barrage, Torrent Roll against target Initiative instead of Toughness. A to-wound roll of a 6 automatically wounds at AP2
Dragon's Breath Flamer	Template	Assault 1	5	4	1	T	Fire Dragon Exarch
D-Scythe	Template	Assault 1	D	2	1		Subtract 1 from the roll for Destroyer effects (minimum 1).
Eldar Missile Launcher <i>Plasma Missile</i> <i>Flakk Missile</i> <i>Starshot Missile</i>	48	Heavy 1	4 7 8	4 4 3	1	3" - -	Blast, Pinning Skyfire Pinning
Exarch Death Spinner	12	Assault 4	6	-	1		Warp Spider Exarch
Firepike	18	Assault 1	8	1	D6		Melta
Fusion Gun	12	Assault 1	8	1	D6		Melta
Fusion Pistol	6	Pistol	8	1	D6		Melta
Hallucinogen Grenade Launcher	18	Assault 1	1	-	-	3"	Blast. If a unit takes one or more hits it must take a Pinning test. If the test is failed it is pinned and takes one automatic randomly allocated wound with no armour save. Alternately use the table in the Grenades chapter .
Hawk's Talon	24	Assault 3	5	5	1		Laser
Haywire Cannon	24	Heavy 1	4	4	1	3"	Blast, Haywire
Heavy D-Scythe	18	Assault 1	D	2	1	3"	Blast. Subtract 1 from the roll for Destroyer effects (minimum 1).
Heavy Wraithcannon	36	Assault 1	D	2	D6		
Lasblaster	24	Assault 3	3	5	1		Laser

Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Laser Lance <i>Mêlée</i>	6 -	Assault 1	6 +3/User	3 3	2 2		Lance, Laser. Lance. Gives User+3 for first round of mêlée if user charged.
Neuro Disruptor	12	Pistol	1	2	D3		Fleshbane
Phoenix Missile Launcher	48	Heavy 6	5	3	1		
Prism Cannon <i>Dispersed Focussed Lance</i>	60	Heavy 1	5 7 9	3 2 1	1 D3 D6	5" 3" -	Large or small blast marker depending on setting. Lance
Prismatic Cannon <i>Dispersed Focussed Lance</i>	24	Heavy 1	3 5 7	4 3 2	1 D3 D6	5" 3" -	Large Blast Blast Lance
Pulsar	60	Primary 2	D	2	1	5"	Large Blast
Pulse Laser	48	Heavy 2	8	2	3		Laser
Ranger Long Rifle	36	Slow	Ж	6	1		Sniper, Pinning
Reaper Launcher <i>Starshot Missile</i> <i>Starswarm Missile</i>	48	Heavy 1 Heavy 2	8 5	3 3	3 2		
Scatter Laser	36	Heavy 8	6	6	1		Laser.
Scorpion's Claw <i>Mêlée</i>	12 -	Assault 2 Mêlée	4 x2	5 2	1 D3		A shooting to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2.
Shadow Weaver	48	Heavy 1	6	6	1	3"	Barrage, Blast. Roll against target Initiative instead of Toughness. +1 Strength. A to-wound roll of a 6 automatically wounds at AP2

Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Shrieker Cannon <i>Shuriken</i> <i>Shrieker</i>	24	Assault 3 Assault 1	6 1	5 5	1 1		Eldar Harlequins. If a 6 to-wound is rolled the target is wounded automatically at AP2. If a 6 to-wound is rolled the target is wounded automatically at AP2., Pinning, Bioexplosive
Shuriken Cannon	24	Assault 3	6	5	1		A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2.
Shuriken Catapult	12	Assault 2	4	5	1		A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2. Rare but not unknown for non-Eldar to acquire and use them. Some examples are of Jokero manufacture.
Shuriken Pistol	12	Pistol	4	5	1		A to-wound roll of 6 automatically wounds regardless of Toughness and is resolved at AP2.
Singing Spear <i>Mêlée</i>	12 -	Assault 1	9 User	- -	D3 D3		Fleshbane. In mêlée Strength as user, two-handed, fleshbane and armourbane.
Sonic Lance	18+Hellstrom	Primary 1	2K	2	1	HT	Torrent. Wounds on a 3+. Armour Penetration 1+3D6.
Spinneret Rifle	18	Rapid Fire	6	1	1		Roll against target Initiative instead of Toughness. A to-wound roll of a 6 automatically wounds at AP1
Star Bolas	12	Assault 1	6	2	1	3"	Blast, One Shot
Star Lance <i>Mêlée</i>	6 -	Assault 1 Mêlée	8 +5/User	2 2	2		Lance, Laser. If user charges gives S8, AP2, Lance for first round of mêlée. Lance. Gives User+5 for first round of mêlée if user charged.
Starcannon	36	Heavy 4	6	2	3		
Suncannon	48	Heavy 3	6	2	D3	3"	Blast
Sunrifle	24	Assault 3	3	3	1		Laser. Units fired on must pass Initiative test or be WS1 and BS1 until end of next turn.
Tempest Launcher	36	Heavy 2	4	3	1	3"	Barrage, Blast

Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Triskele	12	Assault 3	3	3	1		-
<i>Mêlée</i>	-	Mêlée	User	3	1		Strength in mêlée as user (3 minimum) and AP3.
Vibro Cannon	48	Heavy 1	7	4	D3		Pinning. If a target is hit by multiple shots from the same unit hits are resolved at S+1 and AP-1 for each additional weapon firing.
Wraithcannon	12	Assault 1	D	2	D6		

Ork Weapons

Ork Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Belly Gun	72	Primary	7	3	1	3D6"	Variable Blast Area
Big Lobba	48	Ord 1	6	4	1	5"	Large Blast, Barrage.
Big Shoota	36	Assault 3	5	5	1		
Big Zzappa	48	Heavy D6	2D6	2	1		
Bigbomm	Airdropped	Bomb 1	4	5	1	5"	Large Blast, One Shot
Bomb Squig	18	Assault 1	8	4	1		Hits target on a to-hit roll of 5 or less. One Shot.
Boom Bomb	Airdropped	Bomb 1	7	2	1	5"	Large Blast, Armourbane, Skreamin' Descent, One Shot
Boom Kannister	10		4	5	1	5"	Large Blast, Pinning, One Shot.
Boomgun	36	Ord 1	8	3	1	5"	Large Blast
Bubblechukka	36	Heavy 1	D6*	D6*	1	5"	Large Blast. *roll one D6 per shooting action for both S and AP.
Burna	Template	Assault 1	4	5	1	T	Two-handed mêlée weapon (AP3)
Burna Bomb	Airdropped	Bomb 1	5	4	1	5"	Large Blast, Ignores Cover, One Shot
Bursta Kannon	36	Primary	D	2	1	7"	Massive Blast
Dakkagun	18	Assault 3	5	5	1		
Dakkagun	18	Assault 3	5	5	1		
Deff Kannon	72	Primary Weapon 1	10	1	D6	7"	Massive Blast

Ork Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Deffgun	48	Heavy D3	7	4	2		
Deffstorm Mega-Shoota	36	Heavy 3D6	6	4	1		
Flakka-Gunz	48	Assault 4	7	4	1		Skyfire, Interceptor
Gigashoota	48	Heavy 6D6	6	4	1		
Grot Blasta	12	Assault 1	3	-	1		
Grot Bomm	72	Ord 1	8	3	1	5"	Large Blast, Barrage, Twin-linked, One Use Only.
Grot Sponson	24	Assault 2	4	5	1		Used BS3. Weapon mount ignores Crew Shaken and Crew Stunned effects.
Grotzooka	18	Heavy 2	6	5	1	3"	
Kannon	36	Heavy 1					Ork.
<i>Frag Shell</i>			4	5	1	3"	Blast
			8	3	D6	-	
Killkannon	24	Ord 1	7	3	2	5"	Large Blast
Krusha Kannon					1		For each shot roll a D6. On a 1 a malfunction occurs: 1-2 No shot fired; 3-5 Boom shell fired; 6 No shot fired and kannon takes Glancing hit.
<i>Boom Shell</i>	60	Ord 1	8	3		5"	Large Blast.
<i>Tankhamma Shell</i>	60	Heavy 1	10	2			Armourbane.
<i>Scrap Kannister Blasta Burna</i>	Hellstorm	Heavy 1	2	-		-	Rerolls to wound, Rending.
	48	Heavy 1	4	5		7"	Massive Blast, Ignores Cover.
Kustom Mega-Blasta	24	Assault 1	8	2	D3		Gets Hot!
Kustom Mega-Kannon	36	Heavy 1	8	2	D3	3"	Blast, Gets Hot!
Kustom Mega-Slugga	12	Pistol	8	2	D3		Gets Hot!
Lobba	48	Heavy 1	5	5	1	3"	Blast, Barrage.

Ork Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Rattler Kannon	24	Heavy 2D6	4	6	1		If the 2D6 roll for number of shots fired is a double then a Weapon Destroyed Result affects the firing vehicle.
Rokkit Bomm Racks	48	Heavy D3	5	4	1	3"	Blast, Barrage. After each firing roll a D6. On a 1-2 the ammo supply is exhausted and the weapon can no longer fire.
Rokkit Launcha	24	Assault 1	8	3	3		
Shoota	18	Assault 2	4	6	1		
Shunta	24	Heavy 1	8	4	1	3"	Blast. Rerolls failed Armour Penetration attempts.
Skorcha	Template	Assault 1	5	4	1	T	
Skorcha Missile	24	Heavy 1	5	4	1	3"	Blast, Ignores Cover, One Shot
Slugga	12	Pistol	4	6	1		
Smasha Gun	36	Heavy 1	D6+4	1	D6		
Snazzgun	24	Assault 3	5	D6	1		
Supa Shoota	36	Assault 3	6	4	1		
Supa-Gatler	48	Heavy 2D6	7	3	1		Makes three shooting attacks each time it fires. Runs out of ammo for rest of the game if the 2D6 rolls a double.
Supa-Kannon	60	Primary	9	3	1	5"	Large Blast
Supa-Lobba	48	Ord 1	7	4	1	7"	Massive Blast
Supa-Rokkit	Unlimited	Heavy 1	8	3	D6	5"	Large Blast. One Use Only.
Supa-Skorcha	Template	Assault 1	6	3	1	T	
Tellyport Blasta	12	Assault 1	8	2	1	3"	Blast. A to-wound roll of 6 causes Instant Death. A roll of 6 for armour penetration causes an automatic penetrating hit.
Traktor Kannon	36	Heavy 1	8	3	D3		Skyfire. A glancing or penetrating hit causes an additional Immobilized result. Flying Monstrous Creatures take a -3 modifier to their Grounded test.

Ork Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Zzap Gun	36	Heavy 1	2D6	2	3		Gets Hot! Gets Hot on a to-hit roll of 4+ if strength rolled was above 10. A glancing or penetrating hit against a target causes an additional Crew Shaken result.

Tyranid Weapons

Tyranid Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Acid Spray	12+Template	Assault 1	6	4	D3	T	Torrent
Barbed Strangler	36	Assault 1	4	5	1	5"	Large Blast, Pinning
Bio-electric Pulse	12	Assault 6	5	5	1		
Bio-electric Pulse with Containment Spines	18	Assault 12	5	5	1		
Bio-Plasma	12	Assault 1	7	2	1	3"	Blast
Bio-Plasmic Cannon					1		
<i>Blast Streams</i>	24	Assault 1	7	2		5"	Large Blast
<i>Streams</i>	24	Assault 6	7	2		-	-
Cluster Spines	18	Assault 1	5	-	1	5"	Large Blast
Cluster Spines	18	Assault 1	5	-	1	5"	Large Blast
Deathspitter	18	Assault 3	5	5	1		
Desiccator Larvae	Template	Assault 1	1	-	1	T	Fleshbane
Devourer	18	Assault 3	4	-	1		
Devourer with Brainleech Worms	18	Assault 6	6	-	1		

Tyranid Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Drool Cannon	Template	Assault 1	6	4	1	T	
Electroshock Grubs	Template	Assault 1	5	5	1	T	Haywire
Flamespurt	Template	Assault 1	5	4	1	T	
Flesh Hooks	6	Assault 2	User	-	1		
Fleshborer	12	Assault 1	4	5	1		
Fleshborer Hive	18	Assault 20	4	5	1		
Grasping Tongue	12	Assault 1	6	2	D3		To-hit roll of 1 allows the player to select the member of a unit that is hit.
Heavy Venom Cannon	36	Assault 1	9	4	D3	3"	Blast
Impaler Cannon	24	Assault 2	8	4	D3		Ignores Cover. Homing: Can be fired at targets out of line of sight.
Miasmic Spit	36	Assault 1	1	4	1	3"	Blast, Poisoned (2+)
Miasmic Spray	Template	Assault 1	1	4	1	T	Poisoned (2+)
Ripper Tentacles	6	Assault 6	6	-	1		
Rupture Cannon	48	Assault 2	10	4	2		
Shockcannon	18	Assault 1	5	5	D3	3"	Blast, Haywire
Shreddershard Beetles	Template	Assault 1	3	-	1	T	Rending, Re-roll failed to wound rolls.
Spike Rifle	18	Assault 1	3	-	1		
Spine Banks	8	Assault 1	3	-	1	3"	Blast
Spinefists	12	Assault "A"	3	5	1		Twin-linked. Spinefists get one shot for every Attack on the unmodified profile of the firing them,

Tyranid Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Spore Mine Cysts	Airdropped	Bomb 1	4	4	1	5"	Large Blast, Barrage. If no models are within 6" of the marker's centre after scatter is determined D3 spore mines in unit coherency are placed there instead.
Spore Mine Launcher	48	Assault 1	4	4	1	5"	Large Blast, Barrage. If no models are within 6" of the marker's centre after scatter is determined D3 spore mines in unit coherency are placed there instead.
Stinger Salvo	18	Assault 4	5	4	1		
Stranglethorn Cannon	36	Assault 1	6	5	2	5"	Large Blast, Pinning.
Strangleweb	Template	Assault 1	?	?	1	T	Pinning
Strangleweb	Template	Assault 1	2	-	1	T	Pinning
Tentaclids	36	Assault 1	5	5	1		Haywire, One Shot. Re-rolls failed to-hit rolls against large flyers.
Venom Cannon	36	Assault 1	6	4	1	3"	Blast

Dark Eldar Weapons

Dark Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Baleblast	18	Assault 2	4	4	1		Soul Blaze
Dark Lance	36	Heavy 1	8	2	D6		Lance
Dark Scythe	24	Heavy 1	8	2	D3	3"	Blast, Lance
Darklight Blast	6	Pistol	8	2	D3		Lance
Darklight Blaster	18	Assault 1	8	2	D3		Lance

Dark Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Disintegrator Cannon	36	Heavy 6	5	2	2		
Haywire Blaster	24	Assault 1	4	4	1		Haywire
Heat Lance	18	Assault 1	6	1	D6		Lance, Melta
Hexrifle	36	Assault 1	2K	4	1		Sniper. Rolling a 1 to-hit inflicts Instant Death on a unit member of the shooter's choice.
Impllosion Missile	48	Assault 1	6	2	1	3"	Blast, One Shot.
Liquifier Gun	Template	Assault 1	3	D6	1	T	
Medusae Eyeburst	Template	Assault 1	4	3	1	T	
Monoscythe Missile	48	Assault 1	6	5	2	5"	Large Blast, One Shot.
Necrotoxin Missile	48	Assault 1	1	-	1	5"	Large Blast, Fleshbane, One Shot.
Ossefactor	24	Assault 1	1	2	1		Fleshbane. If a non-vehicle model becomes a casualty the unit takes D6 additional hits equal in Strength to the original casualty's Toughness.
Phantasm Grenade Launcher	18	Assault 1	1	-	1	3"	Blast. If a unit takes one or more hits from this weapon it must take a Leadership test and takes an additional wound, no armour saves for each point it fails by. Does not affect Fearless of "They Shall Know No Fear" models.
Pulse Disintegrator	36	Heavy 12	5	2	1		
Shardcarbine	18	Assault 3	2K	5	1		Poisoned (4+)
Shatterfield Missile	48	Assault 1	7	-	1	5"	Large Blast, Re-roll failed to wound rolls, One Shot.
Shattershard	Template	Assault 1	2K	2K	1	T	One Use Only
Shredder	12	Assault 1	6	-	1	3"	Blast, Re-roll failed to wound rolls.
Spirit Syphon	Template	Assault 1	3	3	1	T	
Spirit Vortex	18	Assault 1	3	3	1	5"	Large Blast

Dark Eldar Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Splinter Cannon	36	Salvo 4/ 6	2K	5	1		Poisoned (4+)
Splinter Pistol	12	Pistol	1	5	1		Poisoned (4+)
Splinter Pods	18	Assault 2	2K	5	1		Poisoned (4+)
Splinter Rifle	24	Rapid Fire	2K	5	1		Poisoned (4+)
Stinger Pistol	12	Pistol	1	5	1		Poisoned (2+)
Stinger Pod	24	Assault 2	5	5	1	3"	Blast
Storm Vortex Projector					1		
<i>Blast</i>	24	Heavy 1	5	4		5"	Large Blast, Concussive, Pinning, Haywire.
<i>Beam</i>	36	Heavy 1	7	3		-	Concussive, Haywire, Targets with AV make D3 rolls on Haywire table. A to-wound roll of 5+ inflicts Instant Death.
The Parasite's Kiss	12	Pistol	1	5	1		Master-crafted. Poisoned (2+). Each unsaved wound inflicted restores one wound for the bearer.
Torment Grenade Launchers	24	Assault 1	1	-	1	3"	Blast. Vehicle Mounted. If a unit takes one or more hits from this weapon it must take a Leadership test and takes an additional wound, no armour saves for each point it fails by. Does not affect Fearless of "They Shall Know No Fear" models.
Void Lance	36	Assault 1	9	2	D6		Lance
Void Mine	-	Bomb 1	9	2	1	5"	Large Blast, One Shot. Mounted in Voidraven.

Genestealer Cult Weapons

Genestealer Cult Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Andreloid Web Pistol	12	Pistol	3	*	1	3"	Blast, *AP equals target's strength. "AP -" against Strength 7+ or vehicles.
Andreloid Webber	16	Assault 1	4	*	1	3"	Blast, *AP equals target's strength. "AP -" against Strength 7+ or vehicles.

Genestealer Cult Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Clearance Incinerator	12+Template	Assault 1	5	4	1	T	Torrent
Demolition Charge	6	Assault 1	8	2	D3	5"	Large Blast, One Shot.
Heavy Seismic Cannon	0-12 12-24	Heavy 3 Heavy 6	8 5	3 4	3 2		To wound or Armour Penetration rolls of 6 are resolved at AP1
Needle Pistol	12	Pistol	2K	6	1		Poisoned (2+)
Seismic Cannon	0-12 12-24	Heavy 2 Heavy 4	8 5	3 4	2 1		To wound or Armour Penetration rolls of 6 are resolved at AP1

Necron Weapons

Necron Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Antimatter Meteor		Assault 1			1		
<i>Transcendent</i>	24		8	3		5"	Large Blast
<i>Coalescent</i>	48		8	3		10"	Apocalyptic Blast
Cosmic Fire		Assault 1			1		
<i>Transcendent</i>	24		6	4		5"	Large Blast, Ignores Cover
<i>Coalescent</i>	48		6	4		10"	Apocalyptic Blast, Ignores Cover
Death Ray	24	Heavy 1	10	1	D6	3"	Blast, Lance
Doomsday Cannon							
<i>Low Power</i>	24	Heavy 1	8	3	D3	3"	Blast
<i>High Power</i>	72	Primary 1	10	1	D6	5"	Large Blast. Cannot be used unless vehicle was stationary last player turn.
Gauntlet of Fire	Template	Assault 1	4	5	1	T	
Gauntlet of the Conflagrator	Template	Assault 1	7	2	1		One Use Only

Necron Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
Gauss Annihilator					1		
<i>Focussed Beam</i>	120	Primary 3	D	2			Skyfire, Interceptor.
<i>Flux Arc</i>	18	Heavy 2D6	6	3			-
Gauss Blaster	24	Rapid Fire	5	4	1		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Gauss Cannon	24	Heavy 4	5	3	D3		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Gauss Exterminator	120	Heavy 2	9	2	1		Skyfire, Interceptor, Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Gauss Flayer	24	Rapid Fire	4	5	1		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Gauss Flayer Array	24	Salvo 5/10	4	5	1		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Gauss Flux Arc	24	Heavy 6	5	4	1		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Heat Cannon.	36	Heavy 2	10	1	D6	3"	Blast, Melta.
Heavy Gauss Cannon	36	Assault 1	9	2	1		Gauss: To-wound roll of 6 causes automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.

Necron Weapons	Effective Range (")	Type	Strength	AP	Damage	Area (dia.)	Notes
Heavy Gauss Cannon	36	Heavy 1	9	2	D6		Gauss: To-wound roll of 6 causes an automatic wound. A roll against AV of 6 that does not cause a penetrating hit automatically causes a glancing hit.
Particle Beamer	24	Heavy 1	6	5	1	3"	Blast
Particle Caster	12	Pistol	6	5	1		
Particle Shredder	24	Heavy 1	7	4	D3	5"	Large Blast
Particle Whip	24	Ord 1	8	3	D3	5"	Large Blast.
Rod of Covenant	12	Assault 1	5	2	1		Two-handed weapon in mêlée.
Seismic Assault					1		
<i>Transcendent Coalescent</i>	24	Assault 10	6	4			Non-vehicle models that suffer one or more unsaved Wounds or passes one or more saving throws against the attack move as if it is in difficult terrain until the end of its next turn.
<i>Transcendent Coalescent</i>	48	Assault 20	6	4			
Sky of Falling Stars					1		
<i>Transcendent Coalescent</i>	24	Assault 3	7	4		5"	Large Blast, Barrage
<i>Transcendent Coalescent</i>	48	Assault 6	7	4		AB	Apocalyptic Barrage
Solar Staff	12	Assault 3	5	3	1		Units fired on must pass Initiative test or be WS1 and BS1 till end of next turn. Once per game negates night fighting rules for one game turn and makes the bearer BS1 to-hit.
Staff of Light	12	Assault 3	5	3	1		
Synaptic Disintegrator	24	Rapid Fire	ꝝ	5	1		Sniper.
Tachyon Arrow	120	Assault 1	10	1	D6		One Use Only
Tesla Cannon	24	Assault 2	6	-	1		Tesla: To-hit roll of 1 causes 2 additional hits on the target.
Tesla Cannon	24	Heavy 2	6	-	1		Tesla: To-hit roll of 1 causes 2 additional hits on the target.
Tesla Carbine	24	Assault 1	5	-	1		Tesla: To-hit roll of 1 causes 2 additional hits on the target.

Necron Weapons	Effective Range (")	Type	Strength	AP	Damage	Area (dia.)	Notes
Tesla Destructor	24	Heavy 4	7	-	1		Tesla: To-hit roll of 1 causes 2 additional hits on the target.
Tesla Sphere	24	Heavy 5	7	-	1		Tesla: To-hit roll of 1 causes 2 additional hits on the target.
Time's Arrow					1		
<i>Transcendent</i>	24	Assault 1	D	1			To-hit roll of 1 allows the player to select the member of a unit that is hit.
<i>Coalescent</i>	48	Assault 2	D	1			
Transdimensional Beamer	12	Heavy 1	4	2	1		A to-wound roll of 6 wounds automatically and causes Instant Death. Armour penetration roll of 6 causes a penetrating hit, irrespective of Armour Value.
Transdimensional Thunderbolt					1		
<i>Transcendent</i>	24	Assault 1	9	1			Tesla: To-hit roll of 1 causes 2 additional hits on the target.
<i>Coalescent</i>	48	Assault 2	9	1			
Triarch Stalker							
Heat Ray					1		
<i>Dispersed</i>	Template	Heavy 1	5	4	D6	T	
<i>Focussed</i>	24	Heavy 2	8	1		-	Melta.

Tau Weapons

Tau Weapons	Effective Range (")	Type	Strength	AP	Damage	Area (dia.)	Notes
Airbursting Fragmentation Launcher	18	Assault 1	4	5	1	5"	Barrage, Large Blast, Ignores cover
Burst Cannon	18	Assault 4	5	5	1		Tau battlesuits and vehicles.

Tau Weapons	Effective Range (")	Type	Strength	AP	Damage	Area (dia.)	Notes
Cluster Rocket System	48	Heavy 4D6	5	5	1	-	
Cyclic Ion Blaster <i>Standard Overcharge</i>	18	Assault 3 Heavy 1	7 8	4 4	1 D3	- 3"	- Blast, Gets Hot!
Cyclic Ion Raker <i>Standard Overcharge</i>	24	Assault 6 Heavy 1	7 8	4 4	1 D3	- 5"	- Large Blast, Gets Hot!
Destroyer Missile	60	Heavy 1	8	1	1	-	One Shot
Fusion Blaster	18	Assault 1	8	1	D6	-	Melta
Fusion Collider	18	Assault 1	8	1	1	3"	Blast, Melta
Heavy Burst Cannon <i>Standard Nova-Charge</i>	36	Heavy 8 Heavy 12	6 6	4 4	1 1	-	- Gets Hot! Rending. Requires charged Nova Reactor
Heavy Rail Rifle	60	Heavy 1	8	1	D6	-	
Heavy Railgun <i>Solid Shot Submunition</i>	110	Primary 1 Primary 1	D 7	1 3	D6 1	- 10"	- Apocalyptic Blast.
High Output Burst Cannon	18	Assault 6	5	5	1	-	Twin-linked
High Yield Missile Pod	36	Heavy 4	7	4	D3	-	
Ion Accelerator	72						

Tau Weapons	Effective Range ("")	Type	Strength	AP	Damage	Area (dia.)	Notes
<i>Standard Overcharge Nova-Charge</i>		Heavy 3 Heavy 1 Ord 1	7 8 9	2 2 2	1 D3 3	- 5" 5"	- Large Blast, Gets Hot! Large Blast, Gets Hot! Requires charged Nova Reactor
Ion Cannon	60	Heavy 3	7	3	2	-	-
<i>Standard Overcharge</i>		Heavy 1	8	3	3	5"	Large Blast, Gets Hot!
Ion Rifle	30	Rapid Fire	7	4	1	-	-
<i>Standard Overcharge</i>		Heavy 1	8	4	1	5"	Large Blast, Gets Hot!
Kroot Gun	48	Rapid Fire	7	4	D3		
Kroot Rifle	24	Rapid Fire	4	6	1		
<i>Pulse round</i>		Slow 1	2K	6			
<i>Sniper round</i>		Mêlée	User	5			
Mêlée	-						Sniper Two-handed
Long-Barrelled Burst Cannon	36	Heavy 12	5	5	1		
Long-Barrelled Ion Cannon	90	Heavy 6	7	3	1		
Longshot	48	Rapid Fire	2K	5	1		Sniper
Pulse rifle							
Markerlight	36	Heavy 1	-	-	-		“Target Acquired” Special rules.
Nova-Charge	72	Ord 1	9	2	1	5"	Large Blast, Gets Hot!
Plasma Rifle	24	Rapid Fire	6	2	1		
Pulse Blastcannon	0-10	Heavy 2	D	1	1	-	-
	10-20	Heavy 2	10	3		3"	Blast
	20-30	Heavy 2	9	5		5"	Large Blast
Pulse Blaster	0-5	Assault 2	6	3	1		Strength and AP vary with range.
	5-10		5	5	1		

Tau Weapons	Effective Range (")	Type	Strength	AP	Damage	Area (dia.)	Notes
	10-15		4	-	1		
Pulse Bomb	-	Bomb 1	5	5	1	5"	Large Blast, One Shot.
Pulse Carbine	18	Assault 2	5	5	1		Pinning
Pulse Driver Cannon	72	Ord 1	10	2	D6	5"	Large Blast
Pulse Pistol	12	Pistol	5	5	1		
Pulse Rifle	30	Rapid Fire	5	5	1		
Quad Ion Turret	30						
<i>Standard Overcharge</i>		Heavy 4	7	4	1	-	
		Heavy 1	8	4	D3	5"	Large Blast, Gets Hot!
Rail Rifle	30	Rapid Fire	6	1	1		
Railgun.	72	Heavy 1					
<i>Solid Shot Submunition</i>			10	1	D6	-	
			6	4	1	5"	Submunition creates Large Blast.
Seeker Missile	72	Heavy 1	8	3	1		One Shot
Smart Missile System	30	Heavy 4	5	5	1		Ignores Cover. Homing: Can be fired at targets out of line of sight.
Tau Missile Pod	36	Assault 2	7	4	D3		
Vespid Neutron Blaster	18	Assault 1	5	3	1		Vespids only



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