

THE TRADING POST

Some items have a different price in the house lists compared to the Trading Post. This represents the different availability specific to each house. Some items does not have a Trading Post price, these are preciously guarded by each house. Items that have a gang specific price are common to that gang, even if it is Rare at the Trading Post. Items which don't have a Trading Post price are limited to specific gangs only.

Abbreviations:

- **AL:** Availability.
 - -: Not available from the Trading Post.
 - **C:** Common.
 - **R:** Rare.
 - **I:** Illegal.
- **CR:** Credits cost.
 - -: Not available from the Trading Post.

Notes:

- Combi-weapons can be upgraded with the same types of ammo as its individual parts. NB: Needler (combi) can take needle rifle ammo.
- A special variant of a weapon can't take ammo available to the main type (for example Enforcer boltgun can't take boltgun ammo upgrades).
- Some items and costs are only available to specific gangs or fighters.
- Some items are only available when fighters are recruited.
- Cross-reference costs with the gang's Equipment list to ensure the price is right and available for the intended model.

Symbol	Description
-	Ammo and other weapon upgrades. This cost does not include the base weapon.
+	Specialized weapon variants based on a regular weapon.
*	Items marked with an asterix (*) take up 2 weapon slots.
↑	An upgrade that will replace some of the fighter's existing item(s).
red	Items that have unreliable stats. Examples: • Incorrect: A value that doesn't make sense. For example a gang-specific cost higher than standard cost.

PISTOLS Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Archeo duelling pistol	R13	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autopistol	C	10	10	-	10	-	10	-	10	10	10	10	10	-	15	-	-
- Fragmentation	R8	10	-	-	-	-	-	-	-	-	10	10	-	-	-	-	-
- Manstopper	R8	10	-	-	-	-	-	-	-	-	10	10	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20
+ Reclaimed	C	5	5	-	-	-	-	-	-	5	-	-	5	-	5	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blast pistol	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15	-
Bolt Pistol	R8	45	-	-	-	45	45	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	15	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	45
Bolt spitter	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40
Flechette pistol (solid & fleshbane)	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-
Grav pistol	R11	70	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand crossbow	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand flamer	R8	75	75	75	75	75	75	75	50	70	75	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	85
Inferno pistol (Imperial)	R12	145	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	160
Las pistol	C	10	-	10	10	-	-	5	10	10	-	-	10	-	10	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
+ with Hotshot las pack	C	30	-	-	30	-	-	25	30	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	5	-	-	-	-	-	-	-	-	-
Las sub-carbine	-	-	-	-	-	-	-	15	-	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-	-	-
Needle pistol	R9	30	-	-	25	-	-	40	-	-	-	-	-	-	-	-	-
- Chem darts	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Withertouch (Corrupted)	I13	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Plasma pistol	R9	50	-	50	50	-	50	50	-	-	-	-	50	-	-	-	-
Stone burner	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	70
Stub gun	C	5	5	5	5	5	5	-	-	5	5	5	5	-	5	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Reclaimed	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	-
- Dumdum	R7	5	5	5	5	5	5	-	-	5	5	5	5	-	-	-	5
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10
- Dumdum (Ironhead)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5
Web pistol	R9	90	-	80	-	-	-	-	-	-	-	-	-	-	-	90	-
Autopistol / hand flamer (combi)	R10	65	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autopistol / plasma pistol (combi)	R10	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / hand flamer (combi)	R11	110	-	-	-	110	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / needle pistol (combi)	-	-	-	-	60	-	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / plasma pistol (combi)	R11	80	-	-	-	80	-	-	-	-	-	-	-	-	-	-	-
Stub gun / plasma pistol (combi)	R8	40	-	-	-	40	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer	Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

BASIC WEAPONS (1/2)

Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Arc rifle (Imperial)	R13	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autogun	C	15	15	15	15	-	15	-	15	15	-	-	15	-	15	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
+ Reclaimed	C	10	10	-	-	-	-	-	-	10	-	-	10	-	10	10	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R8	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Polearm *	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blast carbine	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25	-
Blast rifle	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15	-
Blunderbuss (grape & purgation) with Polearm *	-	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Emperor's Wrath rounds	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Boltgun	R8	55	-	-	55	55	55	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	15	-	-	-	-	15	-	-	-	-	-	-	-	-	-	-
+ Enforcer	-	-	-	-	-	-	-	-	-	-	-	50	50	-	-	-	-
- Penetrator	-	-	-	-	-	-	-	-	-	-	-	20	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	95
+ Warpstorm (Corrupted)	I10	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Combat shotgun (salvo & shredder)	R7	70	-	-	-	60	55	-	-	-	-	60	60	-	-	-	-
- Firestorm	R8	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lasgun	C	15	-	15	5	-	-	10	15	15	-	-	15	-	15	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
+ with Hotshot las pack	C	35	-	-	25	-	-	30	35	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	5	-	-	-	-	-	-	-	-	-
Las carbine	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-	-	-
Kroot long rifle (Xenos)	R10	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Rak'Gol razor gun (Xenos)	I11	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer	Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat	

BASIC WEAPONS (2/2)

Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Sawn-off shotgun (scatter)	C	15	15	-	15	-	15	-	-	-	-	-	15	-	15	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Solid	C	5	10	-	-	-	10	-	-	-	-	-	-	-	-	-	-
Shotgun (solid & scatter)	C	30	30	30	30	30	25	-	30	30	-	-	30	-	30	-	-
- Acid rounds	-	-	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-
- Executioner	R9	20	20	20	-	20	20	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Inferno	R8	15	15	-	-	15	15	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Retributor	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead (solid)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40
Sling gun (Xenos)	R11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stake-crossbow (Imperial)	R9	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stub cannon	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suppression laser	-	-	-	-	-	-	-	40	-	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-
Throwing knives	C	10	-	10	5	-	-	-	-	-	-	-	10	-	10	-	-
Wyld bow	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-
- Acid	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-
- Explosive	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-
- Poison	-	-	-	-	25	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER			
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Oorvn	Outcast	Ash Waste Nomad	Squat

SPECIAL WEAPONS

Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Chem-thrower 'Nightshade'	-	-	-	-	135	-	-	-	-	-	-	-	-	-	-	-	-
Concussion carbine	-	-	-	-	-	-	-	-	-	-	-	30	30	-	-	-	-
Flamer	R7	140	130	140	140	140	140	140	140	130	140	-	140	-	-	-	-
+ Balefire thrower (Corrupted)	I9	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Fire Pike	-	-	140	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	150
+ with Autogun (combi)	R10	110	110	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Bolter (combi)	R8	180	-	-	180	175	-	-	-	-	-	-	-	-	-	-	-
+ with Mancatcher (combi)	-	-	-	-	-	-	-	160	-	-	-	-	-	-	-	-	-
Gaseous eruption	-	-	-	-	80↑	-	-	-	-	-	-	-	-	-	-	-	-
Grav gun	R11	120	-	120	-	-	-	120	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	30	-	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Grenade launcher (frag & krak)	R8	65	65	-	55	55	65	-	55	55	-	-	-	-	-	-	-
+ (frag & stun round)	-	-	-	-	-	-	-	-	-	-	-	50	50	-	-	-	-
+ (choke & frag)	-	-	-	-	-	-	-	-	-	-	-	40↑	-	-	-	-	-
+ (seismic)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50
- Anti-plant (usable with combi)	R7	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Choke gas	R9	35	-	-	-	-	-	-	-	-	-	30	-	-	-	-	-
- Flare (usable with combi)	C	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Krak	-	-	-	-	-	-	-	-	-	-	-	35	-	-	-	-	-
- Combi	R8	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Photon flash	R9	15	15	-	-	-	-	-	-	-	-	15	-	-	-	-	-
- Plasma	R12	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Scare gas	R10	45	-	-	-	-	-	-	-	-	-	40	-	-	-	-	-
- Smoke	C	15	15	-	15	15	-	-	-	-	-	15	-	-	-	-	-
- Stun round	R8	25	-	-	-	15	-	-	-	-	-	-	-	-	-	-	-
- Combi	R8	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ (frag) with autogun (combi)	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ (frag) with bolter (combi)	R8	60	-	-	-	80	80	-	-	-	-	-	-	-	-	-	-
Grenade launcher array - choke (ammo)	-	-	-	-	-	-	-	-	-	-	-	35	-	-	-	-	-
- Scare gas	-	-	-	-	-	-	-	-	-	-	-	45	-	-	-	-	-
- Smoke	-	-	-	-	-	-	-	-	-	-	-	15	-	-	-	-	-
- Stun	-	-	-	-	-	-	-	-	-	-	-	25	-	-	-	-	-
Hrud fusil (Xenos)	I9	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Kai hellspear (Corrupted)	I12	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long las	C	20	-	-	-	-	-	20	20	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long rifle	R7	30	30	30	-	-	-	-	-	30	-	-	-	-	-	30	-
- Static	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I11	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
Meltagun	R11	135	-	135	135	135	135	135	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	155
+ with Bolter (combi)	R12	170	-	-	170	165	165	-	-	-	-	-	-	-	-	-	-
+ with Laspistol (combi)	-	-	-	-	-	-	-	130	-	-	-	-	-	-	-	-	-
Necrotic beamer (Xenos)	R12	110	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Needle rifle	R9	40	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-
- Chem darts	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Needler / bolter (combi)	R10	90	-	-	80	-	-	-	-	-	-	-	-	-	-	-	-
Neural flayer (Xenos)	I13	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Plasma gun	R9	100	-	100	100	-	100	100	-	-	-	-	-	-	-	-	-
+ with Bolter (combi)	R10	115	-	-	115	115	-	-	-	-	-	-	-	-	-	-	-
+ with Laspistol (combi)	-	-	-	-	-	-	-	95	-	-	-	-	-	-	-	-	-
Rad beamer *	-	-	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-
Rad gun	-	-	-	-	-	-	-	100	-	-	-	-	-	-	-	-	-
Sniper rifle	-	-	-	-	-	-	-	-	-	-	-	35	35	-	-	-	-
Storm bolter (Imperial)	R12	95	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Storm-welder *	-	-	-	-	-	75	-	-	-	-	-	-	-	75	-	-	75
Venom caster	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	160	-
Webber	R9	125	-	115	-	-	-	-	125	-	-	-	125	-	-	125	-
+ with Mancatcher	-	-	-	-	-	-	-	-	-	-	-	100↑	-	-	-	-	-
Yu'vath puzzle box (Xenos)	I15	150	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HEAVY WEAPONS

Item (always *: 2 weapon slots)	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Assault ram with grenade launcher (choke & frag)	-	-	-	-	-	-	-	-	-	-	-	90	90	-	-	-	-
<u>Autocannon</u> (Imperial)	R10	160	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Charge caster (shock blast & krak rockets)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	155	-
Concussion cannon	-	-	-	-	-	-	-	-	-	-	-	80↑	-	-	-	-	-
<u>Demiurg energy drill</u> (Xenos)	I9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<u>Grav cannon</u> (Imperial)	R10	140	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Harpoon launcher	R9	110	-	-	-	-	110	40↑	-	-	110	-	-	-	-	-	-
Heavy blaster	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	140	-
Heavy bolter	R10	160	-	-	-	160	160	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Vartijan	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50↑
Heavy concussion ram	-	-	-	-	-	-	-	-	-	-	-	70	70	-	-	-	-
Heavy crossbow	-	-	125	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy flamer	R10	195	195	195	-	195	195	-	-	195	195	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	210
Heavy melta	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	150
Heavy stubber	R7	130	130	-	130	130	130	-	145	130	-	-	130	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- <u>Static</u>	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- <u>Warp</u>	I11	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	140
'Krumper' rivet cannon	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-	-	-
Lascannon	R10	155	-	-	-	-	-	155	-	-	-	-	-	-	-	-	-
Mining laser	R9	125	-	-	-	-	125	-	125	-	-	-	-	-	-	-	125
Missile launcher (frag & krak missiles)	R10	165	-	-	-	165	-	-	-	-	-	-	-	-	-	-	-
<u>Mole launcher</u> (Imperial)	R11	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Multi-melta	R11	180	-	-	-	180	-	180	-	-	-	-	-	-	-	-	-
Plasma cannon	R11	130	-	-	130	-	-	130	-	-	-	-	-	-	-	-	-
Rad cannon	-	-	-	-	-	-	-	130	-	-	-	-	-	-	-	-	-
Seismic cannon	R10	140	-	-	-	-	140	-	140	-	-	-	-	-	-	-	-
Twin-linked assault grenade launcher (frag & stun round)	-	-	-	-	-	65	-	-	-	-	-	-	-	-	-	-	-
- Krak	-	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-
- Smoke	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-

GRENADES

Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Anti-plant	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blasting charges	R8	35	35	-	-	35	30	-	35	35	-	-	35	35	35	-	35
Choke gas	R9	50	50	50	45	-	-	-	-	-	-	50	-	-	-	-	-
Demolition charges	R12	50	-	-	-	-	45	-	65	65	-	-	-	50	-	-	-
Flares	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Frag	C	30	30	-	30	30	30	30	30	30	30	30	30	30	30	-	30
Gunk bombs	C	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Incendiary charges	R7	40	40	-	-	40	-	-	40	40	40	-	-	40	-	-	-
Krak	R8	45	45	-	45	45	45	45	-	45	45	-	45	45	45	-	45
Melta bombs	R11	60	-	-	-	60	60	-	-	-	-	-	-	-	-	-	-
<u>Phosphor canister</u> (Imperial)	R10	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Photon flash flares	R9	15	-	15	15	-	15	15	-	-	-	15	15	-	-	-	-
Plasma	R10	90	-	-	-	-	-	65	-	-	-	-	-	-	-	-	-
Rad	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-	-
Scare gas	R10	45	-	40	40	-	45	-	-	-	-	-	-	-	-	-	-
<u>Shard</u> (Corrupted)	I9	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ <u>Mindflect</u> (Xenos)	I10	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Smoke	C	15	15	15	15	15	15	15	-	-	15	15	15	-	15	-	15
Stun	R8	15	-	10	25	15	-	25	-	-	-	15	15	-	-	-	-
<u>Vortex</u>	I16	500	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hallucinogen	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer	Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

CLOSE COMBAT WEAPONS (1/2)

Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Arc hammer *	-	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	15	-	-	-	-	-	-	-	-	-	-
Arc Welder	-	-	-	-	-	-	-	-	-	-	-	-	-	50	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	100
Augmetic fist	-	-	-	-	-	-	-	-	-	-	-	-	-	40	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	-	-	-	70	-	-	-
Axe	C	10	10	-	-	10	-	-	-	10	-	-	10	10	10	-	10
Barbed flabellum	<u>I12</u>	<u>80</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Boning sword	C	20	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-
Brute cleaver	-	-	-	-	-	20	-	-	-	-	-	-	-	20	-	-	-
Butcher's chain cleaver	R7	45	-	-	-	-	-	-	-	-	45	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	80	-	-	-	-	-	-
Chainaxe	R9	30	30	-	30	25	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chainsword	R8	25	25	-	25	25	25	-	25	25	-	-	25	-	25	-	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chain glaive *	R7	60	60	-	-	-	-	-	-	60	60	-	-	-	-	-	-
- Master-crafted	R10	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chain lance	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55	-
Circular stone saw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
Cleaver	C	20	20	-	-	-	-	-	-	-	25	-	-	-	-	-	-
Club, maul, bludgeon or hammer	C	10	10	-	-	10	10	-	-	10	-	-	10	10	10	-	-
Desire's needle (Corrupted)	<u>I9</u>	<u>50</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Digi laser	R10	25	-	25	-	-	-	25	-	-	-	-	-	-	-	-	-
Digi-multi lasers	<u>R11</u>	<u>100</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Drill	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5
Eviscerator *	-	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Excavator hammer *	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50
Flail	C	20	20	-	-	-	20	-	-	20	-	-	20	-	20	-	-
Flensing knife	C	15	-	-	-	-	-	-	-	-	15	-	-	-	-	-	-
Gem extractor	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50
Goredrinker axe (Corrupted)	<u>I9</u>	<u>40</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Greatsword *	R10	40	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Haemophagic Blade	<u>R13</u>	<u>150</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy chain cleaver	R7	80	-	-	-	-	-	-	-	-	70	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	130	-	-	-	-	-	-
Heavy club	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy drill	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35
Heavy rock cutter *	R9	135	-	-	-	-	-	-	135	-	135	-	-	120	-	-	-
Heavy rock drill *	R9	90	-	-	-	-	-	-	90	-	-	-	-	-	-	-	-
Heavy rock saw *	R9	120	-	-	-	120	-	-	120	-	-	-	-	110	-	-	-
Hydraulic drill	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
Hex'iron blade (Corrupted)	<u>I9</u>	<u>25</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Knife	C	15	15	-	15	10	10	15	15	15	15	-	10	-	10	-	15
- Master-crafted	R10	5	5	-	-	-	5	-	-	-	-	-	-	-	-	-	-
Lance - frag	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Krak	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Stun	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Las cutter	R10	85	-	-	-	-	85	-	-	-	-	-	-	60	-	-	-
Lightning claw (Imperial)	<u>R11</u>	<u>70</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long blade	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	30	-
Mono-hook	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35	-
Mutated fists & bone spurs	-	-	-	-	-	70↑	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer	Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

CLOSE COMBAT WEAPONS (2/2)

Item			HOUSE						CULT			OTHER				
	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N S
Polearm *	R9	30	30	-	-	-	-	-	-	-	-	-	-	-	-	-
Power axe	R8	35	-	-	-	35	-	-	-	-	-	-	-	-	-	-
Power claw	R11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Power fist (Imperial) *	<u>R11</u>	<u>100</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead (Squat)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	60
Power hammer	R8	45	-	-	45	45	-	-	45	-	-	-	-	-	-	45
Power knife	R9	25	-	-	25	-	25	25	-	-	-	-	25	-	-	-
Power maul	R8	30	-	-	-	-	-	-	30	-	-	-	30	-	-	-
Power pick	R8	40	-	-	-	-	-	-	40	-	-	-	-	-	-	-
Power sword	R9	50	-	-	45	-	-	-	45	-	-	-	-	-	-	-
'Pulverizer' serrated axe	-	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	50	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
Razor-sharp talons	-	-	-	-	30↑	-	-	-	-	-	-	-	-	-	-	-
'Renderizer' serrated axe *	-	-	-	-	-	40	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
Rock saw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35
Rotary flensing saw	R9	55	-	-	-	-	-	-	-	-	55	-	-	-	-	-
Serpent's fangs (Paired) *	-	-	-	90	-	-	-	-	-	-	-	-	-	-	-	-
Servo-claw	R10	35	-	-	35	35	30	30	-	-	-	-	-	-	-	-
Shield (assault/energy)	-	-	-	-	-	-	-	50	-	-	-	40	40	-	-	-
Shivver sword	-	-	-	70	-	-	-	-	-	-	-	-	-	-	-	-
Shock baton	R8	30	-	-	-	-	-	30	-	-	-	30	30	-	-	-
Shock stave	R9	25	-	25	-	-	-	25	25	-	-	25	25	-	-	-
- Master-crafted	R10	10	-	5	-	-	-	-	-	-	-	-	-	-	-	-
Shock whip	-	-	-	-	25	-	-	-	25	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-
Spider-rig *	-	-	-	-	-	-	-	80	-	-	-	-	-	-	-	-
Spud-jacker	-	-	-	-	-	15	-	-	-	-	-	-	15	-	-	-
- Master-crafted	-	-	-	-	-	5	-	-	-	-	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	25	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
Stalking knife	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20	-
Stiletto knife	R9	20	-	20	20	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	-	-	-	-	-	-	-	-	-
Stiletto sword	R9	35	-	-	30	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	-	-	10	-	-	-	-	-	-	-	-	-	-	-
Stormcaller staff	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35
Sword	R6	20	-	-	-	-	-	-	-	20	-	-	-	-	-	-
<u>Tenebrous scourge (Corrupted)</u>	<u>I10</u>	<u>60</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Thunder hammer	R11	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two-handed axe *	C	25	25	-	-	25	-	-	-	25	25	-	25	25	25	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-
Two-handed chainaxe *	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40
Two-handed hammer *	C	35	35	-	-	35	35	-	35	35	-	-	35	35	35	-
- Master-crafted	R10	10	-	-	-	-	10	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-
Two-handed power axe *	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	65
Two-handed power pick *	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	75
Venom Claw	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-
Web gauntlet	-	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-
Whip	C	15	-	-	15	-	-	-	-	-	-	-	-	-	-	-
<u>Whisperbane knife (Corrupted)</u>	<u>I11</u>	<u>30</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<u>Xenarch death-arc (Xenos)</u>	<u>I9</u>	<u>75</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT				ENFORCER		OTHER			
C	D	E	G	O	VS	G	C	CG		PE	BE	SO	O	N	S
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult		Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad Squat

EQUIPMENT Item			HOUSE							CULT			OTHER				
	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Archaeotech device	R13	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Augurspex	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
Bio-booster	R8	35	-	-	-	35	35	35	35	-	35	35	35	35	-	35	35
Bio-scanner	R8	30	-	30	-	-	-	-	-	-	-	20	20	-	-	30	-
Blind Snake pouch	R12	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bomb delivery rats	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Book of the Redemption	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cameleoline cloak	R9	35	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-
Chem-synth	R12	15	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-
Chrono crystal	I14	500	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cred sniffer	R8	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cult icon (max 1 per gang)	-	-	40	-	-	-	-	-	40	40	40	-	-	-	-	-	-
+ Corpse Grinder	-	-	-	-	-	-	-	-	-	-	40	-	-	-	-	-	-
Data-thief	I10	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Drop rig	C	10	10	-	10	10	10	10	-	-	-	-	10	10	10	10	10
Falsehood	R9	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Filter plugs	C	10	10	10	10	10	10	10	10	10	-	-	10	-	10	10	10
Forged Guilder seal	I11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Frenzon collar	R9	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grapnel launcher	C	25	-	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Grav-chute	R10	50	-	-	-	-	-	40	-	-	-	-	-	-	-	40	40
Halo device	I14	250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Holochromatic field	I9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lho sticks	C	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lock-punch	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Magnacles	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Malefic artefact	I13	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Medicae kit	R9	30	-	-	-	-	-	30	-	-	-	-	-	-	-	30	30
+ Servo-medicae	-	15	-	-	-	-	-	15	-	-	-	-	-	-	-	-	-
Mnemonic inload spike	I12	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Photo-goggles	R9	35	35	20	35	35	35	35	35	35	35	-	35	-	35	35	35
Photo-lumens	C	20	-	-	-	-	-	15	-	-	35	15	15	-	-	-	15
Psi-grub	I12	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Psychofamile pheromone	I12	150	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Psychomancer's harness	-	-	-	110	-	-	-	-	-	-	-	-	-	-	-	-	-
Pyromantic mantle	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Radcounter	R9	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Refraction cloak	-	-	-	-	-	-	-	35	-	-	-	-	-	-	-	-	-
Respirator	C	15	15	15	15	15	15	15	15	15	15	15	15	-	-	35	15
+ Industrial	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Rocket pack	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	-
Second Best	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Servo harness - partial	R12	130	-	-	-	130	-	130	-	-	-	-	-	100	-	130	-
+ full	R12	160	-	-	-	160	-	-	-	-	-	-	-	-	-	-	-
Skinblade	C	10	10	10	10	10	-	-	-	-	10	-	-	-	-	-	-
Stimm-slug stash	R7	30	-	-	-	25	-	-	-	-	30	30	30	25	-	-	-
Strip kit	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suspensor harness	R9	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Threadneedle worms	I13	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Vox array	-	-	-	-	-	-	-	30	-	-	-	-	-	-	-	-	-
Web solvent	R8	25	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-
Wild Snake	C	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Xenoculum	I12	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT				ENFORCER		OTHER			
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat	

ARMOUR			HOUSE							CULT			OTHER				
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Ablative overlay	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Armourweave	I9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Armoured Undersuit	R7	25	-	-	25	25	25	-	-	-	25	-	25	25	-	-	-
- Bodyglove	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Carapace -light	R10	80	80	-	80	80	80	80	-	-	-	-	-	80	-	-	80
Carapace -heavy	R11	100	-	-	-	100	100	20↑	-	-	-	-	-	-	-	-	100
Carapace -archaeo	R12	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ceramite shield	R8	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Draconic scales	I14	250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Flak	C	10	10	10	10	-	10	10	10	10	-	-	10	-	-	10	10
- Hardened	R10	20	-	-	-	-	-	-	-	-	-	20↑	30	-	-	-	-
- Layered	R8	20	-	-	-	-	-	-	-	-	-	-	20	-	-	-	-
- Hardened layered	R11	35	-	-	-	-	-	-	-	-	-	30↑	50	-	-	-	-
Furnace plates	-	-	-	-	-	5	-	-	-	-	-	-	-	5	-	-	-
Gutterforged cloak	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hazard suit	R10	10	-	-	-	-	10	-	10	-	10	-	10	-	-	-	-
Incombustible hauberk	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mantle Malifica	I13	75	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mesh	C	15	15	15	15	-	15	15	15	-	15	-	15	-	-	15	15
Plate mail	-	-	-	-	-	-	-	-	-	-	15	-	-	-	-	-	-
Reflec shroud	R8	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Scrap shield	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-

FIELD ARMOUR			HOUSE							CULT			OTHER				
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Conversion field	R11	60	-	-	-	-	60	60	-	-	-	-	60	-	-	60	60
Hexagrammic fetish	R10	35	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Displacer field	R2	70	-	50	-	-	-	70	-	-	-	-	-	-	-	70	70
Mirror Aegis	I12	125	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Refractor field	R10	50	50	-	-	-	-	50	-	-	-	-	50	-	-	50	50

WEAPON ATTACHMENTS			HOUSE							CULT			OTHER				
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Focusing crystal ***	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
Gunshroud (Pistol, Basic)	R8	20	-	10	20	20	-	-	-	-	-	-	-	-	-	-	-
Hotshot Las Pack (las pistol/gun)	C	20	-	-	20	-	-	20	-	-	-	-	-	-	-	-	-
Infra-sight (ranged)**	R8	40	-	35	-	-	-	25	-	40	-	40	40	-	-	25	25
Las-projector (Pistol, Basic, Special)	R9	35	-	-	35	-	-	35	-	-	-	-	-	-	-	-	-
Mono-sight (Basic, Special, Heavy)**	R9	35	35	35	-	-	25	35	-	35	-	-	-	-	-	35	35
Psi-amplifier (Melee)	R15	75	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suspensor (Unwieldy)	R10	60	-	60	60	60	60	60	-	-	-	-	-	40	-	60	60
Telescopic sight (Pistol, Basic, Special)**	C	25	-	-	-	25	25	25	-	-	-	-	25	-	25	25	25

**: Maximum one gunsight per weapon.

***: Focusing Crystal - Las: Pistol, Gun, Long, Suppression, Sub-carbine, Carbine

BIONICS		MUNDANE		IMPROVED		CYBERTEKNIKA (VAN SAAR)		
Item	Damage	AL	Cost	AL	Cost	Alpha	Gamma	Omega
Aortic Supercharger	-1T (Enfeebled)	R13	65			40	80	130
Bionic Arm	-1WS (Hand Injury)	R13	45			50	75	120
Bionic Eye	-1BS (Eye Injury)	R13	45			50	85	105
Bionic Leg	-1M (Hobbled)	R12	25			35	65	100
Cortex-Cogitator	-1 Int & Will (Head Injury)	R11	15	R12	30	30	40	75
Lobo Chip	-1 CI & Ld (Humiliated)	R11	20	R12	45	30	40	75
Skeletal Enhancers	-1S (Spinal Injury)	R13	70			50	75	150

HOUSE						CULT			ENFORCER		OTHER			
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat

CHEMS	ESCHER		
Item	AL	Cost	Cost
Frenzon	R9	20	-
Ghast	I9	30	-
Icrotic slime	R10	35	-
Kalma	C	15	-
Obscura	I8	30	-
Slaught	R10	30	-
Spur	R11	35	-
Stinger mould	R13	75	-
Camoelean	I10	75	-
Acidic (Gas ammo)	C	-	20
Bane (Gas ammo)	C	-	15
Blackout (Gas ammo)	C	-	30
Blinding (Gas ammo)	C	-	10
Expansive (Gas ammo)	C	-	20
Hallucinogen (Gas ammo)	C	-	15
Leaden (Gas ammo)	C	-	30
Liftin' (Gas ammo)	C	-	25
Pathogenic (Gas ammo)	C	-	15
Pyrophoric (Gas ammo)	C	-	20
Bleeding (Toxic ammo)	C	-	10
Blood Boil (Toxic ammo)	-	-	30 (Requires Apprentice Clan Chymist)
Concentrated (Toxic ammo)	C	-	15
Debilitating (Toxic ammo)	C	-	10
Decaying (Toxic ammo)	C	-	5
Exploding (Toxic ammo)	C	-	20
Maddening (Toxic ammo)	C	-	5
Maiming (Toxic ammo)	C	-	10
Panicking (Toxic ammo)	C	-	10
Paralysing (Toxic ammo)	C	-	5
Silencing (Toxic ammo)	C	-	5
Skin Fire (Toxic ammo)	-	-	25 (Requires Apprentice Clan Chymist)
Bad Blood (Stimm)	C	-	10
Blood Rush (Stimm)	C	-	15
Brain Lock (Stimm)	C	-	15
Dreamland (Stimm)	C	-	10
Hyper (Stimm)	C	-	20
Ice Cold (Stimm)	C	-	15
Jolt (Stimm)	C	-	30
Night Night (Stimm)	C	-	25
Predator's Kiss (Stimm)	-	-	45 (Requires Apprentice Clan Chymist)
Puke (Stimm)	C	-	15
Wide-eye (Stimm)	C	-	10

REMOVED WEAPONS			HOUSE							CULT			OTHER					
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Bonesword (same as Long blade)	-	-	-	-	-	-	-	-	30	-	-	-	-	-	-	-	-	
Lash whip	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	
Staff of office	-	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-	
Toxin injector claw	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	
Flensing claw	-	-	-	-	-	-	-	-	-	35	-	-	-	-	-	-	-	
HOUSE						CULT				ENFORCER		OTHER						
C	D	E	G	O	VS	G	C	CG		PE	BE	SO	O		N		S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult		Palanite	Badzone	Slave Ogryn	Outcast	Ash	Waste Nomad		Squat	

EXTRAVAGANT GOODS (STATUS ITEM)

Item	AL	Cost
Exotic furs	R12	50
Gold-plated gun	R10	40
Master-crafted weapon	R10	Weapon cost + 25% (rounded up)
Opulent jewellery	R11	80
Uphive raiments	R10	50

SERVO SKULLS (STATUS ITEM)

Item	AL	Cost	HOUSE							CULT			OTHER					
			C	D	E	G	O	VS		G	C	CG	PE	BE	SO	O	N	S
Gun	R12	65	65	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Harrier	R8	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Medi	R12	80	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sensor	R12	60	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

EXOTIC BEASTS (STATUS ITEM)

Item	AL	Cost	HOUSE							CULT			OTHER					
			C	D	E	G	O	VS		G	C	CG	PE	BE	SO	O	N	S
Caryatid (0-1)	R15	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Prime (Incurion)	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Stix (Athera)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Giant rat (0-*)	C	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Wasteland (0-3)	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Millisaur (0-3)	-	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ripperjack (0-3)	-	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Techmite Autoveyor (0-2)	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	45
Techmite Exovator (0-2)	-	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55
Techmite Oculi (0-1)	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40
Gyrinx cat (0-1)	I14	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grapplehawk (0-2)	R11	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sheen bird (0-2)	C	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cherub-servitor (0-3)	C	-	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Spekter (0-3)	C	-	-	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wyrn (0-2)	C	-	-	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Phelynx cat (0-3)	C	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-
Phyrr cat (0-2)	C	-	-	-	120	-	-	-	-	-	-	-	-	-	-	-	-	-
Sumpkroc (0-1)	C	-	-	-	-	130	-	-	-	-	-	-	-	-	-	-	-	-
Cyber-mastiff (0-3)	C	-	-	-	-	-	100	-	-	-	-	-	-	-	-	-	-	-
- Hacked (0-1)	I10	100	-	-	-	-	-	-	-	-	-	-	-	100	-	-	-	-
- Hardcase (0-2)	C	-	-	-	-	-	-	-	-	-	-	-	130	-	-	-	-	-
Cyberachnid (0-3)	C	-	-	-	-	-	-	75	-	-	-	-	-	-	-	-	-	-
Psychic Familiar (0-3)	C	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-	-
Chaos Familiar (0-2)	C	-	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat		

BRUTES			HOUSE							CULT			OTHER				
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Ambot (0-2)	C	215	185	-	-	-	185	-	-	-	-	-	-	-	-	-	-
- Corrupted (0-1, Outlaw)	C	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ogryn (0-2)	C	210	-	-	-	180	-	-	-	-	-	-	-	-	-	-	-
- Mutated (0-1, Outlaw)	C	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Iron Automata (0-1)	I14	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Beastmaster	C	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sump Beast (0-1, Outlaw)	C	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Warp Horror (0-1, Outlaw)	C	210	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stig-shambler (0-1)	C	-	280	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Spyker V1 (0-1)	C	-	-	190	-	-	-	-	-	-	-	-	-	-	-	-	-
Spektor (0-2)	C	-	-	205	-	-	-	-	-	-	-	-	-	-	-	-	-
Khimerix (0-1)	C	-	-	-	220	-	-	-	-	-	-	-	-	-	-	-	-
'Zerker (0-1)	C	-	-	-	-	210	-	-	-	-	-	-	-	-	-	-	-
Servitor (0-1)	C	-	-	-	-	-	230	-	-	-	-	-	-	-	-	-	-
Servo-suit (0-1)	C	-	-	-	-	-	-	240	-	-	-	-	-	-	-	-	-
Sanctioner (0-2)	C	-	-	-	-	-	-	-	-	-	-	205	-	-	-	-	-
Duneskuttler (0-2)	C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	210	-
Exo-driller (0-2)	C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	250

HOUSE						CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat	

GANG EQUIPMENT		Trading Post	HOUSE						CULT			OTHER					
Item	AL		C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Ammo cache	R8	60	-	-	-	-	-	-	-	-	-	60	-	-	-	-	-
Guilder cartograph	R11	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mung vase	R12	2D6x10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Isotopic fuel rod	R10	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ratskin map	R9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sanctioned writ	I10	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

BOOBY TRAPS		Trading Post	HOUSE						CULT			OTHER					
Item	AL		C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Booby trap: frag	C	20	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-
Booby trap: gas	R8	40	-	-	-	-	-	-	-	-	40	-	-	-	-	-	-
Booby trap: melta	R10	50	-	-	-	-	-	-	-	-	50	-	-	-	-	-	-
Booby trap: Sawn-off shotgun (scatter)	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-

GANG TERRAIN		Trading Post	HOUSE						CULT			OTHER					
Item	AL		C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Incendiary Trap (Hidden Traps)	C	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Holy Gang-Relic (Gang Relic)	R8	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hive Incense	R7	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Caged Heretic	R9	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Divine Brazier	C	-	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sightblind Trap	R11	-	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-
Shadow Veil	R9	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-
Whisperbox	R10	-	-	60	-	-	-	-	-	-	-	-	-	-	-	-	-
Web Trap	R11	-	-	80	-	-	-	-	-	-	-	-	-	-	-	-	-
Euclidean Artefact	R9	-	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-
Blade Cages (Hidden Traps)	R9	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-
Decapitators (Hidden Traps)	R11	-	-	-	75	-	-	-	-	-	-	-	-	-	-	-	-
Gas Canisters	C	-	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-
Gas Censers	R10	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-
Chymist Cult Relic (Gang Relic)	R10	-	-	-	100	-	-	-	-	-	-	-	-	-	-	-	-
Amneo Canisters	R9	-	-	-	60	-	-	-	-	-	-	-	-	-	-	-	-
Furnace Barricade	C	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-
Heavy Rivet Cannon	R8	-	-	-	75	-	-	-	-	-	-	-	-	-	-	-	-
Pillar of Chains (Gang Relic)	C	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-
Relic of the Forge (Gang Relic)	R10	-	-	-	100	-	-	-	-	-	-	-	-	-	-	-	-
Sawn-off Surprise (Booby Trap)	C	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-
Promethium Barrels	R8	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-
Tool Box	R9	-	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-
Road Relic (Gang Relic)	R10	-	-	-	-	75	-	-	-	-	-	-	-	-	-	-	-
Servitor Sentry	R11	-	-	-	-	100	-	-	-	-	-	-	-	-	-	-	-
Rad Casters	R10	-	-	-	-	-	40	-	-	-	-	-	-	-	-	-	-
Energy Sink	R10	-	-	-	-	-	60	-	-	-	-	-	-	-	-	-	-
Thermal Mines (Hidden Traps)	R11	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-	-
Archaeo-relic (Gang Relic)	R9	-	-	-	-	-	80	-	-	-	-	-	-	-	-	-	-
Rad cannon Emplacement	R8	-	-	-	-	-	145	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat		

ARMOURY

The Armoury includes rarity/illegality and cost for some items. However this is not as complete as in Trading Post, because some options are not listed here, for example Master-crafted options with same stats as the normal weapon (except for the fact that it is master-crafted). Some items have a different price in the gang lists compared to the Trading Post. These gang-specific costs can't fit into the Armoury. Items which don't have a Cost or Availability are limited to specific gangs or models only.

Abbreviations:

- **AL:** Availability.
 - -: Not available from the Trading Post.
 - **C:** Common.
 - **R:** Rare.
 - **I:** Illegal.
- **CR:** Credits cost.
 - -: Not available from the Trading Post.

Notes:

- Combi-weapons can be upgraded with the same types of ammo as its individual parts. NB: Needler (combi) can take needle rifle ammo.
- A special variant of a weapon can't take ammo available to the main type (for example Enforcer boltgun can't take boltgun ammo upgrades).
- Some items and costs are only available to specific gangs or fighters.
- Some items are only available when fighters are recruited.
- Cross-reference costs with the gang's Equipment list to ensure the price is right and available for the intended model.

Symbol	Description
-	Ammo and other weapon upgrades. This cost does not include the base weapon.
+	Specialized weapon variants based on a regular weapon.
*	Items marked with an asterix (*) take up 2 weapon slots.
↑	An upgrade that will replace some of the fighter's existing item(s).
red	Items that have unreliable stats. Examples: • Incorrect: A value that exists but shouldn't. For example Grenade for grenade launcher ammo. • Parentheses: A value that can be ignored. For example Str (+2) for a weapon with Toxin. • Question mark: A value that is missing but should be applied. For example Combi? for combi ammo.

PISTOLS (1/2)

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Sidearm except Blast/Template or noted otherwise)	AL	CR
	S	L	S	L							
Archeotech pistol (Madryc)	6"	12"	-	-1	5	-2	2	6+	Rapid Fire (1)	-	-
- Archeo duelling pistol	6"	12"	+2	-	5	-2	2	4+	Pulverise, Rending	R13	120
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1)	C	10
- Fragmentation	4"	12"	+1	-	3	-1	1	4+	Limited, Rapid Fire (1)	R8	10
- Manstopper	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1)	R8	10
- Phosphor	4"	12"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce	R8	10
- Plantbuster	4"	12"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce	R9	10
- Rad	4"	12"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce	R9	10
- Static	4"	12"	+1	-	3	-	1	4+	Limited, Rapid Fire (1), Shield Breaker, Shock	I9	10
- Warp	4"	12"	+1	-	3	-	1	4+	Cursed, Limited, Single Shot	I10	10
+ Compact (gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce, not Sidearm!	-	-
+ Digi (D060-K13)	6"	9"	+1	-	2	-	1	4+	Plentiful, Rapid Fire (1), not Sidearm!	-	-
+ Custom (Ashwood)	4"	16"	+1	-	3	-	1	4+	Rapid Fire (1)	-	-
Blast pistol	8"	12"	+1	-	3	-	1	4+	Shock	-	15
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	-	R8	45
- Gas	6"	12"	+1	-	-	-	-	6+	Blast (3"), Gas, Limited, Single Shot	R11	25
- Gunk	6"	12"	-	-	4	-1	2	6+	Gunk	C	15
- Shatter	6"	12"	+1	-	3	-1	1	6+	Blast (3"), Limited	R9	15
Bolt launcher (Orrus)	8"	20"	+1	-	4	-1	1	4+	Rapid Fire (1)	-	-
Bolt spitter	4"	10"	+1	-	4	-1	1	5+	Power Pack, Rapid Fire (1)	-	40
Disintegration matrix (Orrus)	3"	12"	-	-1	5	-2	2	6+	Scarce, Sever, Unstable	-	-
Flechette pistol - solid	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Silent	-	30
- Fleshbane	4"	12"	-	-	-	-	-	6+	Rapid Fire (1), Silent, Scarce, Toxin	-	30
Grav pistol	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse	R11	70
Hand crossbow	8"	12"	+1	-	3	-	1	6+	Plentiful, Silent	-	10
Hand flamer	T	-	-	-	3	-	1	5+	Blaze	R8	75
+ Combi	T	-	-	-	3	-	1	5+	Combi, Blaze, Unstable	-	-
+ Digi (D060-K13)	T	-	-	-	2	-1	1	5+	Blaze, Scarce	-	-
+ Exterminator	T	-	-	-	3	-1	1	*	Blaze, Single Shot	-	-
+ Eviscerator (ranged)	T	-	-	-	3	-1	1	5+	Blaze, Scarce	-	90
Harpoon fist (Margo Merdena)	3"	9"	+2	-	5	-2	1	6+	Drag, Impale	-	-
Inferno pistol	6"	9"	-	-	8	-3	2	6+	Melta, Scarce	R12	145
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful	C	10
- Focusing crystal	8"	12"	+1	-	3	-2	1	3+	Unstable	R10	30
* Hotshot las pack	8"	12"	+1	-	4	-1	1	4+	-	C	30
+ Custom (Kal Jericho)	8"	12"	+1	-	4	-1	1	2+	Plentiful, Master-crafted?	-	-
Las sub-carbine	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)	-	15
- Focusing crystal	4"	12"	+1	-	3	-2	1	5+	Rapid Fire (1), Unstable	-	30
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin	R9	30
- Chem darts	4"	9"	+2	-	-	-	-	6+	Chem Delivery, Silent	C	10
+ Withertouch	6"	9"	-	-	3	-	1	6+	Esoteric, Melta, Silent	I13	55
+ Artisan (with auto loader)	4"	9"	+2	-	-	-1	-	4+	Silent, Toxin	-	-
+ Auto-needler (Calthyxis)	6"	12"	+2	-	-	-1	-	4+	Rapid Fire (2), Toxin, not Sidearm!	-	-
Plasma pistol ~ low	6"	12"	+2	-	5	-1	2	5+	Scarce	R9	50
~ maximal	6"	12"	+1	-	7	-2	3	5+	Scarce, Unstable	-	-
+ Custom ~ low (Slate)	12"	24"	+2	-	5	-1	2	5+	Scarce	-	-
~ Custom - maximal (Slate)	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable	-	-

PISTOLS (2/2)

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Sidearm except Blast/Template or noted otherwise)	AL	CR
	S	L	S	L							
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful	C	5
- Dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited	R7	5
- Excrutiator (Servalen)	6"	12"	+1	-	4	-	1	6+	Shock	-	-
- Static	6"	12"	+2	-	3	-	1	4+	Limited, Knockback, Shield Breaker, Shock, not Sidearm!	I9	10
- Warp	6"	12"	+2	-	3	-	1	4+	Cursed, Limited, Single Shot	I10	15
+ Scrutinator (Servalen)	6"	12"	+2	+1	3	-	1	4+	Plentiful	-	-
+ Custom (Ashwood)	6"	16"	+2	-	3	-	1	4+	Plentiful	-	-
+ Custom (Vespa)	12"	24"	+2	-	3	-	1	4+	Plentiful	-	-
Stone burner	2"	4"	-	-	5	-2	2	5+	Melta, Power Pack, Scarce	-	70
Tunnelling claw -ranged (Ambot)	4"	8"	-	-	6	-2	2	5+	Melta, Scarce	-	-
Volkite discharger (Orrus)	5"	10"	-	-	5	-	1	6+	Deflagrate	-	-
Web pistol	T	-	-	-	4	-	-	6+	Silent, Web	R9	90
+ Projector (Cyberachnid)	T	-	-	-	2	-	-	6+	Scarce, Silent, Web	-	-
+ Shooter (Xenos Abomination)	T	-	-	-	2	-	-	2+	Silent, Web	-	-
Wrist-mounted needler ~ spray (Cyniss)	3"	6"	+1	-	-	-	-	4+	Scattershot, Toxin	-	-
~ Burst (Cyniss)	6"	12"	+1	-	-	-	-	5+	Rapid Fire (1), Toxin	-	-

BASIC WEAPONS (1/2)

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Arc rifle	9"	24"	+2	-1	5	-	1	6+	Blaze, Rapid Fire (1), Shock	R13	100
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)	C	15
- Phosphor	8"	24"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce	R8	10
- Plantbuster	8"	24"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce	R9	15
- Rad	8"	24"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce	R9	20
- Static	8"	24"	+1	-	3	-	1	4+	Limited, Shield Breaker, Shock, Rapid Fire (1)	I9	10
- Warp	8"	24"	+1	-	3	-	1	4+	Cursed, Limited, Single Shot	I10	15
Blast carbine	10"	24"	+2	-	3	-	1	5+	Rapid Fire (1), Shock	-	25
Blast rifle	10"	24"	+1	-	3	-	1	4+	Shock	-	15
Blunderbuss - grape shot	T	-	-	-	2	-	1	6+	Plentiful, Scattershot	-	40
- Purgation shot	T	-	-	-	3	-	1	6+	Blaze, Scarce	-	35
- Emperor's Wrath	8"	12"	-	-1	4	-1	2	4+	Knockback, Pulverise	-	35
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)	R8	55
- Gas	12"	24"	+1	-	-	-	-	6+	Blast (3"), Gas, Limited, Single Shot	R11	25
- Gunk	12"	24"	-	-1	4	-	1	5+	Gunk, Limited	C	15
- Shatter	12"	24"	+1	-	3	-1	1	6+	Blast (3"), Limited	R9	15
+ Enforcer	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)	-	50
- Penetrator	12"	24"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable	-	20
+ Warpstorm	12"	24"	+1	-	4	-1	2	6+	Cursed, Esoteric, Rapid Fire (1), Scarce	I10	60
Combat shotgun - salvo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)	-	70
- Shredder	T	-	-	-	2	-	1	4+	Scattershot	R7	70
- Firestorm	T	-	-	-	5	-1	1	6+	Blaze, Limited	R8	30
- Gas	4"	18"	+1	-	-	-	-	6+	Blast (3"), Gas, Limited, Single Shot	R11	25
- Phosphor	T	-	-	-	2	-	1	4+	Flare, Scarce, Scattershot	R8	10
- Plantbuster	T	-	-	-	2	-	1	4+	Defoliate, Scarce, Scattershot	R9	15
- Rad	T	-	-	-	2	-	1	4+	Scattershot, Rad-phage, Scarce	R9	25
- Shatter	4"	18"	+1	-	3	-1	1	5+	Blast (3"), Limited	R9	15
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful	C	15
* Hotshot las pack	18"	24"	+1	-	4	-1	1	4+	-	C	35
- Focusing crystal	18"	24"	+1	-	3	-2	1	3+	Unstable	R10	30
Las carbine	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)	-	20
- Focusing crystal	10"	24"	+1	-	3	-2	1	5+	Rapid Fire (1), Unstable	R10	30
Kroot long rifle - ranged	12"	24"	+1	-	4	-	1	4+	Esoteric, Knockback, Plentiful	R10	30
Mutie Bow	9"	18"	-	-1	2	+1	1	-	-	-	-
Rak'Gol razor gun	6"	20"	-	-1	-	-2	1	6+	Esoteric, Rapid Fire (2), Toxin	I11	60
Sawn-off shotgun (scatter)	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot	C	15
- solid	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful	C	5
- Gas	4"	8"	+1	-	-	-	-	6+	Blast (3"), Gas, Limited, Single Shot	R11	25
- Phosphor	4"	8"	+2	-	3	-	1	2+	Flare, Scarce, Scattershot	R8	10
- Plantbuster	4"	8"	+2	-	3	-	1	2+	Defoliate, Scarce, Scattershot	R9	15
- Rad	4"	8"	+1	-	3	-	1	2+	Rad-phage, Scarce, Scattershot	R9	25
- Shatter	4"	8"	+1	-	3	-1	1	5+	Blast (3"), Limited	R9	15
Shotgun - solid	8"	16"	+1	-	4	-	2	4+	Knockback	-	30
- Scatter	4"	8"	+2	-	2	-	1	4+	Scattershot	C	30
- Acid rounds	4"	8"	+1	-	3	-1	1	5+	Blaze, Scattershot	-	15
- Executioner	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited	R9	20
- Gas	4"	18"	+1	-	-	-	-	6+	Blast (3"), Gas, Limited, Single Shot	R11	25
- Inferno	4"	16"	+1	-	4	-	2	5+	Blaze, Limited	R8	15
- Phosphor	4"	8"	+2	-	2	-	1	4+	Flare, Scarce, Scattershot	R8	10
- Plantbuster	4"	8"	+2	-	2	-	1	4+	Defoliate, Scarce, Scattershot	R9	15
- Rad	4"	8"	+1	-	2	-	1	4+	Rad-phage, Scarce, Scattershot	R9	25
- Retributor	4"	8"	+1	-	4	-	1	5+	Blaze, Scattershot	-	20
- Shatter	4"	18"	+1	-	3	-1	1	5+	Blast (3"), Limited	R9	15
- Solid (Hagthor)	8"	16"	+1	-	4	-	2	4+	Knockback, Pulverise	-	-
- Scatter (Hagthor)	4"	8"	+2	-	3	-	1	4+	Scattershot	-	-
Sling gun	6"	12"	+2	-	4	-2	1	5+	Esoteric, Rapid Fire (1), Scarce	R11	55
Stake-crossbow	5"	15"	+1	-	3	-	1	4+	Hexagrammatic, Silent	R9	60

BASIC WEAPONS (2/2)

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback	-	20
- Static	9"	18"	-	-	5	-	1	3+	Knockback, Limited, Shield Breaker, Shock	I9	10
- Warp	9"	18"	-	-	5	-	1	3+	Cursed, Knockback, Limited, Single Shot	I10	15
+ Custom (Djangan 'Gunfists')	9"	18"	-	-	5	-	1	3+	Knockback, Plentiful, Sidearm	-	-
Suppression laser ~ broad burst	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot		
~ Short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful	-	40
- Focusing crystal	8"	16"	+1	-	4	-2	2	5+	Knockback, Unstable	R10	30
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin	C	10
Wyld Bow	9"	18"	-	-1	3	-	1	4+	Silent	-	10
- Poison (arrows)	9"	18"	-	-1	-	-	-	6+	Scarce, Silent, Toxin	-	20
- Explosive (arrows)	9"	18"	-	-1	2	-	1	6+	Blast (3"), Scarce, Unstable	-	20
- Acid (arrows)	9"	18"	-	-1	3	-	1	6+	Blaze, Scarce	-	25

SPECIAL WEAPONS (1/1)											
Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Chemical cloud breath (Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")	-	-
Chem-thrower 'Nightshade'	T	-	-	-	-	-	-	5+	Gas, Silent	-	135
Concussion carbine	9"	18"	+1	-	3	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic	-	30
Disintegration gun	8"	24"	-	-1	5	-3	2	6+	Rapid Fire (1), Scarce, Sever, Unstable	-	-
Flamer	T	-	-	-	4	-1	1	5+	Blaze	R7	140
+ combi	T	-	-	-	4	-1	1	5+	Blaze, Combi, Unstable	-	-
+ Balefire thrower	T	-	-	-	4	-1	2	5+	Blaze, Cursed, Esoteric	I9	120
+ Fire Pike	T	-	-	-	4	-2	1	5+	Blaze, Rending	-	140
Fractal pulse beamer (Orrin)	4"	8"	-	-1	9	-4	3	5+	Melta, Scarce	-	-
Gaseous eruption breath (Khimerix)	T	-	-	-	-	-	-	-	Gas	-	80↑
Grav gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse	R11	120
Grenade launcher - frag	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback	-	(30)
- combi	6"	24"	-1	-	3	-	1	6+	Blast (3"), Combi, Knockback	-	-
- Anti-plant	6"	24"	-1	-	-	-	-	4+	Grenade, Blast (3"), Defoliate	R7	40
- combi	6"	24"	-1	-	-	-	-	4+	Combi?, Grenade, Blast (3"), Defoliate, Single Shot	R7	40
- Krak	6"	24"	-1	-	6	-2	2	6+	-	-	35
- combi	6"	24"	-1	-	6	-2	2	6+	Combi	R8	25
- Choke gas	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited	R9	35
- Photon flash	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash	R9	35
- Flare	6"	24"	-1	-	-	-	-	4+	Blast (3"), Flare	C	30
- combi	6"	24"	-1	-	-	-	-	4+	Combi?, Grenade, Blast (3"), Flare, Single Shot	C	30
- Plasma	6"	24"	-1	-	5	-1	2	6+	Blast (3"), Unstable	R12	100
- Scare gas	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited	R10	45
- Seismic	6"	24"	-1	-	3	-1	1	5+	Blast (3"), Knockback, Seismic	-	(50)
- Smoke	6"	24"	-1	-	-	-	-	4+	Blast (5"), Smoke	C	15
- Stun round	6"	24"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)	R8	25
- combi	6"	24"	-	-	2	-1	1	6+	Combi, Concussion, Rapid Fire (1)	R8	20
Grenade launcher array - photon flash	6"	18"	-	-	-	-	-	5+	Blast (5"), Flash	-	-
- Choke gas	6"	18"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited	-	35
- Scare gas	6"	18"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited	-	45
- Smoke	6"	18"	-1	-	-	-	-	4+	Blast (5"), Smoke	-	15
- Stun	6"	18"	-	-	2	-1	1	4+	Concussion	-	25
Hrud fusil - low	9"	18"	-	-	6	-1	2	5+	Esoteric, Rapid Fire (1), Scarce	I9	120
- Max	12"	24"	+1	-	8	-2	3	5+	Esoteric, Scarce, Unstable	-	-
Hunting rifle (Urson)	18"	48"	-	+1	5	-2	2	4+	Rapid Fire (1), Rending	-	-
Kai hellspear	6"	18"	-	-	3	-3	1	3+	Esoteric, Impale, Pulverise, Rending	I12	90
Laser gauntlet (Spyre)	10"	20"	+1	-	3	-1	1	3+	Plentiful	-	-
Long las	18"	36"	-	+1	4	-	1	2+	Plentiful	C	20
- Focusing crystal	18"	36"	-	+1	4	-2	1	3+	Unstable	R10	30
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback	R7	30
- Static	24"	48"	-	+1	4	-1	1	4+	Limited, Knockback, Shield Breaker, Shock	I10	15
- Warp	24"	48"	-	+1	4	-1	1	4+	Cursed, Knockback, Limited, Single Shot	I11	20
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce	R11	135
Mirror Shield (Spyre)	4"	8"	-	-1	-	-	-	3+	Energy Shield, Flash	-	-
Missile gauntlet (Spyre)	15"	30"	-	-	5	-	1	4+	Knockback	-	-
Necrotic beamer - ranged	6"	12"	-	-1	6	-1	3	6+	Esoteric, Melta, Scarce, Scattershot	I12	110
Needle rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin	R9	40
- Chem darts	9"	18"	+2	-	-	-	-	6+	Chem Delivery, Silent	C	10
+ Needler (combi)	9"	18"	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin	-	-
+ Long (Arbelesta)	24"	48"	-	+1	-	-2	-	6+	Scarce, Silent, Toxin	-	-
Neural flayer ~ short	T	-	-	-	-	-	-	4+	Esoteric, Concussion, Flash	I13	90
~ Full	T	-	-	-	-	-	-	6+	Concussion, Esoteric, Fear, Flash, Gas, Pulverise	-	-
Plasma gun ~ low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce	R9	100
~ Maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable	-	-
Rad beamer * ~ focused	12"	24"	+2	-	3	-2	1	5+	Rad-phage	-	70
~ Dispersed	12"	24"	-	-	2	-2	1	5+	Rapid Fire (1), Rad-phage	-	-
Rad gun	T	-	-	-	2	-2	1	4+	Rad-phage	-	100

SPECIAL WEAPONS (2/2)

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Sniper rifle	24"	48"	-	+1	4	-1	1	4+	Knockback, Rending	-	35
Storm Bolter	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce	R12	95
Storm-welder *	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable	-	75
Venom caster	T	-	-	-	-	-1	-	6+	Scarce, Silent, Toxin	-	160
Warpfire breath (Warp Horror)	T	-	-	-	3	-1	1	4+	Blaze	-	-
Webber	T	-	-	-	5	-	-	5+	Silent, Web	R9	125
Web incisors (Spyre)	4"	8"	-	-	3	-	-	4+	Silent, Web	-	-
Yu'vath puzzle box	3"	6"	+2	-	2	-1	1	3+	Esoteric, Rapid Fire (3), Scattershot, Unwieldy	I15	150

HEAVY WEAPONS

Weapon (always *: 2 weapon slots)	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Assault cannon (Iron automata)	12"	24"	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce	-	-
Autocannon	24"	48"	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Unwieldy	R10	160
Charge caster - shock blast rocket	20"	40"	+1	-	4	-	1	6+	Blast (5"), Shock, Unwieldy	-	155
- krak rocket	20"	40"	+1	-	6	-2	3	6+	Unwieldy	-	155
Concussion cannon (Sanctioner)	9"	18"	+1	-	4	-1	2	4+	Blast (3"), Concussion, Knockback, Seismic	-	80↑
Demiurg energy drill	3"	9"	+2	-	7	-4	2	6+	Esoteric, Impale, Scarce, Unwieldy	I9	100
Grav cannon	20"	80"	-1	+1	*	-1	2	5+	Blast (5"), Concussion, Graviton Pulse, Unwieldy	R10	140
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce	R9	110
Heavy blaster	12"	36"	+1	-	4	-1	1	5+	Rapid Fire (2), Shock, Unwieldy	-	140
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy	R10	160
- Gunk	18"	36"	-	-1	5	-2	2	6+	Gunk, Rapid Fire (2), Unwieldy	C	15
+ Vartijan (Exo-driller)	18"	36"	+1	-	5	-2	2	5+	Rapid Fire (3)	-	50↑
Heavy concussion ram	15"	30"	+1	-	4	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic	-	70
Heavy crossbow - frag shell	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy	-	125
- krak shell	15"	30"	-	-1	6	-2	2	6+	Unwieldy	-	125
Heavy flamer	T	-	-	-	5	-2	1	5+	Blaze, Unwieldy	R10	195
+ Vartijan	T	-	-	-	5	-2	2	5+	Blaze, Rapid Fire (1)	-	-
Heavy melta	9"	18"	+1	-	8	-4	3	4+	Melta, Rapid Fire (1), Scarce, Unwieldy	-	-
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	R7	130
- Phosphor	20"	40"	-	-1	4	-1	1	4+	Flare, Limited, Rapid Fire (2), Unwieldy	R8	10
- Plantbuster	20"	40"	-	-1	4	-1	1	4+	Defoliate, Limited, Rapid Fire (2), Unwieldy	R9	15
- Rad	20"	40"	-	-1	4	-1	1	4+	Limited, Rad-phage, Rapid Fire (2), Unwieldy	R9	20
- Static	20"	40"	-	-	4	-1	1	4+	Limited, Rapid Fire (2), Shield Breaker, Shock, Unwieldy	I10	15
- Tracer (Vorgen Mortz)	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy	-	-
- Warp	20"	40"	-	-	4	-1	1	4+	Cursed, Limited, Single Shot, Unwieldy	I11	20
+ Custom twin-linked (Stig-shambler)	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Twin-linked, Unwieldy	-	-
+ Turret ~ burst	20"	40"	-	-	4	-1	1	4+	Fixed, Rapid Fire (1)	-	75
~ suppressive	12"	24"	+1	-	4	-1	1	4+	Fixed, Rapid Fire (3), Unstable	-	75
'Krumper' rivet cannon ~ rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending	-	70
~ super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending	-	70
+ Heavy ~ rapid fire	6"	18"	+1	-	4	-1	2	3+	Fixed, Rapid Fire (1), Rending	-	75
~ super-heated	3"	12"	+2	-	6	-2	2	3+	Blaze, Fixed, Rending	-	75
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy	R10	155
Mining laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy	R9	125
Missile launcher - frag	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy	R10	165
- krak	24"	48"	+1	-	6	-2	3	6+	Unwieldy	-	165
Mole launcher	20"	60"	-1	-	6	-2	1	5+	Blast (3"), Burrowing, Concussion, Unwieldy	R11	100
Mortar	24"	48"	-1	-	4	-	1	4+	Blast (5"), Unwieldy	-	155
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy	R11	180
Plasma cannon ~ low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy	R11	130
~ max	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy	-	130
Rad cannon	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy	-	130
- Emplacement	24"	48"	-	-1	2	-2	1	3+	Blast (5"), Rad-phage, Unwieldy	-	145
Seismic cannon ~ short wave	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy	R10	140
~ long wave	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy	-	140
Seismic crusher (Exo-driller)	T	-	-	-	2	-	1	6+	Concussive, Seismic	-	-
Twin-linked assault grenade launcher - frag	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Rapid Fire (1), Unstable	-	65
- Stun rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)	-	65
- Krak	6"	24"	-1	-	6	-2	2	6+	-	-	30
- Smoke	6"	24"	-1	-	-	-	-	4+	Blast (5"), Smoke	-	20
Twin-linked heavy las carbine (Servo-suit)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked	-	-
+ Custom (Lisbeth)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked?	-	-

OTHER WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Energy projector (Hystrar) (Arachnotek Golem)	8"	16"	+1	-	5	-1	1	3+	Rapid Fire (3), Reckless, Shock
Fusion cutter (Techmite Exovator)	3"	6"	+1	-	5	-2	1	5+	Scarce
Snake-thrower (Wilcox 'Wild Snake' Cinderjack)	T	-	-	-	-	-	-	4+	Blaze, Toxin
Subsonic wail (Servant of the Silent Ones)	T	-	-	-	2	-3	1	-	Seismic

CLOSE COMBAT (1/3)

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Melee)	AL	CR
	S	L	S	L							
Arc hammer	E	1"	-	-	+3	-1	3	-	Pulverise	-	70
Arc welder	E	-	-	-	+2	-3	3	-	Blaze	-	50
+ Ironhead	E	-	-	-	+2	-2	3	-	Blaze, Power Pack	-	100
Assault ram (SLHG pattern 'sledge hammer')	E	2"	-	-	+2	-1	2	-	Knockback, Pulverise	-	-
Augmetic fist	E	-	-	-	+1	-1	2	-	Knockback	-	40
Axe	E	-	-	-	+1	-	1	-	Disarm	C	10
Barbed flabellum	E	4"	+2	+1	-	-2	-	-	Toxin	I12	80
Beast's Tentacles (Beast's Lair)	E	6"	-	-	S	-2	3	-	Knockback	-	-
Boning sword	E	-	-	-	S	-2	2	-	Parry, Rending	C	20
Bone sceptre (Queen Lorsha)	E	2"	-1	-	+1	-	1	-	-	-	-
Brute Cleaver	E	-	+1	-	S	-1	1	-	Disarm	-	20
Butcher's chain cleaver	E	-	-	-	+1	-2	2	-	Shred	R7	45
Chainaxe	E	-	+1	-	+1	-1	1	-	Disarm, Parry, Rending	R9	30
Chainsword	E	-	+1	-	S	-1	1	-	Parry, Rending	R8	25
Chain glaive	E	2"	-1	-	+2	-2	2	-	Unwieldy	R7	60
Chain lance	E	2"	-1	-	+2	-2	2	-	Lance, Unwieldy	-	55
Charger	E	2"	-	-	+1	-	1	-	Lance, Unwieldy	-	-
Circular stone saw	E	-	-	-	+1	-1	1	-	Rending, Power Pack	-	25
Claw (Gyrinx cat)	E	-	-	-	2	-	1	-	-	-	-
Cleaver	E	-	-	-	+1	-1	1	-	Disarm	C	20
Club, maul or hammer	E	-	-	-	S	+1	2	-	-	C	10
Cruncher (Durgan)	E	2"	-	-	+2	-	1	-	Concussion, Knockback	-	-
Crushing claws (Sump Beast)	E	-	-	-	+3	-1	2	-	Knockback	-	70
Custom venomous bite	E	-	-	-	-	-2	-	-	Toxin	-	-
Desire's needle	E	-	+1	-	(+2)	-1	-	-	Chem Delivery, Esoteric, Power, Toxin	I9	50
Digi laser	E	3"	-	-	1	-	1	6+	Digi	R10	25
Digi-multi lasers	E	4"	+2	-	8	-4	3	-	Digi, Melta, Single Shot	R11	100
Electro-tendrils (Servant of the Silent Ones)	E	4"	-	-	+1	-	1	-	Parry, Shock	-	-
Excavator hammer	E	2"	-	-1	+2	-1	3	-	Pulverise, Unwieldy	-	50
Drill (Techmite)	E	-	-	-	3	-1	1	-	-	-	5
Enormous claw (Ambull)	E	-	-	-	6	-3	2	-	-	-	-
Eviscerator -melee	E	1"	-	-	+1	-1	1	-	Sever, Shred, Unwieldy	-	90
Feeder tendrils (Coalescence)	E	-	-	-	+1	-1	2	-	Entangle	-	-
Flail	E	-	+1	-	+1	-	1	-	Entangle	C	20
Flensing knife	E	-	-	-	S	-1	1	-	Rending	C	15
Gem extractor	E	-	-	-	+1	-1	2	-	Power Pack	-	50
God cleaver (Attilus)	E	-	-	-	+2	-2	2	-	Pulverise, Unwieldy	-	-
Goredrinker axe	E	-	-	-	+3	-1	2	-	Esoteric, Reckless, Rending	I9	40
Grab hook (Mad Dog Mono)	E	2"	-	-	S	-	1	-	Disarm	-	-
Great chainsword (Ajex Gorgoth)	E	1"	-1	-	S	-1	1	-	Parry, Rending	-	-
Greatsword	E	1"	-	+1	+1	-1	1	-	Sever, Unwieldy	R10	40
Haemophagic blade	E	-	+1	-	-	-2	-	-	Haemophagic, Toxin	I13	150
Hammerhand (Biomancy Wyrd Power)	E	-	-	-	+2	-1	2	-	Pulverise	-	-
Heavy chain cleaver	E	-	+1	-	+2	-2	2	-	Sever	R7	80
Heavy club	E	-	-	-	S	-	2	-	Concussion	C	15
Heavy rock cutter	E	-	-	-	+4	-4	3	-	Unwieldy	R9	135
Heavy drill	E	-	-	-	+2	-3	2	-	Pulverise, Unwieldy	R9	90
Heavy saw	E	-	+1	-	+3	-3	2	-	Rending, Unwieldy	R9	120
Hex'iron Blade	E	-	-	-	+1	-3	1	-	Cursed, Esoteric, Parry	I9	25
Hook, line and sinker (Lugrun)	E	2"	+1	-	+1	-1	2	-	Entangle, Paired, Versatile	-	-
Horrific appendages	E	-	-	-	S	-1	2	-	Pulverise, Rending	-	20↑
Hydraulic drill	E	-	-	-	+1	-	1	-	Entangle	-	25
Jaws (Giant Rat)	E	-	-	-	3	-	1	-	Backstab	-	-

CLOSE COMBAT (2/3)

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Melee)	AL	CR
	S	L	S	L							
Kill-fist (Durgan)	E	-	-	-	+1	-1	2	-	Pulverise	-	-
Knife	E	-	-	-	S	-1	1	-	Backstab	C	15
Kroot long rifle - close combat	E	2"	-	-	+1	-	1	-	Disarm, Esoteric	R10	30
Lance	E	2"	+1	-	S	-	1	-	Lance	-	35
+ Frag	E	2"	+1	-	4	-1	1	-	Blast (3"), Lance-bomb, Knockback	-	50
+ Krak	E	2"	+1	-	6	-2	3	-	Lance-bomb	-	30
+ Stun	E	2"	+1	-	2	-1	1	-	Blast (3"), Lance-bomb, Concussion	-	85
Las cutter	E	2"	+1	-	9	-3	2	6+	Scarce	R10	50
Lashing tail (Sump Beast)	E	6"	-	-	S	-1	1	-	Impale	-	-
Leg blades (Margo Merdena)	E	-	-	-	+1	-	1	-	Disarm, Parry, Power	-	-
Lightning claw	E	-	+1	-	+1	-2	1	-	Parry, Power, Rending	R11	70
Long blade	E	-	+1	-	S	-2	1	-	Parry	-	30
Kill-fist (Durgan)	E	-	-	-	+1	-1	2	-	Pulverise	-	-
Knife	E	-	-	-	S	-1	1	-	Backstab	C	15
Kroot long rifle - close combat	E	2"	-	-	+1	-	1	-	Disarm, Esoteric	R10	30
Mancatcher	E	-	-	-	S	-1	1	-	Entangle	-	-
Massive tentacles (Warp Horror)	E	4"	-	-	+1	-	1	-	Drag, Entangle	-	50
Medical mechadendrites (Doctor Arachnos)	E	3"	+1	-	-	-1	-	-	Toxin	-	-
Mono-blade (Wilcox 'Wild Snake' Cinderjack)	E	-	+1	-	S	-2	1	-	-	-	-
Mono-hook	E	-	-	-	S	-1	2	-	Pulverise	-	35
Mutated fist & bone Spur ('Zerker)	E	2"	-	-	+1	-2	2	-	Knockback, Pulverise	-	70↑
Naga blade (Spyre)	E	2"	-	-	+2	-1	2	-	Disarm, Parry	-	-
Necrotic beamer - close combat	E	3"	+1	-	3	-	3	-	Esoteric, Melta	I12	110
Open fist	E	-	-	-	S	-1	1	-	Knockback	-	-
Phase sword (Lady Haera)	E	-	-	-	+1	-	2	-	Parry, Phase	-	-
Polearm	E	2"	-1	-	+1	-	1	-	Unwieldy	R9	30
+ Hunters (Arthromite Herder)	E	-	-	-	+1	-1	1	-	-	-	-
Power axe	E	-	-	-	+2	-2	1	-	Disarm, Power	R8	35
Power blade (Betti Banshee)	E	-	-	-	+2	-2	1	-	Parry, Power	-	-
Power Claw	E	-	-	-	S	-1	2	-	Power, Pulverise	R11	55
Power Fist	E	-	-	-	+3	-3	3	-	Power, Pulverise, Unwieldy	R11	100
+ Ironhead (Squat)	E	-	-	-	+2	-2	2	-	Power, Pulverise	-	60
+ Orrus	E	-	-	-	+2	-1	2	-	Power	-	-
Power Hammer	E	-	-	-	+1	-1	2	-	Power	R8	45
+ Wreck & Ruin (Hammerfist)	E	-	-	-	+1	-2	2	-	Paired, Power	-	-
Power Knife	E	-	-	-	+1	-2	1	-	Backstab, Power	R9	25
Power Maul	E	-	-	-	+2	-1	1	-	Power	R8	30
Power Pick	E	-	-	-	+1	-3	1	-	Power, Pulverise	R8	40
Power Sabre (Lady Credo)	E	-	+1	-	+1	-2	1	-	Parry, Power	-	-
Power Spear - ranged (Lady Haera)	4"	8"	+1	-	4	-2	2	-	Knockback	-	-
- Melee (Lady Haera)	E	2"	-	-	S	-2	1	-	Power	-	-
Power Sword	E	-	-	-	+1	-2	1	-	Parry, Power	R9	50
Power Talon (Orrus)	E	-	-	-	+1	-3	1	-	-	-	-
Power wrench* (Hagthor)	E	2"	-	-1	+2	-1	2	-	Power, Unwieldy	-	-
Powered servo claw (Ajax Gorgoth)	E	-	-	-	+3	-	2	-	Pulverise	-	-
Prehensile tongue (Sump Beast)	E	2"	-	-	S	-	1	-	Drag	-	60
Psychomantic Claws (Paired)	E	3"	-	-	+1	*	1	-	Phase, Shock	-	-
Psychoteric blade (Yageloth)	E	-	+1	-	-	(-2)	-	-	Parry, Phase, Toxin	-	-
'Pulveriser' serrated axe	E	-	-	-	+1	-1	1	-	Pulverise	-	30
Rad blade (Von Buren)	E	-	-	-	S	-1	1	-	Backstab, Rad-phase	-	-
Razor-sharp talons	E	-	-	-	+1	-2	3	-	Rending	-	30↑
+ Custom	E	-	-	-	+1	-1	1	-	Rending	-	-
'Renderizer' serrated axe	E	-	-	-	+2	-1	2	-	Pulverise, Unwieldy	-	40
Rending Talons (Terror's Shadow)	E	-	-	-	5	-2	2	-	Disarm, Entangle, Knockback	-	-
Rock saw	E	-	-	-	+1	-1	2	-	Rending	-	35
Rotary flensing saw	E	4"	-	-1	+1	-2	2	-	Knockback, Shred	R9	55

CLOSE COMBAT (3/3)

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Melee)	AL	CR
	S	L	S	L							
Savage bite (Cyber-mastiff)	E	-	-	-	S	-2	1	-	Disarm	-	-
Serpent's Fangs (Paired)	E	-	-	-	+2	*	1	-	Phase, Rending	-	90
Servo-arm (Servo-suit)	E	3"	-	+1	S	-	1	-	-	-	-
Servo-claw	E	-	-	-	+2	-	2	-	-	R10	35
Shield (assault/energy)	E	-	-	-	S	-	1	-	Shield, Knockback	-	-
Shock baton	E	-	-	-	S	-	1	-	Parry, Shock	R8	30
Heavy shock baton (Sanctioner)	E	-	-	-	+1	-	2	-	Concussion, Parry, Shock	-	-
Shock Bite	E	-	-	-	S	-1	1	-	Rending, Shock	-	-
Shock claw (Arachnotek Golem)	E	-	-	-	+1	-1	2	-	Power, Shock	-	-
Shock Stave	E	2"	-	-	+1	-	1	-	Shock	R9	25
Shock Whip	E	3"	-1	-	+1	-	1	-	Shock	-	25
Shivver Sword	E	-	+1	-	+1	-1	1	-	Parry, Power, Sever	-	70
Slashing claw (Spyre)	E	-	-	-	S	-2	1	-	-	-	-
Spearing spines and bony growths	E	1"	-	-	+1	-	2	-	-	-	-
Spider-rig	E	3"	+1	+1	+1	-1	1	-	Entangle, Paired, Parry, Shock	-	-
Spirit stave (Asun'ghar)	E	3"	-	-	+	-1	2	-	Shock	-	-
Spud-Jacker	E	-	-	-	+1	-	1	-	Knockback	-	15
Stalking knife	E	-	+1	-	S	-1	1	-	Backstab	-	20
Stiletto knife	E	-	-	-	-	-	-	-	Toxin	R9	20
Stiletto sword	E	-	-	-	-	-1	-	-	Parry, Toxin	R9	35
Stinger (Malstrain Tyramite)	E	-	-	-	-	-2	-	-	Rad-phage, Toxin	-	-
Stormcaller staff	E	2"	-	-	+1	-2	1	-	Lance, Unwieldy	-	35
Sword	E	-	+1	-	S	-1	1	-	Parry	R6	20
Talons (Grapplehawk)	E	-	-	-	3	-1	1	-	Disarm, Entangle	-	-
+ Daemonic (Possessed Hiver)	E	-	-	-	S	-2	2	-	Cursed, Rending	-	-
Tenebrous scourge	E	3"	-	-	+3	-	1	-	Entangle, Esoteric, Power	I10	60
Thunder hammer	E	-	-	-	+1	-1	3	-	Power, Shock	R11	70
Toxin whip (Spyre)	E	2"	-	-1	-	-2	-	-	Entangle, Toxin	-	-
Tunnelling claw -melee (Ambot)	E	-	-	-	S	-1	2	-	-	-	-
Two-handed axe	E	-	-1	-	+2	-	2	-	Unwieldy	C	25
Two-handed hammer	E	-	-1	-	+1	-	3	-	Knockback, Unwieldy	C	35
Two-handed power axe	E	2"	-	-1	+2	-1	2	-	Disarm, Power, Unwieldy	-	65
Two-handed chainaxe	E	-	-	-	+2	-1	2	-	Rending, Unwieldy	-	40
Two-handed power pick	E	2"	-	-1	+1	-3	2	-	Power, Pulverise, Unwieldy	-	75
Unarmed attack	E	-	-	-	S	-	1	-	-	-	-
Venom Claw	E	-	-	-	-	-2	-	-	Entangle, Toxin	-	30
Vicious jaws (Borewyrms infestation)	E	-	-	-	3	-3	1	-	Rending	-	-
Web Gauntlet	E	-	+1	-	3	-	-	-	Backstab, Web	-	35
Whip	E	3"	-1	-	S	-	1	-	Entangle	C	15
Whisperbane knife	E	-	+1	-	S	-	1	-	Backstab, Esoteric, Scattershot	I11	30
Whisperblade (Calthyxis)	E	-	+1	-	-	-1	-	-	Toxin	-	-
Writhing tentacles	E	3"	-	-	S	-1	1	-	Entangle	-	-
Xenarch Death-arc	E	5"	+1	-	3	-	1	2+	Esoteric, Plentiful, Rapid Fire (2), Shock	I9	75

GRENADES

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Grenade)	AL	CR
	S	L	S	L							
Anti-plant	-	Sx3	-	-	-	-	-	4+	Blast (3"), Defoliate	R7	30
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback	R8	35
Choke gas	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas	R9	50
Demolition charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Single Shot	R12	50
Flare	-	Sx3	-	-	-	-	-	4+	Blast (5"), Flare	C	20
Frag	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback	C	30
+ Digi (D060-K13)	9"	-	-	-	2	-1	1	6+	Blast (3"), Knockback	-	-
Gunk bomb	-	Sx2	-	-	2	-	-	5+	Blast (3"), Gunk	C	40
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze	R7	40
Krak	-	Sx3	-	-1	6	-2	2	4+	Demolition	R8	45
Melta bombs	-	Sx3	-	-1	8	-4	3	6+	Demolition, Melta	R11	60
Phosphor canister	-	Sx3	-	-1	4	-3	2	5+	Blaze, Blast (3")	R10	40
Photon flash	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash	R9	15
Plasma	-	Sx3	-	-	5	-1	2	4+	Blast (3"), Unstable	R10	90
Rad	-	Sx3	-	-	2	-2	1	4+	Blast (3"), Rad-phage	-	25
Scare gas	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas	R10	45
Shard	-	Sx3	-	-	2	-2	1	4+	Blast (5"), Cursed, Esoteric, Rending	I9	30
+ Mindflect	-	Sx3	-	-	3	-1	1	4+	Blast (5"), Cursed, Esoteric	I10	50
Smoke	-	Sx3	-	-	-	-	-	4+	Blast (5"), Smoke	C	15
Stun	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion	R8	15
Vortex	-	Sx3	-	-	-	-	-	-	Blast (3"), Limited, Single Shot, Vortex	I16	500
Hallucinogen grenades	-	-	-	-	-	-	-	-	-	-	-

BOOBY TRAPS

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Single Shot)	AL	CR
	S	L	S	L							
Frag	-	-	-	-	3	-	1	-	Blast (5"), Knockback	C	20
Gas	-	-	-	-	-	-	-	-	Blast (5"), Gas	R8	40
Melta	-	-	-	-	8	-4	3	-	Blast (5"), Melta	R10	50
Sawn-off shotgun (scatter) (Orlock)	3"	-	-	-	3	-	1	-	Scattershot	-	20
Sightblind (Delaque)	-	-	-	-	-	-	-	-	Blast (5"), Flash	-	30
Thermal mine (Van Saar)	3"	6"	-	-	8	-4	3	-	Blaze, Melta	-	70
Incendiary (Cawdor)	-	-	-	-	2	-2	1	-	Blast (5"), Blaze	-	30
Web (Delaque)	-	-	-	-	5	(-2)	-	-	Blast (5"), Web	-	80

SPECIAL TERRAIN FEATURES

Type	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Arcing electricity (Malfunctioning Generatorium)	-	-	-	-	4	-	1	-	Shock
Burning promethium (Promethium Cache)	-	-	-	-	5	-	2	-	Blaze
Electric shock (Archaeotech Device)	-	-	-	-	2	-	1	-	Shock
Fungal Spores (Fungus Sprawl)	-	-	-	-	-	-	-	-	Gas
Xenos Hatchlings (Xenos Nesting Chamber)	-	-	-	-	1	-	1	-	Rending

PSYCHIC POWER WEAPONS

Type	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Hammerhand (Basic, CE) - Biomancy	E	-	-	-	4	-	1	-	Pulverise
Psychic shockwave - Telekinesis	12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless
Scouring (Basic, CE) - Pyromancy	T	-	-	-	2	-2	2	-	Blaze

REMOVED WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Bonesword (same as Long blade)	E	-	+1	-	S	-2	1	-	Parry	-	30
Lash whip	E	2"	-	-	S	-	1	-	-	-	20
Staff of office	E	-	-	-	S	-	1	-	Parry	-	25
Toxin injector claw	E	-	-	-	S	-1	1	-	Toxin	-	25
Flensing claw	E	-	+1	-	S	-	1	-	Disarm	-	35

WHISPERING WEAPONS

Weapon	Rng		Acc						Traits (always Whispering)	AL CR	
	S	L	S	L	Str	AP	D	Am			
Gleeful Judgement (hammer)	E	-	-	-	+1	-1	2	-	Power	I13	85
- The wielder gains +1 Cool (max 3+) per enemy taken OoA with this weapon (permanent stat change). - When taking enemies OoA with a Fight or Coup de Grace action, all (other?) fighters within 3" suffer a Nerve test.											
Bloodfingers (power claw)	E	-	-	-	S	-1	2	-	Power, Pulverise	I13	95
Fighters wounded by this weapon must pass a Cool test to target this fighter with ranged or close combat attacks, otherwise no attack is made and the action is wasted.											
Drawn-out Death (glaive)	E	2"	-1	-	+2	-2	2	-	Unwieldy	I13	100
At the end of each round, roll a 3+ (individually) for all (other?) fighters within 2" of this fighter, or suffer an automatic hit with this weapon. For every fighter taken OoA this way, this fighter heals a Flesh Wound.											
Rage Unending (boltgun)	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1), Scarce	I13	135
- After this weapon wounds a target for the first time, roll a 3+ (individually) for each visible fighter within 3" of the original target to resolve another Shoot action against that fighter (choose the order). If going Out of Ammo, no more Shoot actions are performed. - Note: Should have D2 and Am 6+.											
Scourer of Flesh (meltagun)	6"	12"	+1	-	8	-4	3	6+	Melta, Scarce	I13	175
+1 BS if the target's Toughness is greater than this fighter's.											
Black Vomitus (flamer)	T	-	-	-	4	-1	1	5+	Blaze	I13	180
Targets suffering Blaze also suffer Insanity (these conditions will persist independent of each other).											

WEAPON TRAITS

BACKSTAB

+1 Strength when outside the target's vision arc.

BLAST (3"/5")

The weapon utilises a Blast marker.

BLAZE

A target not taken Out of Action catch fire on 4+. When activated while subject to this condition, act as follows (cannot make any actions):

- 1) Suffer a S3, AP -1 hit.
- 2) Move:
 - If Engaged or Seriously Injured, no move is made. → Go to step 3.
 - If Pinned, become Active.
 - If Active, move 2D6" in a random direction.
 - Movement stops if contacting impassable terrain.
 - If within ½" of an edge, pass an Initiative test to avoid falling.
 - If moving beyond an edge, fall down.
 - At the end of this move, the fighter can choose to become Pinned.
- 3) Roll a 6+ to put out flames (with modifiers):
 - +2 if Pinned.
 - +1 per friendly Active fighters within 1".
- 4) Then the activation ends.

Notes:

- Pitch Black: Remain revealed (cannot become Hidden).
- Cannot make Reaction attacks.

YAQ: Inorganic targets are not affected.

Vehicles:

- Suffer a S3, AP-1 hit against Rear Toughness.
- Make a Cool test:
 - Pass: Activate normally.
 - Fail: Act according to Lose Control. If Stationary, make a Burn Out (Double) action. Then the activation ends.
- After the activation, flames go out on a 4+.

BURROWING

Can be used against targets outside LOS:

- Place the Blast (3") anywhere on any level (ignoring LOS).
- Scatter 2D6" (instead of hit roll).
- If scatter result is a 'Hit', the Blast doesn't scatter.
- Otherwise, ignore impassable terrain (when scattering 2D6").
- No effect if scattering off the battlefield (wasted).

At the start of the End phase of the round this weapon was fired, any fighters touched by the blast is hit by the weapon.

CHEM DELIVERY

Declare what type of equipped chem is used. If the weapon also has Toxin or Gas, these Traits can be used instead.

Instead of making a wound roll, roll equal to or higher than the Toughness (inverse Toughness test) to inflict the dose. A result of 6 (before modifiers) always succeeds.

COMBI

A combi-weapon has 2 profiles. When fired, pick a profile for the attack.

- Roll twice for Ammo tests and apply the worst result.
- If one profile runs Out of Ammo, the other can still fire (unless also Out of Ammo).

In addition, some weapons are worsened when part of combi:

- Plasma: Only low power mode.
- Grenade launcher ammo that get Single Shot:
 - Anti-plant
 - Frag
 - Flare
- Flamer and hand flamer: Unstable.
- Needler/Needle rifle: Decrease Short Range Accuracy and AP by 1.

YAQ: Additional ammo can be loaded in to combi-weapons:

- Dumdum rounds gain Combi.
- Grenades gain Combi and Single shot.

Hotshot las pack can't be fitted to combi weapons.

CONCUSSION

-2 Initiative/Hnd (minimum 6+) until the end of the round.

CURSED

When hit, pass a Willpower test or become Insane.

DEFLAGRATE

If a fighter suffers damage from an attack (after being fully resolved), inflict an additional hit with this weapon (this bonus hit doesn't cause additional bonus hits).

DEFOLIATE

Deals D3 Damage to Carnivorous Plants. Brainleaf Zombies lose a wound and are removed from the battlefield if they suffer an Out of Action result on the Injury dice.

DEMOLITION

Can use the Grenade in close combat attacks against scenery targets (doors/objectives). Apply a single automatic hit (regardless of Attack dice).

DIGI

Mounted on a ring or hidden inside a glove.

- Doesn't take up any regular weapon slots.
- 0-10 weapons with this trait per fighter.
- Used in addition to any other Sidearm/Melee weapons.
- Grants 1 bonus attack.

DISARM

If the hit is 6 (before modifiers), the target can't use any weapons when making Reaction attacks for the rest of the round - they make unarmed attacks instead.

DRAG

If hit (and not taking the target Out of Action, the target can be dragged closer to the attacker. Roll a D6, if the result is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker.

If the weapon also has the Impale trait, only the last fighter to be hit can be dragged.

ENTANGLE

Hits can't be negated by the Parry trait. In addition, if the hit is a 6 (before modifiers), any reaction attacks from the target suffer a -2 modifier.

ESOTERIC

Non-Imperial (Xenos/Corrupted) weaponry: Cannot be given any Weapon Accessories, upgraded or modified in any way.

Note: Nothing prevents the Suspensor ability of the Servo Harness to be used with any Esoteric Unwieldy weapons.

FEAR

Instead of suffering an Injury roll, the target must pass a Nerve test with a -2 modifier or immediately become Broken (run for cover).

FIXED

Represented by a weapon on its own base (not equipped by a fighter). A fighter beginning the activation B2B can spend a Double action (Move Weapon) to make a single Move, then place the weapon in B2B (after moving).

If B2B with a fixed weapon (and no enemies in B2B with the fixed weapon), a fighter can aim, shoot and reload it as normal.

FLARE

A fighter hit becomes Revealed (if in darkness). If using Blast, leave it in place. While on the board, all models at least touched by it are illuminated and are Revealed. In the End phase, the flare goes out and is removed on a 4+.

FLASH

Instead of making a wound roll for models hit, pass an Initiative/Hnd test or become subject to the Blind condition. If Ready, the model is no longer Ready. Or if not Ready, the model is not readied at the start of the following round. Reaction attacks only hit on a 6 (before modifiers). No other attacks can be made until the next activation.

GAS

Instead of making a wound roll, roll equal to or higher than the Toughness (a 6 before modifiers always succeeds) to inflict an Injury roll (regardless of Wounds). No save roll can be made.

Fighters: Not Pinned when hit.

Vehicles: Use the Rear Toughness. If successful, inflict a Driver Wounded result.

Notes:

- The target's Wounds are not affected.
- **YAQ: Inorganic targets are not affected.**

GRAVITON PULSE

Instead of making a wound roll:

- Fighter: Pass a Strength test or suffer Damage.
- Vehicle: Roll equal to or higher than the Toughness (against the facing hit) or suffer a hit to the Body (a 6 is always success).

No save roll can be made.

Leave any Blast marker in place for the rest of the round. It counts as difficult terrain and can't be ignored (for example by vehicle special rules).

GRENADE

Grenades are Wargear (not a weapon), but treated as a special type of ranged weapon that can be thrown as a Shoot (Basic) action. Grenades do not have Short range. Long range is determined by multiplying the fighter's Strength.

Do not roll Firepower dice for Grenades, instead always make an Ammo test. Grenades can't be reloaded - once they are gone, they are gone for the entire battle.

GUNK

Gain the Gunk condition:

- -1" M (minimum 1").
- Don't add D3" when making a charging.
- -1 modifier to Initiative tests.
- Catch fire on 2+ (rather than 4+) when hit by Blaze weapons.

The Gunked condition lasts until the End phase or the fighter catches fire after being hit by a Blaze weapon.

HAEMOPHAGIC

+1 to Toxin (from this weapon) if this weapon has previously hit the target.

HEXAGRAMMATIC

Hits ignore Psychic power saves. 2x damage against Psykers.

IMPALE

If a target is wounded, the projectile continues through and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is hit on a 3+ with -1 Strength per subsequent hit. The projectile can continue through multiple fighters until the Strength is reduced to 0.

IRONHEAD (WEAPON VARIANT)

Improved version.

Ranged:

- Rapid Fire (+1).
- Heavy Flamer: Also reduce Ammo to 6+.
- Inferno pistol: -2" modifier to short & long range.
- Ammo: Any ammo explicitly listed also gains Rapid Fire (+1).
- Note: Probably can't take additional normal ammo.

Melee: Uniquely modified, no shared special rules.

KNOCKBACK

If the hit roll is equal or higher than the target fighter's Strength, the target is moved 1" directly away.

- **Trapped:** If the target can't be moved the full 1" (because of walls, obstacles or other models), move as far as possible and increase the Damage by 1.
- **Edge:** If any part of the base is knocked back over an edge, pass an Initiative test or fall.
- **Blast:** Roll a D6 for each fighter that is hit. If the centre of the Blast was over the centre of the base, roll a Scatter to determine the direction to move.
- **Melee:** The attacker can choose to follow up, moving directly towards the target to remain in B2B. If the attack was made across a barricade, the attacker can't do this.

LANCE

+1S while Mounted when Charging or Ride By.

LANCE-BOMB

Usable on the first hit once per battle. Afterwards the weapon is reduced to Lance.

LIMITED

When limited ammo run out, that type is permanently lost and can't be used again until more is purchased. The weapon can still be reloaded using any remaining profile(s).

YAQ: Only a single 'dose' of ammo can be carried per weapon. Reduce fighter's cost accordingly after the ammo is lost.

MASTER-CRAFTED (WEAPON VARIANT)

Once per battle, re-roll a single failed hit roll.

MELEE

Applies to all weapons with range E (Engaged). Can be used during close combat attacks.

MELTA

Applies to short range hits (or any hit if there is no short range):

- Fighters: If reduced to 0 Wounds, any Injury dice are automatically Out of Action (no need to roll).
- Vehicles: +1 Damage dice.

PAIRED

Applies to all weapons explicitly purchased as "paired".

- **Ranged:** Rapid Fire (+1).
- **Melee:** Counts as being equipped with dual Melee weapons when calculating the number of Attack dice. Double the base Attacks characteristic when charging.

PARRY

In close combat, the defender can force the attacker to re-roll one successful hit. If armed with two Parry weapons, two successful hits can be re-rolled instead.

PHASE

Ignore saves from armour and field armour (saves from special rules can still be used).

PLENTIFUL

Ammo tests are automatically passed (no roll is required) when reloading.

POWER

- Can't be parried except by other Power weapons.
- A hit roll of 6 gives:
 - Ignores Save rolls (except Field armour).
 - +1 Damage (does not apply in combination with certain other traits like Toxin).
- Pitch Black: Revealed (when used).

POWER PACK

Mounted on a backpack.

- Doesn't take up any regular weapon slots.
- 0-2 weapons with this trait per fighter.
- If also Melee:
 - Used in addition to any other Sidearm/Melee weapons.
 - Grants 1 bonus attack.

PSYCHOMANCER'S HARNESS

- +2" M.
- Climb without penalty.
- 2x Psychomantic claws.
- -1 weapon slot (reduced to 2).
- Cannot carry Unwieldy or two-handed weapons (*).

PULVERISE

After inflicting an Injury roll, a D6 can be rolled. If the result is equal or higher than the target's Toughness, or a 6 (before modifiers), apply the following:

- Fighter: Change an Injury dice from Flesh Wound to Serious Injury.
- Vehicle: +1 Damage dice.

RAD-PHAGE

After fully resolving all hits, roll 4+ per fighter hit to inflict a single Flesh Wound.

RAPID FIRE (X)

A successful hit scores a number of hits equal to the number of bullet holes on the Firepower dice. The amount of dice that can be rolled is up to the number shown in brackets (for example, Rapid Fire (2) allows for up to 2 Firepower dice to be rolled). Make an Ammo test for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more fail, the gun has jammed and can't be used for the rest of the battle.

The first shot must be allocated to the original target. Additional shots can be allocated to other targets that are within range, in line of sight and within 3" of the original target. Additional targets can't be harder to hit than the original target. Allocate all hits before making any wound rolls.

Blasts (roll hit & Rapid Fire as normal):

- **Hit:** Place any extra Blasts within 3" of the original target.
- **Miss:** All Blasts scatter separately from the original target.

Template (roll Rapid Fire as normal):

- **Firestorm:** The additional hits applies to the first target (closest to the attacker).

RECKLESS

Ignores Target Priority. Randomize the target from all eligible targets (friend & foe).

- **Ranged:** Targets in the attacker's LOS and range of the weapon.
 - **Rapid Fire:** Additional hits must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, choose where any spare hits are allocated.
- **Melee:** Targets in B2B (or within range of Versatile).

RECLAIMED / SCAVENGED

Worse version, gain one of the following:

- Plentiful: Lose Plentiful.
- Otherwise: Ammo reduced by 1.

RENDING

If the wound roll is a 6+:

- Fighter: +1 Damage.
- Vehicle: +1 Damage dice.

SCARCE

Can't be reloaded - once Out of Ammo, this weapon can't be used again during the battle.

SCATTERSHOT

If hit, inflict D6 wound rolls instead of 1.

SEISMIC

A wound roll of 6 (before modifiers) ignores save rolls.

- Fighter: Always Pinned - even if an ability would normally allow to avoid being Pinned by ranged attack hits.
- Vehicle: Pass a Hnd test or Lose Control.

NOTE

It seems the Pinning effect of Seismic is mainly used to deny the Nerves of Steel skill. The Chaos Spawn is unaffected.

SEVER

Injury rolls inflicted with this weapon are automatically Out of Action.

SHOCK

If the hit roll is a 6 (before modifiers), the attack automatically wounds.

SHIELD

Grants improved save against attacks from the 90° front.

- Melee attacks: +2 Save modifier.
- Ranged attacks: +1 Save modifier.

Use the centre of the attacking fighter's base when measuring the angle. If hit by Blasts, use the centre of the Blast. If the target does not have a facing (for example being Prone before the attack), the shield can't be used.

SHIELD BREAKER

Ignore the effects of shields. Field armours must roll twice and apply the lowest result.

SHRED

Double the AP if the Wound roll is a 6 (before modifiers).

SIDEARM

Applies to all pistols (and ammo) with the following exceptions:

- Blast/Template
- Compact autopistol (gun skull)
- Stub gun (Static)
- Digi-autopistol (D060-K13)

Can be used for both ranged and close combat attacks.

Twin guns blazing:

A fighter with 2 sidearms can attack with both as part of a single Shoot (Basic) action. Fully resolve each attack in turn.

- Fully resolve each attack in turn (one after the other).
- Must be made against the same target.
- -1 to hit.

Close combat:

- Accuracy modifiers does not apply.
- Firepower dice are applied as normal.
- Max 1 attack per sidearm.

SILENT

- Sneak Attack (scenario special rule): 50% change to avoid raising the alarm when this weapon is fired without hitting an enemy.
- Pitch Black (scenario special rule): A Hidden fighter is not Revealed when using this weapon.

SINGLE SHOT

Can only be used once per battle. Counts as having automatically failed an Ammo test. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (x) trait.

SMOKE

Does not cause hits, Pinning or Wounds. Instead, mark the hit location with a counter. The smoke extends 2.5" vertically and horizontally from the centre. Fighters can move through smoke, but it blocks LOS, so attacks can't be made into, out of or through it. In the End phase, roll a 5+ or remove the cloud.

Note: Ignores Blast penalty for targeting a point on the battlefield.

TEMPLATE

Applies to all weapons with range T (Template).

Use the Flame template to determine how many targets are hit.

TOXIN

Instead of making a wound roll, roll equal to or higher than the Toughness (a 6 before modifiers always succeeds) to inflict an Injury roll (regardless of Wounds).

Notes:

- Armour saves can be made as normal.
- The target's Wounds are not affected.
- Vehicles: Not affected.
- **YAQ: Inorganic targets are not affected.**

UNSTABLE

If the Ammo symbol is rolled when attacking, roll a 4+ or the attacker suffers a catastrophic overload (depending of type):

- Fighter: Out of Action
- Vehicle: The weapon can't be used again this battle and suffer a Catastrophic hit to the body (lose 1 wound, or 2 if no weapons remain, pass a Hnd test or Lose Control).

The attack is still resolved against the target.

Note: When used with an effect which forces an Ammo roll without Firepower dice (for example Grenade), the 4+ Unstable test must always be made.

TWIN-LINKED (WEAPON VARIANT)

Re-roll any number of ammo dice.

UNWIELDY

Take up 2 weapon slots.

- Ranged: A Shoot action counts as a Double action (instead of Basic).
- Melee: Requires 2 hands so a second weapon can't be used at the same time (dual wielding).

HOUSE RULE

Apply -1 hit modifier if shooting Unwieldy weapons as anything other than Double action.

VERSATILE

Applies to all Melee weapons with a long range.

A fighter with a Versatile weapon does not need to be B2B with an enemy fighter to Engage and attack in melee (can stop within the versatile range to fight). The extended melee range only applies for:

- The attackers activation.
- When making Reaction attacks.

Note that the target must be within vision arc and Long range.

The target is considered to be Engaged, but may not in turn be Engaging the attacker (with Versatile) unless also having a Versatile weapon, and so may not be able to make Reaction attacks.

At all times other than during this fighter's activation or when making Reaction attacks, Versatile has no effect.

Note: Only fighters B2B can grant assists!

VORTEX

The blast remains. At the start of each End phase, roll a D3:

- 1: Removed.
- 2: Remains in place. Any models contacting it suffers a hit.
- 3: Scatter the blast D6+2". Any models or terrain in its path or under the blast when it stops counts as being hit.

WEB

A successful wound roll inflicts an automatic Seriously Injured result (Webbed). No save roll can be made. Roll for Recovery during the End phase and apply the result as normal, with the following exceptions:

- **Flesh Wound:** No longer webbed.
The Flesh Wound is inflicted as normal.
- **Seriously Injured:** Still webbed.
Do not suffer Flesh Wound.
- **Out of Action:**
Replace the Lasting Injury roll with a D3:
1-2: Out Cold.
3: Captured.

WHISPERING (APOCRYPHA 16: COVETED CACHE)

- If taking a fighter OoA with a Fight action, make another Fight action.
- Unaffected by Disarm.
- Cannot be unequipped or upgraded after being equipped for the first time.
- This fighter cannot be voluntarily removed from the gang.
- Always equipped by this weapon (must be included in all equipment sets).
- If killed, roll a 2+ to sell it as normal (optional), otherwise it must be equipped by another fighter immediately. The new fighter's previous weapons can be returned to the Stash.

Heeding the Whispers - When taken OoA, apply the following effects in addition to any Lasting Injuries (depending of the number of times this fighter has been taken OoA):

- 1+: All equipped weapons gain Reckless.
- 2+: +1S to this weapon.
- 3+: Suffer Insanity at the start of every battle.
- 4: Removed from the gang.