



ENFORCER UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
BASIC WEAPONS									
Enforcer boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
- penetrator rounds	12"	24"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable
Enforcer shotgun									
- salvo rounds	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Subjugation pattern grenade launcher									
- choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- photon flash grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash
- scare gas grenades	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- smoke grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke
- stun rounds	6"	24"	-	-	2	-1	1	4+	Concussion

HEAVY WEAPONS

Heavy concussion ram	15"	30"	+1	-	4	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic
SLHG pattern assault ram 'Sledge hammer'									
- assault ram	E	2"	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- auxiliary grenade launcher with	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
choke gas grenades									
- auxiliary grenade launcher with	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
frag grenades									

CLOSE COMBAT WEAPONS

Vigilance pattern assault shield	-	E	-	-	S	-	1	-	Assault Shield, Knockback, Melee
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SUBJUGATION PATTERN
GRENADE LAUNCHER

CORPSE GRINDER CULTS UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
CLOSE COMBAT WEAPONS									
Boning sword	-	E	-	-	S	-2	2	-	Melee, Parry, Rending
Butcher's chain cleaver	-	E	-	-	S+1	-2	2	-	Melee, Shred
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Flensing knife	-	E	-	-	S	-1	1	-	Melee, Rending
Heavy chain cleaver	-	E	-	+1	S+2	-2	2	-	Melee, Sever
Paired Butcher's chain cleavers	-	E	-	-	S+1	-2	2	-	Melee, Paired, Shred
Paired heavy chain cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired Sever
Rotary flensing saw	E	4"	-	-1	S+1	-2	2	-	Knockback, Melee, Shred, Versatile

GANG WEAPONS REFERENCE CHART

HOUSE CAWDOR UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
BASIC WEAPONS									
Cawdor polearm with autogun									
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Unwieldy, Versatile
Autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Cawdor polearm with blunderbuss									
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Unwieldy, Versatile
Blunderbuss									
- grape shot	-	T	-	-	2	-	1	6+	Plentiful, Scattershot, Template
- purgation shot	-	T	-	-	3	-	1	6+	Blaze, Scarce, Template
- Emperor's Wrath rounds	8"	12"	-	-1	4	-1	2	4+	Knockback, Pulverise

AUXILIARY WEAPONS

Exterminator	-	T	-	-	3	-1	1	*	Blaze, Single Shot, Template
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HEAVY WEAPONS

Cawdor heavy crossbow									
- frag shell	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy
- krak shell	15"	30"	-	-1	6	-2	2	6+	Unwieldy
Twin-linked heavy stubber (Stig-Shambler)	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Twin-linked, Unwieldy

CLOSE COMBAT WEAPONS

Beak & talons (Sheen bird)	-	E	-	-	S	-1	2	-	Melee, Rending
Eviscerator									
- melee	E	1"	-	-	S+1	-1	1	-	Melee, Sever, Shred, Unwieldy, Versatile
- ranged	-	T	-	-	3	-1	1	5+	Blaze, Scarce, Template

HOUSE DELAQUE UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
BASIC WEAPONS									
Flechette pistol									
- solid ammo	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm, Silent
- fleshbane ammo	4"	12"	-	-	-	-	-	6+	Rapid Fire (1), Scarce, Sidearm, Silent, Toxin
CLOSE COMBAT WEAPONS									
Ferocious jaws (Psychoteric Wyrn)	-	E	-	-	S	-1	1	-	Melee, Rending
Paired psychomantic claws	E	3"	-	-	S+1	*	1	-	Melee, Paired, Phase, Shock
Serpent's fangs	-	E	-	-	S+2	*	1	-	Melee, Paired, Phase, Rending
Shivver sword	-	E	-	+1	S+1	-1	1	-	Melee, Parry, Power, Sever
Shock tendrils (Cephalopod Spekter)	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Web gauntlet	-	E	-	+1	3	-	-	-	Backstab, Melee, Web

HOUSE ESCHER UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					

BASIC WEAPONS

Shotgun									
- acid ammo	4"	8"	+1	-	3	-1	1	5+	Blaze, Scattershot
Wyld bow	9"	18"	-	-1	3	-	1	4+	Silent
- poison arrows	9"	18"	-	-1	-	-	-	6+	Scarce, Silent, Toxin
- explosive arrows	9"	18"	-	-1	2	-	1	6+	Blast (3"), Scarce, Unstable
- acid arrows	9"	18"	-	-1	3	-	1	6+	Blaze, Scarce

SPECIAL WEAPONS

Chemical cloud (Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")
Gaseous eruption (Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
'Nightshade' chem-thrower	-	T	-	-	-	-	-	5+	Gas, Silent, Template

CLOSE COMBAT WEAPONS

Razor sharp talons (Khimerix)	-	E	-	-	S+1	-2	3	-	Melee, Rending
Shock whip	E	3"	-1	-	S+1	-	1	-	Melee, Shock, Versatile
Talons (Khimerix & Phyrri Cat)	-	E	-	-	S	-1	2	-	Melee, Pulverise
Venom claw	-	E	-	-	-	-2	-	-	Entangle, Melee, Toxin

HOUSE GOLIATH UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					

BASIC WEAPONS

Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback
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HEAVY WEAPONS

Assault grenade launchers (twin-linked)									
- stun rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)
- frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Rapid Fire (1), Unstable
- krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- smoke grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke
'Krumper' rivet cannon									
- rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
- super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending

CLOSE COMBAT WEAPONS

Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee
Ferocious jaws (Sumpkroc)	-	E	-	-	S	-1	1	-	Melee, Rending
Mutated fists & one spurs ('Zerker)	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile
Open fists ('Zerker)	-	E	-	-	S	-1	1	-	Knockback, Melee
'Pulverizer' serrated axe	-	E	-	-	S+1	-1	1	-	Melee, Pulverise
Paired 'Pulverizers'	-	E	-	-	S+1	-1	1	-	Melee, Paired, Pulverise
'Renderizer' serrated axe	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Paired spud-jackers	-	E	-	-	S+1	-	1	-	Knockback, Melee, Paired

HOUSE ORLOCK UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					

HEAVY WEAPONS

Turret heavy stubber									
- burst fire	20"	40"	-	-	4	-1	1	4+	Fixed, Rapid Fire (1)
- suppressive fire	12"	24"	+1	-	4	-1	1	4+	Fixed, Rapid Fire (3), Unstable

CLOSE COMBAT WEAPONS

Arc hammer	E	1"	-	-	S+3	-1	3	-	Melee, Pulverise, Versatile
Savage bite (Cyber-mastiff)	-	E	-	-	S	-2	1	-	Disarm, Melee
Servitor close combat weapon ('Lugger' Cargo Servitor)	-	E	-	-	S	-1	1	-	Knockback, Melee



COMBAT SHOTGUN



HARPOON LAUNCHER

HOUSE VAN SAAR UNIQUE WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					

BASIC WEAPONS

Las carbine	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)
Suppression laser									
- broad burst	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot
- short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful

HEAVY WEAPONS

Rad cannon	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy
Twin-linked heavy las carbine (Arachni-rig Servo-suit)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked

CLOSE COMBAT WEAPONS

'Hystar' pattern energy shield	-	E	-	-	S	-	1	-	Knockback, Melee, Shield
Servo arm (Arachni-rig Servo suit)	E	3"	-	+1	S	-	1	-	Melee, Versatile
Spider-rig	E	3"	+1	+1	S+1	-1	1	-	Entangle, Melee, Paired, Parry, Shock, Versatile
Venomous bite (Cyberachnid)	-	E	-	-	-	-	-	-	Melee, Toxin