

Weapon	Cost	Rarity	Rng		Acc		S	AP	D	Am	Traits	House Cost					
			S	L	S	L						Goliath	Escher	Orlock	Van Saar	Cawdor	Delaque
CLOSE COMBAT WEAPONS																	
Club, Maul or Hammer	5	Common	-	E	-	-	S	-	2	-	Melee						
Axe	15	Common	-	E	-	-	S+1	-	1	-	Melee, Disarm	15					
Fighting Knife	15	Common	-	E	-	-	S	-1	1	-	Melee, Backstab	10		10			
Spud-Jacker	15	[Goliath]	-	E	-	-	S+1	-	1	-	Melee, Knockback	15					
Flail	20	Legacy	-	E	-	+1	S+1	-	1	-	Melee, Entangle						
Two-Handed Weapon	20	Legacy	-	E	-	-1	S	-1	1	-	Melee, Unwieldy						
Brute Cleaver	20	[Goliath]	-	E	-	+1	S	-1	1	-	Melee, Disarm	20					
Stiletto Knife	20	[Escher]	-	E	-	+1	S	-	1	-	Melee, Toxin		20				
Sword	25	Legacy	-	E	-	+1	S	-1	1	-	Melee, Parry						
Shock Whip	25	[Escher]	-	E	-	-	S+1	-	1	-	Melee, Shock		25				
Servo-Claw	30	[Orlock]	-	E	-	-	S+2	-	2	-	Melee			30			
Stiletto Sword	35	[Escher]	-	E	-	-	S	-1	1	-	Melee, Parry, Toxin		35				
Renderizer' Serrated Axe	40	[Goliath]	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy	40					
Power Hammer	45	[Goliath]	-	E	-	-	S+1	-1	2	-	Melee, Power	45					
Power Sword	50	Rare (9)	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power		45				
Chainsword	?	?	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending						
Power Axe	?	?	-	E	-	-	S+2	-2	1	-	Melee, Disarm, Power						
Power Knife	?	?	-	E	-	-	S+1	-2	1	-	Melee, Backstab, Power						
Two-Handed Axe	?	?	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy						
Two-Handed Hammer	?	?	-	E	-	-1	S+1	-	3	-	Melee, Knockback, Unwieldy						
PISTOLS																	
Stub Gun	5	Common	6"	12"	+2	-	3	-	1	4+	Plentiful	5		5			
- Dum-Dum Ammo	5	Common	5"	10"	+1	-	4	-	1	4+	Limited						
Autopistol	10	Common	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)		10	10			
Laspistol	10	Common	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful		10				
Bolt Pistol	25	Legacy	6"	12"	+2	-	4	-1	2	6+	Pistol						
Hand Flamer	50	Legacy	-	T	-	-	3	-	1	5+	Blaze, Template						
Plasma Pistol	50	Rare (9)	-	-	-	-	-	-	-	-	-		50				
- Low Power	-	-	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce						
- Max Power	-	-	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable						
Combi-Pistol [Stub Gun / Plasma Pistol]	65	Rare (11)										65					
- Stub Gun	-	-	6"	12"	+2	-	3	-	1	4+	Pistol, Combi						
- Plasma Pistol	-	-	6"	12"	+2	-	5	-1	2	5+	Pistol, Combi, Scarce						
BASIC WEAPONS																	
Autogun	15	Common	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)		15	15			
Lasgun	15	Common	18"	24"	+1	-	3	-	1	2+	Plentiful		5				
Sawn-Off Shotgun	10	[Orlock]	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot			10			
Shotgun [Solid and Scatter Ammo]	30	Common	-	-	-	-	-	-	-	-	-		30	30			
- Solid Slug	-	-	8"	16"	+1	-	4	-	2	4+	Knockback						
- Scatter Shell	-	-	4"	8"	+2	-	2	-	1	4+	Scattershot						
- Inferno Ammo	15	Rare (8)	4"	16"	+1	-	3	-	1	5+	Blaze, Limited						
- Executioner Ammo	20	Rare (9)	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited						
Boltgun	55	Legacy	12"	24"	+1	-	4	-	2	6+	Rapid Fire (1)						
Stub Cannon	20	[Goliath]	9"	18"	-	-	5	-	1	3+	Knockback	20					
Combat Shotgun [Salvo and Shredder Ammo]	70	Rare (7)	-	-	-	-	-	-	-	-	-	60		60			

Weapon	Cost	Rarity	Rng		Acc		S	AP	D	Am	Traits	House Cost					
			S	L	S	L						Goliath	Escher	Orlock	Van Saar	Cawdor	Delaque
- Salvo Ammo	-	-	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)						
- Shredder Ammo	-	-	-	T	-	-	2	-	1	4+	Scattershot, Template						
- Firestorm Ammo	30	Rare (8)	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template						
SPECIAL WEAPONS																	
Grenade Launcher [Frag and Krak Grenade]	65	Rare (8)	-	-	-	-	-	-	-	-	-	55					
- Frag Grenade	-	-	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback						
- Krak Grenade	-	-	6"	24"	-1	-	6	-2	2	6+	-						
- Smoke Grenade	15	Common	6"	24"	-1	-				4+	Smoke						
- Choke Grenade	35	Rare (9)	6"	24"	-1	-				5+	Blast (3"), Gas, Limited						
- Scare Gas Grenade	45	Rare (10)	6"	24"	-1	-				6+	Blast (3"), Gas, Limited, Fear						
Combi-Weapon [Boltgun / Needle Rifle]	80	[Escher]											80				
- Boltgun	-	-	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)						
- Needle Rifle	-	-	9"	18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin						
Plasma gun	100	Legacy															
- Low Power	-	-	12"	24"	+2		5	-1	2	5+	Rapid Fire (1), Scarce						
- Max Power	-	-	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable						
Flamer	100	Legacy	-	T	-	-	4	-1	1	5+	Blaze, Template						
Meltagun	135	Legacy	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce						
Nightshade' Chem Thrower	135	[Escher]	-	T	-	-	-	-	-	5+	Gas, Template		135				
Needle Rifle	?	?	9"	18"	-	-	5	-1	1	6+	Scarce, Toxin						
HEAVY WEAPONS																	
Krumper' Rivet Cannon	70	[Goliath]	-	-	-	-	-	-	-	-	-	70					
- Rapid Fire	-	-	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Unwieldy						
- Super-Heated	-	-	3"	9"	+2	-	6	-2	2	3+	Blaze, Unwieldy						
Harpoon Launcher	110	[Orlock]	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce			110			
Heavy stubber	130	Legacy [Orlock]	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy			130			
Multi-Melta	?	?	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Unwieldy						
Plasma Cannon	?	?	-	-	-	-	-	-	-	-	-	70					
- Low Power	-	-	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy						
- Maximal Power	-	-	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unwieldy						
GRENADES																	
Frag Grenade	30	Common	Sx3"	-	-	-	3	-	1	4+	Grenade, Blast (3"), Knockback	30	30				
Krak Grenade	45	Rare (8)	Sx3"	-	-	-1	6	-2	2	4+	Grenade, Demolition	45	45				
Blasting Charges	45	[Orlock]	Sx2"	-	-	-	5	-1	2	5+	Grenade, Blast (5"), Knockback			45			
Choke Grenade	50	Rare (9)	Sx3"	-	-	-	-	-	-	5+	Grenade, Blast (3"), Gas		40				
Smoke Grenade	?	?	Sx3"	-	-	-	-	-	-	4+	Grenade, Smoke						
Scare Gas Grenade	?	?	Sx3"	-	-	-	-	-	-	6+	Grenade, Blast (3"), Gas, Fear						
Photon Flash Flare	?	?	Sx3"	-	-	-	-	-	-	5+	Grenade, Blast (5"), Flash						