

YAKTRIBE ANSWERED QUESTIONS FOR NECROMUNDA 2017

WHAT IS THE YAQ?

Our aim here is to correct the rules issues which have been either ignored by the official FAQ, confused further by the FAQ, or are generally accepted to be mistakes.

Issues here will be dealt with by the YakTribe community, independently of GW's rulings. GW FAQ rulings (in the rare occasion that they're clear enough to merit it) will replace the YakTribe ones in the interest of maintaining parity with the official rules.

This is not a rewrite of core mechanics, nor is it the N17 Community Edition, though it may well go on to influence/form the basis of it. The aim is to clarify and correct — not to entirely rework.

The YAQ also houses an updated and comprehensive Armoury section, found at the end of this document.

This document is currently a work in progress. The main discussion thread for it can be found [here](#). Join in, have your say, make Necromunda: Underhive a clearer and better game!

QUESTIONS AND ANSWERS

Actions

Q: As modified by the FAQ, the Charge action now forces a charging fighter to move into base contact and engage a Seriously Injured fighter if they move within 1" of them. However, Seriously Injured fighters can't become engaged. Is this an error?

A: Yes. Disregard the FAQ and use the original text (with 'Pinned' instead of 'Prone').

Q: Assuming that the Hand-Flamer being a pistol without the Pistol trait is intended, can it be fired when using the Twin Gun Blazing action? It's unclear whether 'pistol' refers to the equipment category or the trait.

A: Yes. The 'pistol' here refers to the equipment category, not the trait.

Note that, unless the fighter has the Gunslinger skill, the 'both [attacks] must be made against the same target' part of the rule also applies to Template weapons: if you twin-fire Template weapons, both templates must be placed the exact same way, and if you fire a Template weapon alongside a regular one, you must first choose a target for the regular weapon (following the target priority rules as usual) and then centre the Template on this target.

Q: When charging, do you need to roll enough charge distance to make it to base-to-base, or do you only need to get within 1" of your target to succeed?

A: You need to be able to make it into B2B using your rolled move. If you roll a 6" charge and your enemy is 6.5" away, your charge has failed. Your ganger moves up to 1" away from the enemy - and is now very vulnerable!

Skills and Abilities

Q: The rules for Unstoppable currently state that 'if they do not have any flesh wounds and the result is 4 or more, roll one additional dice for their recovery check', is this correct as it means that the character is more likely to go Out of Action which seems opposed to the intent of the skill? Should it say "roll one additional dice for their recovery check and pick one"?

A: *Yes. You roll one additional dice and pick the one you want to keep.*

Q: If a fighter with the Backstab skill 'shoots' an enemy fighter in the back at range with a Versatile weapon, does the +1 Strength bonus apply?

A: *No. The Backstab trait bonus should only apply to close combat attacks.*

Q: Can Trick Shot and the Infra Sight stack?

A: *No, they both modify a clearly defined situation by a set amount rather than grant general to-hit modifiers.*

Wounds and Injuries

Q: If a character with 2 wounds is wounded by a Damage 2 weapon, does he roll 2 injury dice?

A: *No. You roll injury dice for the point of damage that takes the fighter to 0 wounds, and any points of Damage left over beyond that. For example, if a D3 weapon wounds a W2 ganger then one point of damage takes the ganger to 1 wound, the next reduces him to 0 wounds (1 injury dice) and the final point is left over (another injury dice) = 2 Injury dice in total. – This has been confirmed via Facebook.*

Q: If a fighter has 0 wounds (or is Seriously Injured) and recovers to a Flesh Wound, do they get their wound back?

A: *Yes, the fighter returns to having 1 wound.*

Weapon Traits & Wargear

Q: As modified by the FAQ, Toxin now replaces the Wound roll. Since Toxin cannot result in a wound (the enemy fighter will either be completely unharmed, Seriously Injured or Out of Action), does it mean that Toxin also bypasses Armour save and multiple Wounds like Gas does? If it doesn't, then how does it work exactly? (Necromunda: Underhive p52 states that 'If the attack causes a wound, and the target is equipped with any armour, the opponent makes a save roll') And if it does, what is the point of Toxin weapons having an AP value?

A: *A save roll can be made against Toxin attack (if the Toxin roll results in the target being Seriously Injured or Out of Action and it has armour, their controller make a save roll. If it's passed, the results of the Toxin roll is ignored.) Toxin does bypass Wounds though (the target directly goes Seriously Injured or Out of action no matter how many Wounds they have left. If they are Seriously Injured by a Toxin attack, they don't lose any Wounds).*

Q: Do Gas, Toxin and Blaze work the same way against inorganic targets, like doors?

A: *No. Disregard these trait when making attack against inorganic target (for instance, make a normal Wound roll using the Strength of the weapon for Toxin).*

Q: When the Ammo check is failed for an ammo type with the Limited trait, the ammo type is deleted from the Fighter's card. Should its cost also be subtracted from the Fighter's value?

A: Yes.

Q: Can a fighter carry several 'doses' of the same Limited ammo type for one of their weapon?

A: No. You can keep additional 'doses' of ammo in your gang stash, but a fighter can only carry one of them at a time.

Q: Since Blast and Template weapons never target a fighter, do they completely bypass the rules for target priority? Do they ever suffer penalty for cover? Can they hit a fighter in hiding (prone and in cover)?

A: Yes, no and yes.

Q: Is the flesh wound from Rad-Phage added irrespective of the outcome of the hit? If so, when it is applied?

A: Yes. It is added irrespective of the result of the hit, and is applied after the hit has been resolved.

Q: Does activating a Stimm Slug use an action? Does the activation then last all game unless you roll a 1 or a 2 in the end phase?

A: No and No. It wears off when you roll your check in the end phase. "Passing" the test doesn't mean you can keep the rush going and need to keep rolling a D6 in every end phase, it means you have safely recovered from the effects. You don't regain a flesh wound if you discarded one, but your Str etc. drops back to normal levels. You can use the stash again next activation if you wish.

Q: The Photo-goggles rules say "If they are hit by a Flash (p.54) weapon, add 1 to the result of the Initiative test to see whether they are Pinned." There is no Initiative test to see if a fighter is pinned – it is an automatic consequence of being hit. What is the 1 added to?

A: The 1 is added to the Initiative test to avoid Blindness as per the text of the Flash trait: "If a fighter is hit by a Flash weapon, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they are blinded."

Q: Can you fit a Sight and a Las-Projector? Do they stack if so?

A: Yes and Yes – the Las-projector is in the Weapon Attachments section, not the Sights section.

Q: Is the Cyberarachnid Web Pistol meant to have the Pistol trait?

A: No, this is an error. It is a Template weapon and as such cannot be used in close combat. We consider the other differences in the Web Pistol stats for the Cyberarachnid to be intentional (similar to the difference between a full size Needle Rifle and the combi version).

Q: Can the "point" you fire a Blast weapon at be in the air?

A: No. It must be an in-game surface within LOS of the firer. Zone Mortalis walls can be inferred, but we don't consider the roof of ZM tunnels to be a valid "point" – we don't know how high above the fighters it is!

Q: How does Melta work on the Ambot's Tunnelling Claw? And on the Melta Bomb?

A: *For the Tunneling Claw, Melta only works when the Ambot is Engaged (as the weapon has a short range of 'E'). Melta doesn't do anything for the grenades as they have no short range, we have to assume the trait is only there for fluff or future-proofing reasons (like the Shock damage from the malfunctioning generator in GW2).*

Q: What does Scarce do for the Melta Bomb?

A: *Nothing. Since the weapon already has the Grenade trait, it cannot be reloaded and the Scarce trait is redundant.*

Q: *The Chainaxe has Parry. Should it?*

A: No, this is an error, it has Disarm.

Pre and Post-battle actions

Q: Since lasting injuries may happen during the game and fighters recover in step 5.A, after post-battle actions are carried out in step 4, a Leader/Champion who suffers a lasting injury and goes into recovery will miss 2 games worth of post-battle actions. Is this intentional?

A: *Use the rules as written for the moment: if a Champion or Leader is in recovery, they miss 2 games worth of post-battle actions. This makes them prime targets for assassination, so be sure to protect them!*

Q: Gang War 1 page 23 only precludes fighters from doing post-battle actions if they are captured or in recovery. Technically, seriously injured fighters that rolled a 61-65 and need to be escorted to the doc are not in recovery yet and can do post-battle actions (as do dead fighters, since they haven't been removed from the gang roster yet at this point). Could you clarify this point?

A: *Dead and currently bleeding to death fighters can't perform post-battle actions.*

Q: Do I have to use a Visit the Trading Post/Seek Rare Item/Trade action to buy anything at all from the trading post?

A: *No. You can buy from your House Weapon List, buy Common items from the Trading Post, and hire new recruits without using the action. The action is for attempting to purchase Rare items only.*

Experience, Advancements and Promotions

Q: The rules for the Genestealer cult's Adept state that 'Additional Adept Abilities may be purchased in the same way as though they were a Secondary skill set'. How does it work exactly? According to Gang War 1 p16, Secondary skills can only be purchased at random for 9 XP. Does it mean that Adept Abilities are also chosen at random even though there are only four of them? Should we roll 1D4?

A: *You pay 9 XP (plus tax) and get the Ability you want.*

Q: The ganger advancement table has a result of 3-4 give a WS/BS for +5 credits and a result of 8-9 give a Wil/Int increase for +20 credits. Shouldn't it be the other way around? (BS/WS should be more likely and more valuable, as it is on the non-ganger advancement table)

A: Yes, it is the other way around. The corrected table reads as follows:

2D6	Advancement — Gangers (not including Specialists)	Value
2	The fighter becomes a Specialist	—
3-4	Improve the fighter's Willpower or Intelligence by 1	+5 credits
5-6	Increase the fighter's Strength or Toughness by 1	+30 credits
7	Either add 1" to the fighter's Movement or improve their Initiative by 1	+10 credits
8-9	Improve the fighter's Weapon Skill or Ballistic Skill by 1	+20 credits
10-11	Improve the fighter's Leadership or Cool by 1	+10 credits
12	The fighter becomes a Specialist	—

Q: Do the starting skills of Leaders and Champions count as an advancement as far as the 2 XP 'tax' goes? The rules from Gang War 1 page 14 imply they do, but the example given page 16 ignores them.

A: No, they do not count. The first advance to count towards the 2 XP tax is the first advance earned in play. (Note – this is contrary to the original YAQ ruling. Updated to reflect Facebook clarification by designers).

Gear access

Q: What exactly is Wargear?

A: Anything that is not a Weapon is now considered Wargear (including Grenades, Armour, Attachments, Special ammo etc). The first game 20 credit restriction for Juvies also applies to Wargear.

Q: Genestealer cult's Aberrants and Acolytes have no access to wargear, meaning they can't equip any Extra arm or Cult icon. However, the Cult icon's description states that only an Acolyte can carry it, and all Aberrant models are modeled with an extra arm. Should those fighters have access to wargear?

A: Yes, they can both equip wargear.

Q: Can gangers and Juvies buy weapon attachments and special ammunition? Those are not listed under Wargear, meaning that even gangers currently don't have access to them. If they can, is the cost of ammo/attachment factored in the cost of the weapon with regard the 20 credits per weapon limit for the Juvies?

A: If a fighter can equip a weapon, they can also use any Wargear associated with that weapon. Cost for special ammunition and attachments is added to the cost of the weapon as far as the gang creation limit for Juvies' weapons is concerned (a Juve can equip a Stub pistol with dum dum rounds since it only costs 10 credits (5 for the gun and 5 for the ammo) but can't equip an Autopistol with Gunshroud since it costs 30 credits (10 for the gun and 20 for the attachment).

Q: Orlock gangers currently cannot equip special weapons, even the ones bought from the trading post after the campaign's start. Is this intentional?

A: *No, it's not. Orlock gangers can equip special weapons and wargear as normal.*

Weapon profile inconsistencies

Q: The current FAQ confirms that the 12" short range of the Lasgun found at the beginning of Necromunda: Underhive is an error. However, it is unclear which of the other two possible short range values is the correct one (Necromunda: Underhive lists it at 16" as do its accompanying fighter cards, but Gang War 1 and 2 both list it at 18"). Which value is correct?

A: *18" - This keeps the Gang War books correct.*

Q: What is the correct Blast radius for the Blasting charges? They have the Blast (5") trait in Gang War 2 & 3 but the Blast (3") trait in the White Dwarf Genestealer Cult rules.

A: *The Gang War books are correct: the Blasting charges have the Blast (5") trait.*

Q: Skullshank's card from the Underhive box set has a Plasma/stub combi-pistol with the Plentiful trait for the stub gun part of the weapon that is otherwise missing in both Necromunda: Underhive and Gang War 1. Is this an error on the card or should the combi weapon have this trait the same way the regular Stub gun has it?

A: *The card is correct. The combi weapon should also have the Plentiful trait as confirmed in GW3.*

Q: The Stub Gun in Gang War 2 doesn't have the Pistol trait. Do you confirm this is an error in Gang War 2?

A: *Yes. The Stub Gun has the Pistol trait, as confirmed in GW3.*

Q: The Gangs of Legend's version of the Boltgun has a different profile from the one found in Gang War 2 and 3 (no AP and Damage 1 instead of 2). Do you confirm Gangs of Legend is in error?

A: *Yes. Use the profile from the Gang War books for the Boltgun.*

Q: The Gangs of Legend's version of the Heavy stubber has Rapid Fire (1) (instead of Rapid Fire (2) in Gang War 2 & 3). Do you confirm Gangs of Legend is in error?

A: *Yes. The Heavy Stubber has the Rapid Fire (2) trait.*

Q: Gor Half-Horn's card (both from the Forge World pdf and in Gang War 2 and 3) has a Chainsword that is lacking the Rending trait. Do you confirm the card is in error?

A: *Yes. The Chainsword has the Rending trait.*

Q: Grendel's and Varik's card from the Underhive box set have a Fighting knife with +1 to hit at long range. Do you confirm the cards are in error?

A: *Yes. The Fighting knife has no Accuracy bonus.*

Q: Multiple Escher cards from the Underhive box set have a Stiletto knife with AP -1. Do you confirm the cards are in error?

A: *Yes. The Stiletto knife doesn't have any AP.*

Q: Nox's card from the Underhive box set has a Brute Cleaver and a Spud-jacker both with Strength 5 (instead of S and S+1 respectively). Do you confirm the card is in error?

A: Yes. The Brute Cleaver is Strength S and the Spud-Jacker is Strength S+1.

Q: Grendel's card from the Underhive box set has a Rivet cannon with a Rapid Fire mode that is only Damage 1 (instead of 2). Do you confirm the card is in error?

A: Yes. The Rivet cannon — Rapid fire mode is Damage 2.

Q: Grub's card from Forge World has a shotgun with executioner rounds and a long range of 8" for this ammo type instead of the 16" found in the Gang War books. Do you confirm the card is in error?

A: Yes. The Shotgun — Executioner mode has a long range of 16".

Q: The profile for the Stub gun's dumdum rounds lacks the Pistol trait in both Gang War 1 and 2. Is this intentional?

A: No. The Stub gun — Dumdum rounds also has the Pistol trait as confirmed in GW3.

Q: The profile for the Hand flamer lacks the Pistol trait in Gang War 2, 3 and Gangs of Legend. Is this intentional?

A: Yes. The Template and Pistol traits are mutually exclusive. Since the Hand flamer has the Template trait, it can't have the Pistol trait (despite being a pistol). The weapon can't be used in close combat.

Q: The Maximal mode of the plasma cannon in Gang War 2 and 3 lacks the Unstable trait that is shared by all other plasma weapons. Is this intentional?

A: No. The YAQ ruling is that the Plasma cannon — Maximal mode has the Unstable trait. This has been asked about a few times, but has not yet received any response from GW staff.

Q: The Multi-melta in Gang War 2 lacks the Scarce trait that the Meltagun has. Is this intentional?

A: No. The Multi-melta has the Scarce trait as confirmed in GW3.

Q: How does a weapon with an Ammo value of “-” deal with an ammo roll?

A: Weapons with an Ammo value of “-” cannot go Out of Ammo, and as such do not need to make an Ammo roll. Scarce on such a weapon (e.g. the Ambot tunnelling claw) is an error.

Q: Is the Gun Skull short range 3" or 4"?

A: 4"

Q: Is the Bolt Pistol short range accuracy bonus +1 (as per Gang War 3) or +2 (as per all previous publications)?

A: +2

Tactics cards

Q: The card Deadlock states that it can only be used in Sector Mechanicus games. Since it uses a door, and those are more frequent in Zone Mortalis games, shouldn't it be the other way around? And what about other cards that use doors or ductways? (Rigged door, Hidden passage and Emergency seal)

A: Every card that refers to Doors and/or Ductways can only be used in Zone Mortalis games.

Hired Guns, Hangers-on, Pets, Brutes etc.

Q: Do you have to pay for hired guns equipment on top of their hiring cost?

A: Yes. And they leave with it after the battle.

Q: Do you have to pay for hangers-on equipment on top of their hiring cost?

A: No. The cost of their equipment is included in their hiring cost.

Q: The Servitor Ogryn equipment layout in GW3 could be interpreted as it comes with 2 augmetic fists and an Arc-welder, and one fist can be upgraded to another Arc-welder at a cost of 70 credits – is this the case?

A: No, it comes with 2 augmetic fists as standard and you can pay 70cr to upgrade one to an Arc-welder.

Miscellaneous

Q: There doesn't seem to be any guidelines as to which base size should be used for each fighter type. Should we always 32mm for Goliaths, 25mm for Escher, etc? What about the various Genestealer cultist types?

A: Use whatever comes with the minis. All Goliath fighters as well as Genestealer Cult's Acolytes and Aberrants should use 32mm bases. The rest use 25mm bases.

ARMOURY

Basic Weapons

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	—	3	—	1	4+	Rapid Fire (1)
Boltgun	12"	24"	+1	—	4	-1	2	6+	Rapid Fire (1)
Combat shotgun									
— salvo	4"	12"	+1	—	4	—	2	4+	Knockback, Rapid Fire (1)
— shredder	—	T	—	—	2	—	1	4+	Scattershot, Template
— firestorm	—	T	—	—	5	-1	1	6+	Blaze, Limited, Template
Las carbine	10"	24"	+1	—	3	—	1	4+	Plentiful, Rapid Fire (1)
Lasgun	18"	24"	+1	—	3	—	1	2+	Plentiful
Sawn-off shotgun	4"	8"	+2	—	3	—	1	6+	Plentiful, Scattershot
Shotgun									
— solid	8"	16"	+1	—	4	—	2	4+	Knockback
— scatter	4"	8"	+2	—	2	—	1	4+	Scattershot
— acid	4"	16"	+1	—	3	-1	1	4+	Blaze, Scattershot
— executioner	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
— inferno	4"	16"	+1	—	3	—	1	5+	Blaze, Limited
Stub cannon	9"	18"	—	—	5	—	1	3+	Knockback
Suppression laser									
— broad burst	4"	8"	+2	—	2	—	1	4+	Plentiful, Scattershot
— short burst	8"	16"	+1	—	4	—	2	4+	Knockback, Plentiful

Close Combat Weapons

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Axe	—	E	—	—	S+1	—	1	—	Disarm, Melee
Bonesword	—	E	—	+1	S	-2	1	—	Melee, Parry
Brute cleaver	—	E	—	+1	S	-1	1	—	Disarm, Melee
Chainaxe	—	E	—	+1	S+1	-1	1	—	Disarm, Melee, Rending
Chainsword	—	E	—	+1	S	-1	1	—	Melee, Parry, Rending
Digi laser	E	3"	—	—	1	—	1	—	Digi, Melee, Versatile
Fighting knife	—	E	—	—	S	-1	1	—	Backstab, Melee
Flail	—	E	—	+1	S+1	—	1	—	Entangle, Melee
Flensing Claw	—	E	—	+1	S	—	1	—	Melee, Disarm
Grab hook	E	2"	—	—	S	—	1	—	Disarm, Melee, Versatile
Heavy rock cutter	—	E	—	—	S+4	-4	3	—	Melee, Unwieldy
Heavy rock drill	—	E	—	—	S+2	-3	2	—	Melee, Pulverize, Unwieldy
Heavy rock saw	—	E	—	+1	S+3	-3	2	—	Melee, Rending, Unwieldy
'Hystrar' pattern energy shield	—	E	—	—	S	—	1	—	Melee, Energy shield, Knockback
Las cutter	E	2"	+1	—	9	-3	2	6+	Melee, Scarce, Versatile
Lash whip	E	2"	—	—	S	—	1	—	Melee, Versatile
Maul	—	E	—	—	S	—	2	—	Melee
Power axe	—	E	—	—	S+2	-2	1	—	Disarm, Melee, Power
Power hammer	—	E	—	—	S+1	-1	2	—	Melee, Power
Power knife	—	E	—	—	S+1	-2	1	—	Backstab, Melee, Power
Power maul	—	E	—	—	S+2	-1	1	—	Melee, Power
Power pick	—	E	—	—	S+1	-3	1	—	Melee, Power, Pulverize
Power sword	—	E	—	—	S+1	-2	1	—	Melee, Parry, Power
'Renderizer' serrated axe	—	E	—	—	S+2	-1	2	—	Melee, Pulverize, Unwieldy
Servo-claw	—	E	—	—	S+2	—	2	—	Melee

Shock batton	—	E	—	—	S	—	1	—	Melee, Parry, Shock
Shock stave	E	2"	—	—	S+1	—	1	—	Shock, Melee, Versatile
Shock whip	E	3"	—	—	S+1	—	1	—	Melee, Shock, Versatile
Spud-jacker	—	E	—	—	S+1	—	1	—	Knockback, Melee
Staff of office	—	E	—	—	S	—	1	—	Melee, Parry
Stiletto knife	—	E	—	+1	S	—	1	—	Melee, Toxin
Stiletto sword	—	E	—	—	S	-1	1	—	Melee, Parry, Toxin
Sword	—	E	—	+1	S	-1	1	—	Melee, Parry
Thunder hammer	—	E	—	—	S+1	-1	3	—	Melee, Power, Shock
Toxin injector claw	—	E	—	—	S	-1	1	—	Melee, Toxin
Two-handed axe	—	E	—	-1	S+2	—	2	—	Melee, Unwieldy
Two-handed hammer	—	E	—	-1	S+1	—	3	—	Knockback, Melee, Unwieldy

Pistols

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	—	3	—	1	4+	Pistol, Rapid Fire (1)
Bolt pistol	6"	12"	+2	—	4	-1	2	6+	Pistol
Hand flamer	—	T	—	—	3	—	1	5+	Blaze, Template
Las sub-carbine	4"	12"	+1	—	3	—	1	4+	Pistol, Plentiful, Rapid Fire (1)
Las pistol	8"	12"	+1	—	3	—	1	2+	Pistol, Plentiful
Needle pistol	4"	9"	+2	—	4	-1	—	6+	Pistol, Scarce, Toxin
Plasma pistol									
— low	6"	12"	+2	—	5	-1	2	5+	Pistol, Scarce
— maximal	6"	12"	+1	—	7	-2	3	5+	Pistol, Scarce, Unstable
Stub gun	6"	12"	+2	—	3	—	1	4+	Pistol, Plentiful
— with dum dum rounds	5"	10"	+1	—	4	—	1	4+	Limited, Pistol
Web pistol	—	T	—	—	4	—	—	6+	Template, Web

Combi-pistol — base gun

— Stub gun 6" 12" +2 — 3 — 1 4+ Combi, Pistol, Plentiful

Combi-pistol — attachment

— Plasma pistol - low 6" 12" +2 — 5 -1 2 5+ Combi, Pistol, Scarce

Special Weapons

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Flamer	—	T	—	—	4	-1	1	5+	Blaze, Template
Grav gun	9"	18"	+1	—	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Grenade launcher									
— frag grenade	6"	24"	-1	—	3	—	1	6+	Blast (3"), Knockback
— krak grenade	6"	24"	-1	—	6	-2	2	6+	
— choke gas grenade	6"	24"	-1	—	—	—	—	5+	Blast (3"), Gas, Limited
— scare gas grenade	6"	24"	-1	—	—	—	—	6+	Blast (3"), Fear, Gas, Limited
— smoke grenade	6"	24"	-1	—	—	—	—	4+	Smoke
Long las	18"	36"	—	+1	4	—	1	2+	Plentiful
Melta gun	6"	12"	+1	—	8	-4	3	4+	Melta, Scarce
Needle rifle	9"	18"	+2	—	4	-2	—	6+	Scarce, Toxin
'Nightshade' chem-thrower	—	T	—	—	—	—	—	5+	Gas, Template
Plasma gun									
— Low power	12"	24"	+2	—	5	-1	2	5+	Rapid Fire (1), Scarce
— Maximal	12"	24"	+1	—	7	-2	3	5+	Scarce, Unstable
Rad gun	—	T	—	—	2	-2	1	4+	Rad-phage, Template
Web gun	—	T	—	—	5	—	—	5+	Template, Web
Combi-weapon — base gun									

— Boltgun	12"	24"	+1	—	4	-1	2	6+	Combi, Rapid Fire (1)
— Lasgun	18"	24"	+1	—	3	—	1	2+	Combi, Plentiful

Combi-weapon — attachment

— Flamer	—	T	—	—	4	-1	1	5+	Blaze, Combi, Template
— Melta gun	6"	12"	+1	—	8	-4	3	4+	Combi, Melta, Scarce
— Plasma gun - low	12"	24"	+2	—	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
— Sub-needler	9"	18"	+1	—	4	-1	—	6+	Combi, Scarce, Toxin

Heavy Weapons

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Harpoon launcher	6"	18"	+2	—	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18"	36"	+1	—	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy flamer	—	T	—	—	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20"	40"	—	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
'Krumper' rivet cannon									
— rapid fire	3"	9"	+2	—	4	-1	2	3+	Rapid Fire (1), Unwieldy
— super-heated	3"	9"	+2	—	6	-2	2	3+	Blaze, Unwieldy
Lascannon	24"	48"	—	+1	10	-3	3	4+	Knockback, Unwieldy
Mining laser	18"	24"	—	-1	9	-3	3	3+	Unwieldy
Missile launcher									
— frag missile	24"	48"	+1	—	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
— krak missile	24"	48"	+1	—	6	-2	3	6+	Unwieldy
Multi-melta	12"	24"	+1	—	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
Plasma cannon									
— low	18"	36"	+1	—	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy

— maximal	18"	36"	+1	—	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy
Rad cannon	16"	32"	—	-1	2	-2	1	4+	Blast (3"), Rad-phage, Unwieldy
Seismic cannon									
— short wave	12"	24"	—	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
— long wave	12"	24"	-1	—	3	—	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy

Grenades

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Blasting charge	—	Sx2"	—	—	5	-1	2	5+	Blast (5"), Grenade, Knockback
Choke gas grenade	—	Sx3"	—	—	—	—	—	5+	Blast (3"), Gas, Grenade
Demolition charge	—	Sx2"	—	—	8	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenade	—	Sx3"	—	—	3	—	1	4+	Blast (3"), Grenade, Knockback
Incendiary charge	—	Sx3"	—	—	3	—	1	5+	Blast (5"), Blaze, Grenade
Krak grenade	—	Sx3"	—	-1	6	-2	2	4+	Demolition, Grenade
Melta bomb	—	Sx3"	—	-1	8	-4	3	6+	Demolition, Grenade, Melta
Photon flash flare	—	Sx3"	—	—	—	—	—	5+	Blast (5"), Flash, Grenade
Rad grenade	—	Sx3"	—	—	3	-2	1	4+	Blast (3"), Grenade, Rad-phage
Scare gas grenade	—	Sx3"	—	—	—	—	—	6+	Blast (3"), Fear, Gas, Grenade
Smoke bomb	—	Sx3"	—	—	—	—	—	4+	Grenade, Smoke

Brutes/Beasts/etc.

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Ambot									
— Tunneling claw	E	2"	—	—	S+1	-2	2	—	Melee, Melta, Versatile
— Grav-fist - melee	—	E	—	—	S	—	2	—	Melee, Pulverise
— Grav-fist - ranged	6"	12"	+1	—	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
Servitor-Ogryn									
— Augmentic fist	—	E	—	—	S+1	-1	2	—	Melee, Knockback
— Arc welder	—	E	—	—	S+2	-3	3	—	Blaze, Melee
Cyberachnid									
— Venomous bite	—	E	—	—	S	—	1	—	Melee, Toxin
— Mini-webber	—	T	—	—	3	—	—	6+	Scarce, Template, Web
Cyber-mastiff									
— Savage bite	—	E	—	—	S	-2	1	—	Disarm, Melee
Phyrr cat									
— Talons	—	E	—	—	S	-1	2	—	Melee, Pulverise
Sumpkroc									
— Ferocious jaws	—	E	—	—	S	-1	1	—	Melee, Rending
Gun skull	4"	12"	+1	—	2	—	1	4+	Rapid Fire (1), Scarce

