

HOUSE ESCHER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Lasgun..... 5 credits
- Shotgun (with solid and scatter ammo)..... 30 credits

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
- Power knife 25 credits
- Power sword 45 credits
- Shock whip..... 25 credits
- Stiletto knife..... 20 credits
- Stiletto sword 30 credits

PISTOLS

- Autopistol..... 10 credits
- Hand flamer 75 credits
- Laspistol 10 credits
- Needle pistol..... 25 credits
- Plasma pistol..... 50 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (boltgun/needle rifle) 80 credits
- Flamer 140 credits
- Melta gun..... 135 credits
- Needle rifle..... 35 credits
- 'Nightshade' chem-thrower..... 135 credits
- Plasma gun..... 100 credits

HEAVY WEAPONS

- Heavy stubber* 130 credits

WARGEAR

GRENADES

- Choke gas grenades 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Photon flash flares 15 credits
- Scare gas grenades 40 credits
- Smoke grenades 15 credits

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

WARGEAR

- Acid rounds (for shotgun) 15 credits
- Chem synth 15 credits
- Drop rig 10 credits
- Dumdum rounds (for stub gun) 5 credits
- Filter plugs..... 10 credits
- Las-projector 35 credits
- Photo goggles 35 credits
- Respirator 15 credits

With the release of the Escher House Weapons sets from Forge World, Escher gangs have access to an expanded starting equipment list. This list summarises and expands the House Escher equipment list on page 51 of Gang War. Note that any fighter can take wargear regardless of any restrictions upon the weapons they may take.

A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk () in the equipment list. Any fighter may take wargear.

NEW WEAPONS

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Power knife	-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power

PISTOLS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Needle pistol	4"	9"	+2	-	4	-1	1	6+	Pistol, Scarce, Toxin

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Needle rifle	9"	18"	+2	-	4	-2	-	6+	Scarce, Toxin

BASIC WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Shotgun - acid rounds	4"	16"	+1	-	3	-1	1	4+	Blaze, Scattershot

WEAPON TRAITS

FEAR

Instead of making a Wound roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

RENDING

The following is an update to the Rending weapon trait.

If the roll to wound with a Rending weapon is a 6, the attack causes 1 extra point of damage.

