



Weapons Summary (v3)

Type of weapon	HAND WEAPONS				Special Rules
	Effective	Range Long	Extreme	Strike Value	
Distort Spinner		<i>Hand-to-Hand only</i>		Varies	2 Attacks, Variable Res/Strike, Grenade
Fusion Cutter	5	10	30	2/1/0	Variable SV, Breaching
Ghar Plasma Claw		<i>Hand-to-Hand only</i>		D4	Random SV, Elective Breaching
Heavy Tractor Maul	10	None	None	3	2 Attacks, Elective Breaching
IMTel Stave – <i>Standard</i>	10	None	None	3	3 Attacks
– <i>Nano Drone Boost</i>	20	None	None	6	3 Attacks, Blast D3 Ranged, Exhausted
Mag Pistol	10	20	30	1	–
Maglash	10	None	None	1	2 Attacks
Lectro Lance		<i>Hand-to-Hand only</i>		2	–
Lectro Lash		<i>Hand-to-Hand only</i>		1	3 Attacks
Plasma Pistol	10	20	30	2	–
Ripclaws		<i>Hand-to-Hand only</i>		2	2 Attacks, Breaching, Compound SV
Tool Appendages	5	None	None	0	2 Attacks
Tractor Maul		<i>Hand-to-Hand only</i>		2	2 Attacks, Elective Breaching
Tsan Compressor Torus – <i>Ranged</i>	10	20	30	3/2/0	Compressor, No Cover
– <i>Hand-to-Hand</i>		<i>Hand-to-Hand only</i>		3	3 Attacks
X-Sling	10	20	None	0	Blast D3

Type of weapon	STANDARD WEAPONS				Special Rules
	Effective	Range Long	Extreme	Strike Value	
Compression Carbine	10-20	30	50	2/1/0	Compressor, No Cover
Fusion Flamer	10	20	50	3/2/1	Breaching, Variable SV
Gouger Gun	10-20	30	None	2	Down, Inaccurate
Lugger Gun	20	30	None	0	RF2, Limited Ammo
Mag Gun	20	30	60	1	–
Mag Repeater	20	30	None	0	RF2
Mass Compactor	10	20	30	3/2/1	Compressor, No Cover, Elective Breaching
Micro-X Launcher – <i>Overhead</i>	10-20	30	50	0	OH, Blast D4, No Cover
– <i>Direct Fire</i>	20	30	None	1	–
Plasma Carbine – <i>Single Shot</i>	20	30	50	2	–
– <i>Scatter</i>	20	30	None	0	RF2
Plasma Duocarb – <i>Single Shot</i>	20	30	50	3	–
– <i>Scatter</i>	20	30	None	0	RF3
Plasma Lance – <i>Single Shot</i>	20	30	50	2	–
– <i>Scatter</i>	20	30	None	0	RF2
– <i>Lance</i>	20	30	None	4	Choose Target, Inaccurate, Elective Breaching
Phase Rifle	20	30	100	2	No Cover, RF D6 Fire Only, Concentrated Fire
Scourer Cannon – <i>Dispersed</i>	20	30	None	2	RF3
– <i>Concentrated</i>	20	30	40	4	–
– <i>Disruptor</i>	20	30	None	1	Blast D4, No Cover, Disruptor

LIGHT SUPPORT WEAPONS

Type of weapon	Effective	Range Long	Extreme	Strike Value	Special Rules
Compression Cannon	10-30	40	80	7/4/2	Compressor, No Cover, Cycle
Disruptor Bomber	10-30	60	120	1	OH, Blast D5, No Crew, Elective Breaching Limited Ammo, No Cover, Disruptor
Disruptor Cannon	20	30	None	1	Blast D4, No Cover, Disruptor, Elective Breaching
Flamer Array – <i>Stutter</i>	10	20	50	3/2/1	Breaching, RF3, Variable SV
– <i>Focused</i>	20	30	60	5/4/3	Breaching, Variable SV
Fractal Cannon	30	40	80	2 +1 (max 10)	Breaching, Fractal Lock
Fractal DBC/Demolisher	10	20	40	3 +3 (max 10)	Breaching, Fractal Lock
Frag Borer	20	30	60	3 +1 (max 10)	Breaching, Fractal Lock
Ghar Bomber Cannon	20	30	60	1	Blast D5, Disruptor, Limited Ammo, No Cover, Elective Breaching
Mag Cannon	30	50	100	5	Massive Damage
Mag Launcher Rack	10-30	60	120	1	OHx2, Blast D8, No Cover
Mag Light Support	30	50	100	2	RF3
Phase-shift Projector	20	30	50	2	RF2, Phased Synchronisation
Plasma Cannon	30	40	80	6	Plasma Fade
Plasma Light Support	30	40	80	3	RF3
Quad Mag Repeater	20	30	None	0	RF D8, Jams
Sensor Module	30	50	100	NA	Target Sensor, No Pin
X-Launcher	10-30	60	120	1	OH, Blast D5, No Cover

HEAVY WEAPONS

Type of weapon	Effective	Range Long	Extreme	Strike Value	Special Rules
Compression Bombard	10-50	100	150	9/7/5	Compressor, No Cover, Cycle
Fractal Bombard	50	100	200	3 +2 (max 10)	Breaching, Fractal Lock
Heavy Disruptor Bomber	10-30	60	120	2	OHx2, Blast D10, Limited Ammo, No Cover, Disruptor, Elective Breaching
Heavy Mag Cannon	50	100	250	6	Massive Damage
Heavy Frag Borer	20	30	60	6+1 (max 10)	Breaching, Fractal Lock
Mag Heavy Support	30	50	100	3	RF5
Mag Mortar	10-30	40	50	3	OHx2, Blast D10, No Cover
Plasma Bombard	50	100	200	7	Plasma Fade
X-Howitzer	10-50	100	250	2	OH, Blast D10, No Cover

GRENADES

Type of weapon	Effective	Range Long	Extreme	Strike Value	Special Rules
Disruptor Dischargers	<i>Point-blank shooting only</i>			2	Blast D4, No Cover
Fractal Charges	5	None	None	3	Breaching, Grenade, Hazardous H2H, Limit 3
Implosion Grenades	5	None	None	2	Breaching, Hazardous H2H
Plasma Grenades	5	None	None	1	–
Solar Charges	5	None	None	1	Blast D3, Hazardous H2H