



Weapons Summary (v3)

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

| STANDARD WEAPONS | | | | | |
|------------------------------|-----------|---------------|------------------|-----------------|---|
| Type of weapon | Effective | Range Long | Range Extreme | Strike Value | Special Rules |
| 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 – Overhead | 10-20 | 30 | 50 | 0 | OH, Blast D4, No Cover |
| – Direct Fire | 20 | 30 | None | 1 | – |
| Plasma Carbine – Single Shot | 20 | 30 | 50 | 2 | – |
| – Scatter | 20 | 30 | None | 0 | RF2 |
| Plasma Duocarb – Single Shot | 20 | 30 | 50 | 3 | – |
| – Scatter | 20 | 30 | None | 0 | RF3 |
| Plasma Lance – Single Shot | 20 | 30 | 50 | 2 | – |
| – Scatter | 20 | 30 | None | 0 | RF2 |
| – Lance | 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 – Dispersed | 20 | 30 | None | 2 | RF3 |
| – Concentrated | 20 | 30 | 40 | 4 | – |
| – Disruptor | 20 | 30 | None | 1 | Blast D4, No Cover, Disruptor |

| LIGHT SUPPORT WEAPONS | | | | | |
|--|-----------|-------|--------------|---------------|--|
| Type of weapon | Effective | Range | Strike Value | Special Rules | |
| | | Long | Extreme | | |
| 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> – <i>Focused</i> | 10 | 20 | 50 | 3/2/1 | Breaching, RF3, Variable SV |
| | 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 | Strike Value | Special Rules | |
| | | Long | Extreme | | |
| 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 | Strike Value | Special Rules | |
| | | Long | Extreme | | |
| 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 |