• TURN SEQUENCE

MOVEMENT SHOOTING HAND-TO-HAND COMBAT RESERVES PSIONICS RALLYING

- 1 -

Compulsory movement and actions precede the normal turn sequence

MOVEMENT

Difficult ground Very difficult ground Obstacles

Turning

Movement is at half rate. Movement is at ¼ rate Crossing an obstacle loses a model half distance The first 90° is free - each additional 90° or part is -1/2 ".

• HIDING

Linear obstacle - if it lies between target and firer target within 1" Woods - inside Craters, holes and ditches - inside Building windows and doors - inside

Hiding models may not fire or reserve move without coming out of hiding

SHOOTING TO HIT CHART

1 2 3 4 5 6 7 8 9 10 WS D6 6 5 4 3 2 1 0 -1 -2 -3 +1Large target (+3m) Small target (-30cm) Moving surface -1 Moving target (per full 10") -1 Firer wounded Target in soft cover -1 Improvised weapons Target in hard cover -1 -2 **ROUT TEST**

A unit must make a rout test when:

The unit has lost a combat round

The unit suffers more than 1/3 of current strength as shooting and/or psychic casualties in a single turn.

GM's discretion and as indicated in rules.

TO WOUND CHART

		Toughness												
Strength	1	2	3	4	5	6	7	8	9	10				
1	4	5	6	6					1	107				
2	3	4	5	6	6		1.44		1					
3	2	3	4	5	6	6		17.17		1				
4	2	2	3	4	5	6	6							
5	2	2	2	3	4	5	6	6		1.00				
6	2	2	2	2	3	4	5	6	6					
7	2	2	2	2	2	3	4	5	6	6				
8	2	2	2	2	2	2	3	4	5	6				
9	2	2	2	2	2	2	2	3	4	5				
10	2	2	2	2	2	2	2	2	3	4				

. HAND TO HAND COMBAT TO HIT CHART

eapon Skil	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5
+2 +1 +1 +1	Frenzied Charging Uphill Following u Crossing de	ıp fende	d obst	acle						

• To reserve move a model must:

W

Belong to a unit with no members within 4" of an enemy Not shoot in its own turn Not be in or behind cover Not be hiding

	The sectors of the	The second of	Shooting to Hit					Туре		ne			
	Short Range	Long Range	S	L	Strength	Damage	Save Mod.	C	H			Area	Tec
Auto-gun	0-12*	12.32*	+1		3	1	-1	-				0.00	6
Bolter	0-12"	12-32* 12-24*	+1		4	1	-1						6
Bow	0-12*	12.24		-1	3	1			100				5
Crossbow	0-16*	16-32" 6-12" 8-16"		-1	4	1	A CONTRACTOR	1		X		entre frent	5
Flamer	0-6*	8.12*	+2	-1	4	1	-2	100				1%*	6
Graviton Gun	0-8"	8-16"	+1	-1	special	-		-	-			11/2"	6
Handbow Lasgun	0-8*	8-16"	+1	-1	4		-1	-		X	-	100000000000000000000000000000000000000	6
Melta-gun	0-8"	6-12*	+1		8	De	4			x	21.55	1*	Å
Musket	0-6*	6-24"		-1	1 3	1	-1	1		x		and the second	5
Needler	0-16"	16-32*	+1		3	1	+1			X	1.1		7
Plasma gun	0-8"	8-24*	+1	State and the	7	1	-2	1.1	100	Sec. 1	x		6
Shotgun	0.4*	4-18"		-1	varies	1	varies	-		x	2	"	5
Shuriken Catapult Sling	0-12"	12-24* 12-18*	+1	-1	4 3		-2			x	x		7
HEAVY WEAP	PONS				-			-					1
			Shooting to Hit					T	Tv	pe			1_
	Short Range	Long Range	S	L	Strength	Damage	Save Mod.	c	H	-	F	Area	Tec
A.40.00000	0.007	20 304		-		00		-			-		
Auto-cannon Beamer	0-20"	20-72*	-1	A Real Providence	8 varies	06 D6	-3	-	2* 1½	x		1-	6
D-Cannon	0-16"	16-32*	1000	-1	see text	20	varies		1-5 m	-		varies	8
Grenade Launcher	0-20"	20-60"			as ammo				1%	x			6
Heavy Plasma Gun: sustained	0-20"	20-60" 20-40"			7	D4	-2		11/2	X	X	1*	6
maximal	0.20*	20-72* 20-40*			10	D10 D4	2		2-	x		1"	6
Heavy Bolter Heavy Stub Gun Heavy Webber	0-20*	20-40"			4			-	11	X	x		6
Heavy Stub Gun	0-20	20.40		Sulling .	4	1	1	-			X	2*	6
Las-cannon	0.20"	12-24" 20-60"			9	2D6	-6			x			6
Missile Launcher	0.20*	20-72*	C. Lange		as ammo	200			1*	X			6
Multi-laser	0.20*	20-72* 20-60*	+1	0.0-12.0.1	6	D4	-1		2*	x	x	Constanting of the	6
Multi-melta	0-12*	12-24*	+1		8	406	4		2"	×		2*	6
	Range	Range	S	L		22	Mod.	C	F	S		-	193
					and the second second	and the second second	and the second second	1	1000		1000		
Antique Pistol Autopistol	0-6*	6-12" 8.16*	-1	-2	3	1	-1	×					5
Antique Pistol Autopistol Bolt Pistol	0.8*	8-16* 8-16*	+2 +2 +2	-2	3 3 4	1	-1 -1 -1	X					6
Autopistol Bolt Pistol Chainsword	0.8*	8-16* 8-16* Clos	+2 +2 e combat or	lv	3	1	-1						
Autopistol Bolt Pistol Chainsword Combat Accessory	0.8*	8-16* 8-16* Clos	+2 +2 e combat or e combat or	ly iy	3	1	-1	×					6
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod	0.8*	8-16* 8-16* Clos Clos	+2 +2 e combat or e combat or	ly iy	3 4 4 as user see text	1	-1	× × × ×					6 6 6
Autopistol Bolt Pistol Chainsword Combat Accessory Force Rod Force Sword	0.8*	8-16* 8-16* Clos Clos Clos	+2 +2 e combat or e combat or e combat or		3 4 as user see text as user	1	-1	X X X X X X					6 6 4 4 4
Autopistol Bolt Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon	0.8*	8-16* Clos Clos Clos Clos Clos	+2 +2 e combat or e combat or e combat or e combat on e combat on		3 4 as user see text as user as user	1	-1	X X X X X X X X X					6 6 4 4 4 4
Autopistol Bolt Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Weapon Hand Flamer	0.8*	8-16* Clos Clos Clos Clos Clos	+2 +2 e combat or e combat or e combat or		3 4 as user see text as user	1	-1	X X X X X X X X X X X X X X X X X X X					6 6 6 4 4 4 4 4 4 4 4
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon	0-8* 0-8* 0-4*	8-16" Clos Clos Clos Clos Clos Clos Clos Clos	+2 +2 e combat or e combat or e combat or e combat on e combat on	iy iy iy iy	3 4 as user see text as user as user as user	1	-1	X X X X X X X X X					6 6 4 4 4 4
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol	0.8" 0.8" 0.4"	8-16* 8-16* Clos Clos Clos Clos Clos Clos Clos 8-16*	+2 +2 e combat or e combat or e combat or e combat or e combat or e combat or +2 e combat on +2	ily ily ily ily ily ily ily ily ily -1	3 4 35 USET See text 85 USET as USET 4 4	1	-1 -1 -1 -2	X X X X X X X X X X X X X X X X X X X					6 6 6 4 4 4 4 6 1 6
Autopistol Bolt Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needle Pistol	0.8" 0.8" 0.4" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos Clos Clos 8-16*	+2 +2 e combat or e combat or e combat or e combat on e combat on +2 e combat on +2 e combat on +2 +2 +2		3 4 4 suser asuser asuser asuser 4 asuser 3 2	1	-1	X X X X X X X X X X X X X X X X X X X					6664444466-66
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Neuro Disruptor	0.8" 0.8" 0.4" 0.4" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16*	+2 +2 e combat or e combat or e combat or e combat on e combat on +2 e combat on +2 +2 +2 +2	lly lly lly ly ly ly -1 -1	3 4 4 as user see text as user as user as user 3 user 3 user 2 see text	1	-1 -1 -1 -2 +1	X X X X X X X X X X X X X X X X X X X					66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Needie Pistol Neuro Disruptor Plasma Pistol Poweraxe	0.8" 0.8" 0.4" 0.8" 0.8"	8-16* 8-16* Closs Cl	+2 e combat or e combat or a combat on e combat on e combat on +2 +2 +2 +2 +2 +2 +2	ly ly ly ly ly ly ly ly ly ly ly ly ly l	3 4 4 suser asuser asuser asuser 4 asuser 3 2	1	-1 -1 -1 -2 +1 -1	X X X X X X X X X X X X X X X X X X X					6664444466-66
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Neero Disruptor Plasma Pistol Poweraxe Powerake Powerglove	0.8" 0.8" 0.4" 0.4" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* 8-16* 8-18* Clos	+2 +2 +2 +2 +2 +2 +2 +2 +2 +2	ly dy ly dy -1 -1 -1 y y	3 4 4 35 USET See text 35 USET 4 35 USET 4 35 USET 3 2 See text 6	1	-1 -1 -1 -1 -2 +1	X X X X X X X X X X X X X X X X X X X					66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Needie Pistol Needie Pistol Neuro Disruptor Plasma Pistol Poweraxe Powerglove Powerglove Powerglove	0.8" 0.8" 0.4" 0.4" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* 6-12" Clos	+2 e combat or e combat or e combat or e combat or e combat on +2 +2 +2 +2 +2 +2 +2 e combat or e combat or e combat or	ly ly ly ly ly ly ly ly ly ly ly	3 4 4 83 User 35 User 45 User 4 5 5 5 5	1	-1 -1 -1 -1 -2 +1 -1 -3 -1	× × × × × × × × × × × × × × × × × × ×					66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Neuro Disruptor Plasma Pistol Poweraze Powerglove Powerglove Powersword Sawn-off Shotgun	0.8" 0.8" 0.4" 0.8" 0.8" 0.6" 0.6"	8-16* 6-16* Clos Clos Clos Clos Clos Clos 8-16* 8-16* 6-12* 6-12* Clos	+2 +2 +2 +2 +2 +2 +2 +2 +2 +2	ly ly ly ly ly ly ly ly ly ly ly	3 4 38 User 39 User 4 User 4 User 35 U	1	-1 -1 -1 -2 +1 -1 -2 -2 -3 -5	× × × × × × × × × × × × × × × × × × ×				<u>%*</u>	66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvisad Weapon Las pistol Neuro Disruptor Plasma Pistol Neuro Disruptor Plasma Pistol Poweraxe Powerglove Powersword Sawn-off Shotgun Stub Gun	0.8" 0.8" 0.4" 0.4" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* Clos Clos 8-16* 8-16* 8-16* Clos 8-16* Clos Clos Clos 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos	+2 e combat or e combat or e combat or e combat or e combat or +2 e combat or +2 +2 +2 +2 e combat or e combat or e combat or e combat or		3 4 4 5 ee text 5 ee text 3 suser 3 suser 3 suser 3 2 5 ee text 6 6 6 5 5 varies 3 3	1	-1 -1 -1 -1 -2 +1 -1 -3 -1	× × × × × × × × × × × × × × × × × × ×				<u>%*</u>	66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Neuro Disruptor Plasma Pistol Poweraze Powerglove Powerglove Powersword Sawn-off Shotgun	0.8" 0.8" 0.4" 0.8" 0.8" 0.8" 0.6"	8-16* 8-16* Clos Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* Clos Clos 8-16* 8-16* 8-16* Clos 8-16* Clos Clos Clos 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos	+2 e combat or e combat or e combat or e combat or e combat on +2 +2 +2 +2 +2 +2 +2 e combat or e combat or e combat or		3 4 38 User 39 User 4 User 4 User 35 U	1	-1 -1 -1 -1 -2 +1 -1 -3 -1	× × × × × × × × × × × × × × × × × × ×				8*	66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Flamer Improvised Weapon Las pistol Needle Pistol Needle Pistol Needle Pistol Needle Pistol Needle Pistol Powerglove Powerglove Powerglove Powerglove Powerglove Sawn-off Shotgun Stub Gun Sword	0.8* 0.8" 0.4" 0.8" 0.8" 0.6" 0.6" 0.6" 0.8" 0.8"	8-16* 8-16* Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-18* Clos 8-16* 8-18* Clos 8-16* 8-18* Clos 8-18* Clos 8-18* Clos 8-18* Clos 8-18* Clos 8-18* Clos 8-18* Clos	+2 +2 e combat or e combat or a combat or e combat or +2 e combat or +2 +2 +2 +2 +2 +2 +2 +2 +2 +2		3 4 4 33 user 5ee text 85 user 35 user 4 35 user 3 user 2 2 5ee text 6 6 8 5 5 5 varies 3 3 3 5 5 5 varies 5 5 varies 6 8 5 5 varies 6 8 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	1	-1 -1 -1 -1 -2 +1 -1 -3 -1	****				<u>8*</u>	66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Neero Disruptor Plasma Pistol Poweraxe Powerglove Power	0.8* 0.8* 0.4* 0.8* 0.8* 0.8* 0.6* 0.6* 0.6* 0.8* 0.8* 0.8* 0.4* NDM	8-16* 6-16* Clos	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	IV IV IV IV IV IV IV IV IV IV IV IV IV I	3 4 4 33 user 5ee text 85 user 35 user 4 35 user 3 user 2 2 5ee text 6 6 8 5 5 5 varies 3 3 3 5 5 5 varies 5 5 varies 6 8 5 5 varies 6 8 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	1	1 1 1 1 -1 -2 +1 +1 -3 -3 -5 -1 varies	× × × × × × × × × × × × × × × × × × ×	Typ	1.1.1		y.* Area	66644444
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Sword Hafted Weapon Hand Flamer Improvised Weapon Las pistol Neuro Disuptor Plasma Pistol Neuro Disuptor Plasma Pistol Poweraxe Powerglove Pow	0.8* 0.8* 0.8* 0.8* 0.8* 0.8* 0.8* 0.8*	8-16* 0-16* Clos Clos Clos Clos Clos Clos 8-16* 8-16* 8-16* 8-16* Clos Clos 8-16* 8-18* Clos Clos 8-16* 8-16* 8-18* Clos Clos 8-16* 8-16* 8-16* 8-18* Clos 8-16* 8	+2 +2 e combat or e combat or e combat or e combat or e combat or +2 e combat or +2 +2 +2 +2 +2 +2 +2 +2 +2 +2		3 4 4 38 User 5ee text 88 User 38 User 3 User 3 2 5ee text 6 6 6 8 5 5 varies 3 3 8 5 5 ee text		1 1 1 -1 -1 -2 +1 +1 -1 -3 -5 -1 varies	× × × × × × × × × × × × × × × × × × ×	- 21	x. x. pe	F	Area	
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Rod Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Needle Pistol Needle Pistol Needle Pistol Needle Pistol Needle Pistol Needle Pistol Sawn-off Shotgun Stub Gun Sawn-off Shotgun Stub Gun Sword Webber	0.8* 0.8" 0.4" 0.8" 0.8" 0.6" 0.6" 0.8" 0.8" 0.8" 0.4" ND M Short Range 0.4"	8-16* 6-16* Clos	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	IV IV IV IV IV IV IV IV IV IV IV IV IV I	3 4 4 38 User 5ee text 88 User 38 User 3 User 3 2 5ee text 6 6 6 8 5 5 varies 3 3 8 5 5 ee text		1 1 1 1 -1 -2 +1 +1 -3 -3 -5 -1 varies	× × × × × × × × × × × × × × × × × × ×	- 21	S	F	Area 1%*	6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Rod Hafted Weapon Hand Weapon Hand Flamer Improvised Weapon Las pistol Neuro Disruptor Plasmas Pistol Neuro Disruptor Pamara Pistol Sewn-off Shotgun Stub Gun Sawn-off Shotgun Stub Gun Sword Webber BRENADES A	0.8* 0.8* 0.8* 0.8* 0.8* 0.6* 0.6* 0.6* 0.6* 0.6* 0.4* 0.4* ND M Short Range 0.4*	8-16* 8-16* Closs Cl	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	ly ly ly ly ly ly ly ly ly ly ly ly ly l	3 4 4 38 User 39 User 4 35 User 3 User 3 2 2 3 2 3 3 2 5 5 5 5 5 5 5 5 5 5 5 5	Damage	1 1 1 1 -1 -2 +1 +1 -3 -3 -5 -1 varies	× × × × × × × × × × × × × × × × × × ×	- 21	S × ×	F	Area	6 6 6 6 6 6 6 6 6 6 6 6 6 6
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Rod Hafted Weapon Hand Flamer Improvised Weapon Las pistol Needie Pistol Needie Pistol Needie Pistol Needie Pistol Needie Pistol Needie Pistol Needie Pistol Needie Pistol Sawn-off Shotgun Stub Gun Stub Gun Stub Gun Stub Gun Stub Gun Stub Gun Stub Gun Choke	0.8* 0.8" 0.4" 0.8" 0.8" 0.6" 0.6" 0.8" 0.8" 0.8" 0.4" ND M Short Range 0.4"	8-16* 6-16* Clos	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	IV IV IV IV IV IV IV IV IV IV IV IV IV I	3 4 4 33 user 5ee text 85 user 35 user 35 user 35 user 2 2 see text 6 6 8 5 5 varies 3 3 3 5 see text 5 5 varies 5 see text 8 5 5 varies 5 5 varies 5 5 varies 6 8 5 5 varies 6 5 5 varies 7 3 3 3 3 3 3 5 5 5 5 5 5 5 5 5 5 5 5 5	Damage	1 1 1 1 -1 -1 -2 +1 +1 -1 -3 -5 -5 -1 -1 varies Save Mod.	× × × × × × × × × × × × × × × × × × ×	- 21	S x x x	F	Area	6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Rod Hafted Weapon Hand Flamer Improvised Weapon Las pistol Needra Pistol Neuro Disuptor Plasma Pistol Neuro Disuptor Plasma Pistol Sewn-off Shotgun Stub Gun Stub Gun Stub Gun Sword Webber BRENADES A	0.8* 0.8* 0.8* 0.8* 0.8* 0.6* 0.6* 0.6* 0.6* 0.8* 0.4* ND M Short Range 0.4* 0.4*	8-16* 8-16* Clos Clos Clos Clos Clos Clos 8-16* 6-12* 6-18* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* 12* Clos 8-16* 8-16* 8-16* 12* Clos 8-16* 8-16* 8-16* 12* Clos 8-16* 8-16* 8-16* 12* Clos 8-16* 8-16* 8-16* 12* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-16* 8-16* Clos 8-18* Clos 8-18* 8-18* 14-8* 14-8* 4-7 4-7 4-7 4-7 4-7 4-7 4-7 4-7	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	IV IV IV IV IV IV IV IV IV IV	3 4 4 38 User 39 User 38 User 38 User 39 User 3 2 3 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Damage	1 1 1 1 -1 -2 +1 +1 -3 -3 -5 -1 varies	× × × × × × × × × × × × × × × × × × ×	- 21	S × ×	F	Area 1%* 1%* 1%*	6 6 6 6 6 6 6 6 6 6 6 6 6 6
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Autopistol Boit Pistol Chainsword Combat Accessory Force Rod Force Rod Hafted Weapon Hand Veapon Hand Flamer Improvised Weapon Las pistol Neuro Disuptor Plasma Pistol Neuro Disuptor Powerglove Power	0.8* 0.8" 0.4" 0.4" 0.8" 0.8" 0.6" 0.6" 0.6" 0.8" 0.4" 0.4" ND M Short Range 0.4" 0.4" 0.4" 0.4" 0.4" 0.4" 0.4"	8-16" 8-16" Clos Clos Clos Clos Clos Clos 8-16" 8-16" 6-12" 6-18" Clos Clos 8-16" Clos 8-16" Clos Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos 8-16" Clos Clos 8-16" Clos	+2 +2 e combat or e combat or e combat or e combat or +2 e combat or +2 e combat or +2 e combat or e combat or e combat or e combat or e combat or +1 Shootin	aly aly aly aly aly aly aly aly	3 4 4 38 User 35 User 4 35 User 3 User 3 User 3 2 5 ee text 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Damage	1 -1 -1 -1 -1 -1 -1 -1 -1 varies Save Mod.	× × × × × × × × × × × × × × × × × × ×	H	S x x x x x x x x x x x x x x x x x x x	F	Area 1%* 1%* 1%* 2* 1%* 1%* 1%* 1%* 1%* 1%*	6 6 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
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