

### Usages of Fate Points (Page 293):

- Re-roll a test.
- +10 bonus to a test; must be chosen before dice are rolled.
- Add 1 DoS to a successful test; may be chosen after roll.
- Count as having rolled 10 for Initiative.
- Instantly remove 1d5 damage (not Critical damage).
- Instantly recover from being Stunned.
- Remove all levels of Fatigue.

### Fear (Page 285)

A Fear test uses Willpower with a modifier based on Fear rating (ranging from +0 for a rating of 1 to -30 for a rating of 4). If failed in structured time, roll on Table 8-11: Shock (page 285), adding +10 for each DoF; 3 or more DoF inflicts 1d5 Insanity points. Can snap out of it by making WP test in following turns. In narrative time, -10 penalty to all tests requiring concentration while near source of Fear.

### Psychic Powers (Page 194)

**Determine Psychic Strength:** Psyker decides how much of base psy rating to commit; Push to add more (Bound +2, Unbound +4, Daemonic +3)  
**Make Focus Power Test:** +10 per point effective psy rating is below base rating; -10 per point it is above. Doubles invoke psychic phenomena (page 195); (Bound) Pushing invokes unless doubles, (Unbound/Daemonic) always invokes.

**Resolve Power Results:** As per power and effect; Psychic Barrages are similar to Semi-Auto Bursts, Psychic Storms to Full Auto Bursts, Psychic Blasts to weapons with Blast quality.

**Sustaining:** As per power; while sustaining psyker has +10 to rolls for Psychic Phenomena and -1 to psy rating per sustained power.

### Grappling (Page 221)

Active controller must use Full Action to maintain Grapple, and can then try to Damage, Throw Down, or Push Opponent. Target in his own turn must declare Grapple as Half Action, and can then try to Break Free, Slip Free, or Take Control.

### Overwatch (Page 223)

Spend Full Action to establish a kill zone 45° wide and up to the range of the weapon. Character specifies Standard Attack, Full Auto Burst, or Semi-Auto Burst and triggering conditions to shoot any targets entering the zone. Targets must make a Challenging (+0) Pinning Test or become Pinned. Overwatch may be maintained up to a character's WP Bonus in hours, or until making another action or Reaction.

### Suppressing Fire (Page 224)

Character can suppress an area 30° (Semi-Auto Burst) or 45° (Full Auto Burst) wide, up to half weapon's range. Targets within this area must make a Difficult (-10) Pinning test (Semi-Auto) or Hard (-20) Pinning test (Full Auto) or become Pinned. -20 BS penalty; GM randomly assigns hit. Extra hits scored for every 2 DoS; jam on 94 result+.

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### Abridged Armour (Page 167)

NAME	LOCATIONS COVERED	AP	MAX AG
Armoured Bodyglove	Arms, Body, Legs	2	—
Carapace Chestplate	Body	6	55
Carapace Helm	Head	4	—
Carapace Gauntlets	Arms	5	—
Carapace Greaves	Legs	5	—
Chainmail Suit	Arms, Body, Legs	3	35
Enforcer Light Carapace	All	5	45
Feudal World Plate	All	5	25
Flak Cloak	Arms, Body, Legs	3	55
Flak Coat	Arms, Body	3	60
Flak Gauntlets	Arms	2	—
Flak Helmet	Head	2	—
Flak Vest	Body	3	60
Heavy Leathers	Arms, Body	1	—
Imperial Guard Flak Armour	All	4	50
Imperial Robes	Arms, Body, Legs	1	—
Light Flak Cloak	Arms, Body, Legs	2	55
Light Power Armour	All	7	40
Mesh Cloak	Arms, Body, Legs	4	60
Mesh Vest	Body	4	—
Militarum Tempestus Carapace	All	6	45
Xenos Hide Vest	Body	6	50

### Multiple Hits (Page 223)

FIRST	SECOND	THIRD	FOURTH	FIFTH	ADDITIONAL
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

### Vehicle Hit Locations

d100 ROLL	LOCATION
01-20	Motive Systems
21-60	Hull
61-80	Weapon
81-100	Turret

### Vehicle Critical Effects

LOCATION	PAGE
Weapon	Page 234
Motive	Page 257
Turret	Page 258
Hull	Page 259

### Vehicle Combat Actions (Page 251)

ACTION	PAGE	TYPE	SUBTYPE(S)	DESCRIPTION
Evasive Manoeuvring	251	Full	Concentration, Movement	Move Tactical Speed, enemies suffer -10 per DoS to hit vehicle for next round.
Floor It!	251	Full	Concentration, Movement	Move double Tactical Speed plus an additional 5m per DoS, enemies get -20 to shoot at vehicle for next round.
Hit & Run	251	Full	Attack, Melec, Movement	Move Tactical Speed and attack with -10 to WS. Then, move Tactical Speed again.
Jink	252	Reaction	Movement	Avoid incoming attack with penalty equal to vehicle's Size modifier.
Ram!	252	Full	Attack, Melec, Movement	Must move at least Tactical Speed, deal damage equal to AP + 1d10.
Rearing Strike	252	Half	Attack, Concentration, Movement	Rider makes Hard (-20) Survival test with bonus equal to steed's WS/BS to allow steed to inflict hit with its weapon.
Tactical Manoeuvring	253	Varies	Movement	Move Tactical Speed (Half ) or twice Tactical Speed (Full), and turn 90°.



### Abridged Melee Weapons (Page 158)

NAME	CLASS	RANGE	DAM	PEN	SPECIAL
Chainaxe†	Melee	—	1d10+4 R	2	Tearing
Chainblade	Melee	—	1d10+1 R	1	Tearing
Chainsword	Melee	—	1d10+2 R	2	Balanced, Tearing
Eviscerator†	Melee	—	2d10 R	9	Razor Sharp, Tearing, Unwieldy
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force
Force Staff†	Melee	—	1d10 I	2	Force
Great Weapon†	Melee	—	2d10 R	0	Unbalanced
Hunting Lance	Melee	—	2d10+3 X	7	Concussive (3)
Improvised	Melee	—	1d10—2 I	0	Primitive (7), Unbalanced
Knife	Melee/Thrown	5m	1d5 R	0	—
Shield††	Melee	—	1d5 I	0	Defensive
Spear†	Melee	—	1d10 R	0	Primitive (8)
Staff†	Melee	—	1d10 I	0	Balanced, Primitive (7)
Sword	Melee	—	1d10 R	0	Balanced
Truncheon	Melee	—	1d10 I	0	Primitive (7)
Warhammer†	Melee	—	1d10+3 I	1	Concussive (1), Primitive (8)
Whip	Melee	3m	1d10 R	0	Flexible, Primitive (6)
Omnissian Axe†	Melee	—	2d10+4 E	6	Power Field, Unbalanced
Power Fist	Melee	—	2d10††† E	9	Power Field, Unwieldy
Power Sword	Melee	—	1d10+5 E	5	Balanced, Power Field
Power Axe†	Melee	—	1d10+7 E	7	Power Field, Unbalanced
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking
Power Maul (Low)	Melee	—	1d10+1 E	2	Shocking
Shock Maul	Melee	—	1d10+3 I	0	Shocking
Shock Whip	Melee	3m	1d10+1 I	0	Flexible, Shocking

† Weapon is Two-Handed

†† Provides 2 AP to the Body and Arm wielding the shield, which stacks with existing armour.

††† Power Fists add the user's SB×2 to the damage.

### Combat Circumstances Summary (Page 229)

DIFFICULTY	MODIFIER	EXAMPLE
Easy	+30	Attacking a Surprised, Unaware, or a Massive (Size [7]) target.
		Shooting a target at Point Blank range.
		Evading an attack that has been anticipated for at least one round.
Routine	+20	Melee attacks against a foe that is outnumbered three to one or more.
		Attacking a Stunned or Enormous (Size [6]) target.
		Evading an attack whilst in full cover from the attacker.
Ordinary	+10	Attacking a Prone opponent with a melee weapon.
		Attacking from higher ground, or Hulking (Size [5]) target.
		Shooting a target at Short Range.
Challenging	+0	Melee attacks against a foe who is outnumbered two to one.
		Evading an attack whilst in partial cover from the attacker.
		Attacking an Average (Size [4]) target.
Difficult	−10	Shooting at a target at Long range, or a Prone target
		Attacking a Scrawny (Size [3]) target.
		Attacking an enemy in melee whilst Prone.
Hard	−20	Shooting into melee combat, or a target in fog, mist, or shadow.
		Dodging whilst Prone.
		Melee attacks in the darkness, or unarmed against an armed target.
Very Hard	−30	Attacking a Puny (Size [2]) target.
		Using a weapon without the correct Weapon Training talent.
		Attacking or Dodging in deep snow, or Miniscule (Size [1]) target.
		Firing a heavy weapon that has not been Braced.
		Shooting a target that is at Extreme range, or is completely concealed.
		Evading an attack whilst unable to see its source.
		Shooting at a target in darkness.

### Movement (Page 245)

Half: AgB (1/2 if AgB=0)

Full: 2 x AgB (1 if AgB=0)

Charge: 3 x AgB (2 if AgB=0)

Run: 6 x AgB (3 if AgB=0)

### Weapon Jams (Page 224)

On an unmodified roll of 96–00, the weapon jams and attack misses; Full Action and BS Test to clear. Semi- and Full Auto Fire attacks jam on a 94–00.

### Two-Weapon Fighting (Page 228)

Only one-handed weapons. Either make a single attack with either weapon (−20 for off-hand), or if using the Two Weapon Wielder talent, when making an attack action may make a second attack action for free with other weapon at −20 to each attack (drops to −10 with Ambidextrous talent). If shooting with a gun in each hand, targets must be within 10m of each other.

### Using Weapon without a Talent (Pages 133 and 149)

−20 Penalty when using a weapon without appropriate talent. Spray weapons: targets receive +20 to Agility test to avoid being hit; +30 if weapon Heavy and unbraced.

### Unarmed Combat (Page 228)

WS test to hit (−20 if opponent armed), inflicts 1d5–3+SB Impact damage. If inflict damage greater than or equal to target's TB, attack also inflicts 1 level of Fatigue.

### Damage (Page 232)

When a character has sustained damage equal to his wounds, all further damage is Critical damage. When Critical damage is suffered, consult the relevant Critical Effect Table (pages 234–241), determined by the type of damage (Energy, Impact, Rending or Explosive) and the Hit Location of the attack, and apply the effect. All Critical damage is cumulative.

### Damage Levels (Page 244)

Lightly Damaged: Equal to or less than twice TB.

Heavily Damaged: More than twice TB.

Critically Damaged: Damage exceeds wounds.

### Fatigue (Page 233)

While a Characteristic bonus is less than Fatigue level, it counts as half value and tasks using it take twice as long. A Fatigued character suffers −10 penalty to all Tests. When his Fatigue level is higher than TB+WPB, he falls unconscious for 10–TB minutes and revives with Fatigue equal to TB. He dies if Fatigue reaches twice his TB+WPB. Each hour of complete rest removes 1 level of Fatigue; after 6 hours all Fatigue is removed.

### Pinning (Page 230)

Pinned targets can only take one Half Action, suffer −20 BS, and must keep cover between them and the shooter. Test Willpower to recover at the end of the Turn, +30 if not shot at. If engaged in melee, the character automatically stops being Pinned.

### Stunned (Page 243)

Cannot take actions (including Free Actions), and opponents receive +20 to hit them.

### Blood Loss (Page 243)

Suffer 1 level of Fatigue at start turn. Difficult (−10) Medicae test (a Free Action) to remove.



## Combat Actions (Page 217)

ACTION	PAGE	TYPE	SUBTYPE(S)	DESCRIPTION
Aim	218	Varies	Concentration	+10 (Half) or +20 (Full) bonus to character's next attack.
All Out Attack	218	Full	Attack, Melee	Give up that round's Evasion reaction to gain +30 WS.
Brace Heavy Weapon	219	Half	Miscellaneous	Support a Heavy weapon for proper firing.
Called Shot	219	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on a target with a -20 to WS or BS.
Charge	220	Full	Attack, Melee, Movement	Move up to 3x AgB (last 4m in straight line at enemy), +20 to WS.
Defensive Stance	220	Full	Concentration, Melee	Gain an additional Reaction. Opponents suffer -20 WS.
Delay	220	Full	Miscellaneous	May take any Half Action before character's next turn.
Disengage	220	Full	Movement	Break from melee without incurring a free attack.
Evasion	220	Reaction	Movement/Melee	Used with Dodge (Movement) or Parry (Melee) skill to avoid attacks.
Feint	220	Half	Melee	Opposed WS test; if character wins, his next Melee attack cannot be Evaded.
Focus Power	221	Varies	Varies	Use a Psychic Power.
Full Auto Burst	221	Half	Attack, Ranged	-10 BS, one hit for every DoS; Jam on 94+ result; 2m spread.
Grapple	221	Varies	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Action	222	Half	Concentration, Melee/Ranged	-10 to WS or BS, +10 to all Evasion tests until start of next turn.
Jump or Leap	222	Full	Movement	Jump vertically or leap horizontally.
Knock Down	222	Half	Attack, Melee	Try to knock an opponent to the ground.
Lightning Attack	222	Half	Attack, Melee	-10 WS, one hit for every DoS.
Manoeuvre	222	Half	Melee, Movement	Opposed WS test; if character wins, move enemy 1 metre.
Move	223	Varies	Movement	Move up to Agility bonus (Half Action) or 2x Agility bonus (Full Action).
Overwatch	223	Full	Attack, Concentration, Ranged	Shoot targets coming into a set 45° kill zone, also forces Pinning tests.
Ready	223	Half	Miscellaneous	Ready a weapon or an item.
Reload	223	Varies	Miscellaneous	Reload a ranged weapon.
Run	223	Full	Movement	Move 6x Agility bonus, enemies get -20 BS and +20 WS to hit character
Semi-Auto Burst	223	Half	Attack, Ranged	+0 BS, additional hit for every two additional DoS; jam on 94+; 2m spread.
Stand/Mount/Dismount	224	Half	Movement	Stand up from being Prone, mount or dismount a riding beast, enter or leave a vehicle, or move within a vehicle.
Standard Attack	224	Half	Attack, Melee or Ranged	+10 to WS or BS, make one melee or ranged attack; jam on 96+ result.
Stun	224	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	224	Full	Attack, Ranged	Set 30° or 45° arc at 1/2 range, target must make Pinning test, -20 BS.
Swift Attack	225	Half	Attack, Melee	+0 WS, additional hit for every two additional DoS.
Tactical Advance	225	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	225	Varies	Concentration, Miscellaneous	Character may use a skill.

**Accurate:** +10 Bonus to hit if used with Aim, Basic weapons add +1d10 damage per two extra DoS (max +2d10) when firing a single shot (see page 145).

**Balanced:** +10 Bonus to Parry skill when using this weapon.

**Blast (X):** All within the weapon's blast radius in metres are hit. Roll Hit Location and damage individually for each character affected.

**Concussive (X):** Target must pass Toughness test with penalty equal to 10 times (X) or be Stunned. Target is possibly knocked Prone.

**Corrosive:** Permanently reduces Armour points in Hit Location by 1d10. Excess AP damage is dealt as damage to character.

**Crippling (X):** Cripples the target until the end of the encounter. Crippled characters take (X) damage when performing more than a Half Action.

**Defensive:** +15 bonus to Parry and -10 penalty to hit when using this weapon.

**Felling (X):** Weapon reduces a target's Unnatural Toughness bonus by (X) when calculating damage from this weapon.

**Flame:** Target must make an Agility test or be set on fire (see page 145).

**Flexible:** This weapon cannot be parried, but can be used to parry attacks.

**Force:** Normal weapon unless wielded by a psyker (see page 145).

**Graviton:** Weapon inflicts additional damage equal to AP (see page 146).

**Hallucinogenic (X):** This weapon induces hallucinations (see page 146).

**Haywire (X):** Weapon generates a Haywire field (see page 147).

**Inaccurate:** Weapon gains no bonus from Aiming.

**Indirect (X):** Weapon can fire at targets out of line of sight. Shots scatter Xd10 metres (see page 147).

**Lance:** Weapon increases its penetration based on DoS from attack.

**Maximal:** Weapon has a second, more powerful, fire setting.

**Melta:** Weapon doubles its Pen when firing at Short range.

**Overheats:** Attack roll of 91 or more to hit causes Overheat (see page 148).

**Power Field:** When Parrying (or being Parried by) a weapon that lacks this quality, there is a 75% chance of destroying the opponent's weapon.

**Primitive (X):** Weapon's damage dice never count as rolling higher than (X).

**Proven (X):** Weapon's damage dice never count as rolling lower than (X).

**Razor Sharp:** If the attack results in three or more DoS, double weapon Pen.

**Recharge:** When fired, cannot be fired again in the next round.

**Reliable:** Weapon only jams on unmodified roll of 100. Weapons that do not roll to hit do not jam.

**Sanctified:** This weapon deals Holy damage to Daemonic and Warp creatures.

**Scatter:** At Point Blank range, weapon gains +10 to hit and +3 damage. At Short Range, weapon gains +10 to hit. Any longer ranges, weapon suffers -3 damage.

**Shocking:** If weapon causes damage, the target must make a Challenging (+0) Toughness test or be Stunned for rounds equal to DoE.

**Smoke (X):** Creates cloud with radius of (X) metres lasting 1d10+10 rounds.

**Snare (X):** Target must make an Agility test with penalty equal to 10 times (X) or be immobilised. An immobilised target can attempt no other actions except to try to escape the bonds. He can make a Full Action to burst the bonds (a Strength test) or wriggle free (an Agility test) in his turn. He is considered Helpless until he escapes.

**Spray:** Weapon projects a 30° arc cone out to the weapon's range. No roll to hit; all creatures in path must make a Challenging (+0) Agility test or be struck.

**Storm:** Double number of hits inflicted on target (and ammo expended).

**Tearing:** Roll one extra dice for damage, take the best results.

**Toxic (X):** Targets damaged by weapon must make a Toughness test with penalty of X times 10 or suffer an extra 1d10 damage of same type of first Toxic damage that round (not reduced by Armour or Toughness).

**Twin-linked:** +20 Bonus to hit and uses twice as much ammunition. Two or more DoS inflicts 1 additional hit; reload time is doubled.

**Unbalanced:** -10 Penalty to Parry skill when using this weapon.

**Unreliable:** Weapon jams on roll of 91 or higher.

**Unwieldy:** Cannot be used to Parry or make Lightning Attacks.

**Vengeful (X):** Inflicts Righteous Fury on damage rolls of X or higher.



## Test Difficulties

DIFFICULTY	MOD.
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Arduous	-40
Punishing	-50
Hellish	-60

## Hit Locations

d100 ROLL	LOCATION
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-100	Left Leg

## Critical Effects

LOCATION	PAGE
Energy	Page 234
Explosive	Page 236
Impact	Page 238
Rending	Page 240

## Cover Examples

COVER TYPE	AP
Armour-glass, thin metal, wooden planks	4
Flakboard, sandbags, thick ice, trees	8
Cogitator banks, stasis pods, barricades	12
Rockcrete, hatchways, thick iron, stone	16
Armaplas, voidship bulkheads, plasteel	32

## SCATTER DIAGRAM



## Abridged Ranged Weapons (Page 151)

NAME	CLASS	RANGE	RoF	DAM	PEN	CLIP	RLD	SPECIAL
Autopistol	Pistol	30m	S/-/6	1d10+2 I	0	18	Full	—
Autogun	Basic	100m	S/3/10	1d10+3 I	0	30	Full	—
Autocannon	Heavy	300m	S/3/-	3d10+8 I	6	24	2 Full	Reliable
Bolas	Thrown	10m	S/-/-	—	0	1	—	Inaccurate, Snare (1)
Bolt Pistol	Pistol	30m	S/2/-	1d10+5 X	4	8	Full	Tearing
Boltgun	Basic	100m	S/3/-	1d10+5 X	4	24	Full	Tearing
Bow	Basic	30m	S/-/-	1d10 R	0	1	Half	Primitive (6), Reliable
Crossbow	Basic	30m	S/-/-	1d10 R	0	1	2 Full	Primitive (7)
Flamer	Basic	20m	S/-/-	1d10+4 E	2	6	2 Full	Flame, Spray
Grav Pistol	Pistol	15m	S/-/-	1d10+3 I	6	6	Full	Concussive (1), Graviton
Graviton Gun	Basic	30m	S/3/-	1d10+6 I	8	9	2 Full	Concussive (2), Graviton
Grenade Launcher	Basic	60m	S/-/-	†	†	6	2 Full	†
Hand Cannon	Pistol	35m	S/-/-	1d10+4 I	2	5	2 Full	—
Hand Flamer	Pistol	10m	S/-/-	1d10+4 E	2	2	2 Full	Flame, Spray
Heavy Bolter	Heavy	150m	-/-/6	1d10+8 X	5	60	Full	Tearing
Heavy Flamer	Heavy	30m	S/-/-	1d10+5 E	4	10	2 Full	Flame, Spray
Heavy Stubber	Heavy	100m	-/-/8	1d10+4 I	3	80	2 Full	—
Hot-shot Laspistol	Pistol	20m	S/2/-	1d10+4 E	7	40	2 Full	—
Hot-shot Lasgun	Basic	60m	S/3/-	1d10+4 E	7	30	2 Full	—
Inferno Pistol	Pistol	10m	S/-/-	2d10+10 E	12	3	Full	Melta
Laspistol	Pistol	30m	S/2/-	1d10+2 E	0	30	Half	Reliable
Lasgun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable
Laslock	Basic	70m	S/-/-	1d10+4 E	0	1	Half	Unreliable
Long Las	Basic	150m	S/-/-	1d10+3 E	1	40	Full	Accurate, Felling (4), Reliable
Meltagun	Basic	20m	S/-/-	2d10+10 E	12	5	Full	Melta
Missile Launcher	Heavy	300m	S/-/-	†	†	1	Full	†
Needle Pistol	Pistol	30m	S/-/-	1d10 R	0	6	Full	Accurate, Felling (1), Toxic (5)
Needle Rifle	Basic	180m	S/-/-	1d10 R	0	6	2 Full	Accurate, Felling (1), Toxic (5)
Plasma Pistol	Pistol	30m	S/2/-	1d10+6 E	6	10	3 Full	Maximal, Overheats
Plasma Gun	Basic	90m	S/2/-	1d10+7 E	6	40	5 Full	Maximal, Overheats
Shotgun	Basic	30m	S/-/-	1d10+4 I	0	8	2 Full	Scatter
Shotgun (Combat)	Basic	30m	S/3/-	1d10+4 I	0	18	Full	Scatter
Sniper Rifle	Basic	200m	S/-/-	1d10+4 I	3	20	Full	Accurate, Reliable
Storm Bolter	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing
Stub Automatic	Pistol	30m	S/3/-	1d10+3 I	0	9	Full	—
Stub Revolver	Pistol	30m	S/-/-	1d10+3 I	0	6	2 Full	Reliable
Web Pistol	Pistol	30m	S/-/-	—	0	1	Full	Snare (0)
Webber	Basic	50m	S/-/-	—	0	1	Full	Blast (5), Snare (1)

†The damage, penetration, and special qualities of these weapons are dependent upon the grenade or missile used.

## Abridged Grenades and Explosives (Page 157)

NAME	CLASS	RANGE	RoF	DAM	PEN	CLIP	SPECIAL
Blind Grenade	Thrown	SBx3	S/-/-	—	0	1	Smoke (2)
Choke Grenade	Thrown	SBx3	S/-/-	Special	0	1	Blast (3)
Fire Bomb	Thrown	SBx3	S/-/-	1d10+2 E	0	1	Blast (2), Flame
Frag Grenade	Thrown	SBx3	S/-/-	2d10 X	0	1	Blast (3)
Frag Missile	—	—	—	2D10+2 X	2	—	Blast (5)
Hallucinogen Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (6), Hallucinogenic (2)
Haywire Grenade	Thrown	SBx3	S/-/-	—	0	1	Haywire (2)
Krak Grenade	Thrown	SBx3	S/-/-	2d10+4 X	6	1	Concussive (0)
Krak Missile	—	—	—	3d10+8 X	8	—	Concussive (3), Proven (2)
Melta Bomb	—	—	—	6d10 E	12	1	Blast (2), Flame, Melta
Photon Flash Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (6)
Smoke Grenade	Thrown	SBx3	S/-/-	—	0	1	Smoke (4)
Stun Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (3), Concussive (2)
Web Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (3), Snare (2)













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