



**MUNITORUM TABELLA B/7172-G.ALPHA**

**ORNAMENTA CLASSIO TELUM**

# **BOLT WEAPONS**

**AN UNOFFICIAL SUPPLEMENT FOR DARK HERESY**

PRODUCED FOR DARK REIGN BY LUDDITE, LAYOUT, ADDITIONAL SNIPERS AND HEAVY BOLTERS BY MAGI 09/2008  
UPDATED TO INCLUDE DATA FROM INQUISITOR'S HANDBOOK



## Bolt Weapons

The Bolt Weapon is the characteristic weapon of the Adeptus Astartes (Space Marines) and Adeptus Sororitas (Sisters of Battle); they are also used in more limited numbers throughout the Imperium's armed forces. Bolt weapons are purposefully unsubtle weapons, with very obvious and bloody effects.

Bolt Weapons are smoothbore, semi and fully-automatic gyro-jet guns that fire two stage projectiles known as bolts. The bolter's main advantage over a conventional firearm is that the amount of propellant required for the first stage (barrel ejection) is relatively small. This means that the recoil is negligible when compared to a conventional projectile weapon.

The bolt round is fired by a percussion pin that ignites a pre-ignition chemical charge with enough force to eject the bolt from the barrel. Within three meters of leaving the barrel, the bolt's tiny rocket is ignited simultaneously propelling the warhead forwards and imparting a stabilising spin. The bolt maintains a constant velocity throughout its trajectory due to the propulsion thrust, travelling no more than twenty or so meters beyond its maximum range with insufficient force to cause real harm or to trigger any explosive effects..

The bolt is a mass reactive warhead, which has earned the bolter its reputation as a terror weapon. A millisecond fuse detonates the warhead after it has penetrated the target. Against soft tissue the effect is particularly gruesome, and many protagonists quickly capitulate after seeing the results of bolter fire on their comrades. It is possible that the creation of this projectile was motivated by the ancient first encounters with the alien Orks, whose massive frames and tendency to ignore pain render solid projectiles largely ineffective. This standard bolt is also effective against light armoured vehicles.

## Types of Bolt Weapons

There are several Bolt Weapons making up a fearsome arsenal, some of these include:

### Boltgun

Boltguns are the standard bolter armament. They are capable of firing a variety of bolts with different warheads.

### Storm Bolter

The Storm Bolter is essentially a dual chambered, linked bolter. Its massive rate of fire makes it a devastating weapon at close quarters. It is ideally suited for assault missions. Before the Storm Bolter was created by the Tech Priests combi-weapons were developed; essentially two boltguns fused together. These combi-bolters were capable of a higher rate of fire than the Storm Bolter when at short range, but without a synchronized firing mount, were less effective at longer range. Combi-bolters have been replaced by Storm Bolters in Imperial armies, but are still frequently used by Chaos Space Marines.

### Bolt Pistol

Bolt Pistols are a smaller version of the Bolter and are effective weapons in close combat.

### Heavy Bolter

Heavy Bolters are a larger calibre Bolter with sustained fire capabilities. It is used by Imperial forces as a squad support weapon, as well as close anti-infantry defence for tanks and other armoured vehicles.

The heavy bolter is a support weapon. Unlike other bolter weapons, it uses a much larger calibre round (1.0 calibre bolt rounds) and is in common use by all Imperium's martial forces. Heavy bolters operate differently than other bolt weapons. Rounds are fed into the firing chamber by an electric





motor, rather than exhaust gases cycling the action as in other bolt weapons. Exhaust gases are used to generate the power needs of the weapon; the initial power, and first round chambered by working a slide on the weapons side. These features enable the heavy bolter to maintain rates of fire that would cripple a standard bolter or bolt pistol.

Due to its size and weight, Imperial Guard infantry operate using a two man team, firing it from a tripod mount. A single Space Marine, being physically much larger and stronger, can carry both the heavy bolter and its ammunition alone, and fire it from a

braced standing position, even with little aid from their power armour. Space Marine Scouts without power armour use lightened heavy bolters. The Sisters of Battle, with the assistance of power armour-augmented strength, are also capable of carrying the heavy bolter and ammunition alone. When used in this manner by heavy infantry, the weapon itself is carried with both hands and fired from the hip, with the ammunition belt-fed from a backpack. It is also referred to as the "Back Breaker" or the "Bruiser" particularly amongst Underhive inhabitants.





## Bolt Pistols

### Bolt pistol (Mk.I Crow Pattern)

Class: Pistol  
Range: 30m  
Calb: 0.75  
RoF: S/-/  
Rld: Full  
Special: Unreliable. Oldest pattern still in production.  
Pistol magazine or belt feed only  
Wt: 3,5kg  
Cost: 250  
Availability: Rare

### Bolt pistol (Mk.III Garm Pattern)

Class: Pistol  
Range: 30m  
Calb: 0.75  
RoF: S/2/-  
Rld: Full  
Special: Pistol magazine or belt feed only. Standard Imperial Officer sidearm of choice. Often brandished by Commissars.  
Wt: 4,5kg  
Cost: 350  
Availability: Rare

### Bolt revolver

#### (Mk.I Reason-Hyrus Pattern)

Class: Pistol  
Range: 30m  
Calb: 0.75  
RoF: S/-/  
Rld: 2Full  
Special: Reliable. The bolt revolver features an integral 4-shot revolving drum. Reloading the drum takes 1 full action for two shots.  
Wt: 3kg  
Cost: 350  
Availability: Very Rare

### Bolt pistol (Mk.III Sacristan Pattern)

Class: Pistol  
Range: 30m  
Calb: 0.75  
RoF: S/2/-  
Rld: Full  
Special: Hefty. Reliable. Pistol magazine only. Made for Ordo Calixis.  
Wt: 3,3kg  
Cost: 380  
Availability: Very Rare

### Bolt pistol (Mk.III Mauler Pattern)

Class: Pistol  
Range: 30m  
Calb: 0.75  
RoF: S/3/-  
Rld: Full  
Special: Pistol magazine or belt feed only. Each is hand-made. For double price, it can be fitted to particular user, making it Best quality weapon.  
Wt: 2,75kg  
Cost: 375  
Availability: Very Rare

### Bolt pistol (Astartes Mk.I Ultima Pattern)

Class: Pistol  
Range: 30m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: Hefty. Armoured. Pistol magazine or belt feed only. Grip is made for use in power armour.  
Wt: 4,5kg  
Cost: 450  
Availability: Very Rare

### Micro bolt pistol (Mk.IV Duke Pattern)

Class: Pistol  
Range: 10m  
Calb: 0.75  
RoF: S/-/  
Rld: Full  
Special: Integral box magazine(contains 1 shot)  
Wt: 1kg  
Cost: 650  
Availability: Very Rare





# Boltgun

Gun Metal City, Imperial Avenger BX  
High-Explosive impact munition bolter



## Boltguns

### Boltgun (Mk.XIX Avenger BX Pattern)

Class: Basic  
Range: 90m  
RoF: S/2/-  
Calb: 0.75  
Rld: Full  
Special: -  
Wt: 8kg  
Cost: 500  
Availability: Rare

### Boltgun carabine (Mk.I Phandaal Pattern)

Class: Basic  
Range: 60m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: Lightened and shortened boltgun.  
Wt: 4kg  
Cost: 350  
Availability: Very Rare



### **Boltgun (Mk.I Crusade Pattern)**

Class: Basic  
Range: 70m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: Inaccurate. Oldest pattern still in production.  
Wt: 7kg  
Cost: 350  
Availability: Very Rare

### **Boltgun (Mk.III Crusade Pattern)**

Class: Basic  
Range: 80m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: -  
Wt: 7.5kg  
Cost: 475  
Availability: Very Rare

### **Boltgun (Mk.II Mars Scourge Pattern)**

Class: Basic  
Range: 90m  
RoF: S/2/-  
Calb: 0.75  
Rld: Full  
Special: Reliable. Hefty. Favoured by Adeptus Sororitas. Equipped with a sarrisa bayonet fixture (counts as axe in melee).  
Wt: 10kg  
Cost: 650  
Availability: Very Rare

### **Boltgun (Mk.III Godwyn Pattern)**

Class: Basic  
Range: 80m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: Hefty  
Wt: 6kg  
Cost: 500  
Availability: Very Rare

### **Boltgun (Astartes Mk.IV Ultima Pattern)**

Class: Basic  
Range: 90m  
RoF: S/3/6  
Calb: 0.75  
Rld: Full  
Special: Hefty, Armoured  
Wt: 8kg  
Cost: 650  
Availability: Very Rare

### **Boltgun (Mk.IV Godwyn-Deaz Pattern)**

Class: Basic  
Range: 90m  
RoF: S/3/-  
Calb: 0.75  
Rld: Full  
Special: Hefty  
Wt: 6kg  
Cost: 450  
Availability: Very Rare

### **Boltgun (Mk.VII Nostra Pattern)**

Class: Basic  
Range: 60m  
RoF: S/3/6  
Calb: 0.75  
Rld: 2Full  
Special: Inaccurate. Must be attached to the forearm of a power armour suit. Belt feed only.  
Wt: 5kg  
Cost: 1450  
Availability: Very Rare







## Storm bolters

### Storm Bolter (Mk.III Triplex Phall)

Class: Basic  
Range: 60m  
RoF: -/3/10  
Calb: 0.75  
Rld: 2Full  
Special: Inaccurate, Hefty.  
Wt: 11kg  
Cost: 900  
Availability: Very rare

### Storm Bolter (Mk.IV Triplex Phall)

Class: Basic  
Range: 90m  
RoF: -/3/10  
Calb: 0.75  
Rld: 2Full  
Special: Inaccurate, Hefty, Armoured. Grip is made for use in power armour.  
Wt: 14kg  
Cost: 1000  
Availability: Very rare

### Mounted Storm Bolter (Mk.VII Terminatus Pattern)

Class: Basic  
Range: 80m  
RoF: -/3/10  
Calb: 0.75  
Rld: 2Full  
Special: Inaccurate. Must be attached to the forearm of a power armour suit. Belt feed only.  
Wt: 6kg  
Cost: 1300  
Availability: Very Rare

### Combi Bolter (Mk.I Conquest Pattern)

Class: Basic  
Range: 80m  
RoF: -/4/10  
Calb: 0.75  
Rld: 2Full  
Special: Inaccurate, Unreliable, Hefty, Armoured  
Wt: 6kg  
Cost: 1600  
Availability: Very Rare



## Sniper rifle

Schmidt & Wesser, Surgeon Mk IV, Cal. .75  
Special Applications Scoped Rifle

### Bolt sniper rifles

#### Angelus bolt carbine

Class: Basic  
Range: 100m  
RoF: S/-/  
Calb: 0.75  
Rld: 3Full  
Special: Accurate. Integral stock magazine contains 3 shots. Each shot must be loaded individually, taking 1Full action per each shot loaded.  
Wt: 11kg  
Cost: 2000  
Availability: Very Rare

#### Bolt rifle (Mk.I Axefield E Pattern)

Class: Basic  
Range: 120m  
RoF: S/-/  
Calb: 0.75  
Rld: 5Full  
Special: Accurate. Illegal weapon, favoured by bounty hunters. Integral box magazine contains 5 shots. Each shot must be loaded individually, taking 1Full action per each shot loaded.  
Wt: 12kg  
Cost: 1500  
Availability: Very Rare

#### Bolt sniper rifle (Mk.IV Surgeon Pattern)

Class: Basic  
Range: 150m  
RoF: S/-/  
Calb: 0.75  
Rld: 2Full  
Special: Accurate.  
Wt: 12.5kg  
Cost: 2500  
Availability: Very Rare

#### Bolt sniper rifle (Mk.VIII Astartes Pattern)

Class: Basic  
Range: 180m  
RoF: S/-/  
Calb: 1.00  
Rld: 2Full  
Special: Accurate. This is a bolt rifle preferred by Space Marine Scouts.  
Wt: 15kg  
Cost: 2800  
Availability: Very Rare





## Heavy Bolters

### Scout Heavy Bolter

#### (Imperial Mk.I 'Godwyn' Pattern)

Class: Heavy

Range: 100m

Calb: 1.00

RoF: -/3/8

Rld: 4Full

Special: Inaccurate, Extra Hefty, belt ammunition only. This is a "scout" heavy bolter. It is used mainly in light infantry units, mostly Space Marine Scouts.

Wt: 25kg

Cost: 1500

Availability: Very Rare

### Imperial Guard Heavy Bolter

#### (Imperial Mk.III 'Godwyn' Pattern)

Class: Heavy

Range: 120m

Calb: 1.00

RoF: -/-/10

Rld: 4Full

Special: Tripod, Flak plate, belt ammunition only (becomes Unreliable if fired without the aid of a gunner to ensure the belt feeds properly)

Wt: 50kg

Cost: 1800

Availability: Very Rare

### Heavy Bolter

#### (Astartes Mk.IVa Pattern)

Class: Heavy

Range: 120m

Calb: 1.00

RoF: -/3/10

Rld: 8Full

Special: Armoured, Extra Hefty, belt ammunition only

Wt: 40kg

Cost: 2000

Availability: Very Rare

### Marine Heavy Bolter

#### (Astartes Mk.IVc Pattern)

Class: Heavy

Range: 140m

Calb: 1.00

RoF: -/3/10

Rld: 8Full

Special: Armoured, Extra Hefty, Belt Magazine Bulk-Hopper, belt ammunition only

Wt: 42kg

Cost: 2200

Availability: Very Rare





## Magazines

### Magazine: Straight-bolter

Clip: 0.75 x15

Wt: 1kg (full)

Special: -

Cost: 25

Availability: Very Rare

### Magazine: Straight-bolter pistol

Clip: 0.75 x6

Wt: 0,5kg (full)

Special: -

Cost: 25

Availability: Very Rare

### Magazine: Sickle-bolter

Clip: 0.75 x20

Wt: 1kg (full)

Special: -

Cost: 20

Availability: Very Rare

### Magazine: Sickle-bolter pistol

Clip: 0.75 x8

Wt: 0,5kg (full)

Special: -

Cost: 20

Availability: Very Rare

### Magazine: Drum-bolter

Clip: 0.75 x50

Wt: 3.5kg (full)

Special: Makes weapon Unreliable and Hefty

Cost: 65

Availability: Very rare

### Multi-feed Drum Magazine

Magazine: Drum

Clip: 0.75 x3x18

Wt: 4.5kg (full)

Special: Makes weapon Unreliable and Hefty

Cost: 465

Availability: Very rare

This drum incorporates three separate feeder lines that allows three separate types of ammunition to be loaded into the drum. The drum has a feed selector switch on it that allows the type of ammo feed to be changed without having to load a new magazine.

It takes a half action to alter the feed selector.

E.g. this would allow the drum to have Dense core – regular, Kraken and Inferno rounds loaded into it and the user can switch between each type as a half action.





### **Magazine: Belt (disintegrating)**

Clip: 0.75 x200 (typical capacity)

Wt: 2kg (not including shells); 7 kg (0.75 x200 ) or 12 kg(1.00 x200 )

Special: Makes weapon Unreliable and Hefty; increases weapon reload by '1Full'

Cost: 135 (for 200 capacity belt)

Availability: Very Rare

### **Belt Magazine Hopper**

Typically a polymer backpack or hip-box the hopper holds the coiled belt and incorporates a smooth-feeder aperture to prevent jamming or belt twist.

Capacity: holds 200 rounds

Wt: 7kg (not including shells); 12 kg (0.75 x200 ) or 17 kg(1.00 x200 )

Cost: 65

Availability: Very Rare

### **Belt Magazine Bulk-Hopper**

A large-capacity armoured polymer backpack the hopper holds the coiled belt and incorporates a smooth-feeder aperture to prevent jamming or belt twist.

Capacity: holds 450 rounds

Wt: 14kg (not including shells); 25 kg (0.75 x450 ) or 36 kg(1.00 x450 )

Cost: 265

Availability: Very Rare

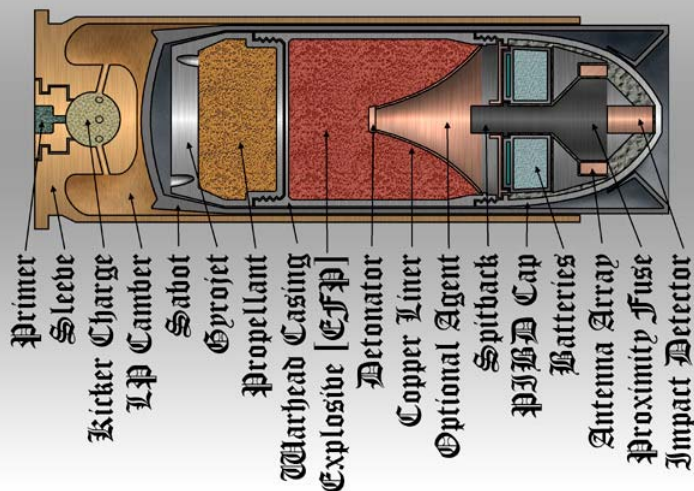




# Bolt VII

Standard Case Octamodem 75<sup>s2</sup>

Tech-Scribe: [www.philipsibbering.net](http://www.philipsibbering.net)



## Ammunition

**Ammunition: 0.75 Bolt**

**Wt: 0,25 kg / 10 bolts**

### Dense core – regular

Dam: 1d10+8X

Pen: 4

Special: -

Cost: 16/shot

Availability: Rare

### Kraken Penetrator

Dam: 1d10+5X

Pen: 8

Special: Kraken pattern armour piercers are bolt shells which have adamantium tips and core for better armour penetration.

Cost: 16/shot

Availability: Very Rare

### Inferno Round

Dam: 1d10+9E

Pen: 4

Special: Target must roll vs Agility or catch fire.

Cost: 22/shot

Availability: Very Rare

### Hellfire Round

Dam: 1d10+8X

Pen: 4

Special: Toxic

Cost: 24/shot

Availability: Very Rare

### Stalker Round

Dam: 1d10+6I

Pen: 2

Special: Reduces range by 20%. Weapon becomes silent.

Cost: 18/shot

Availability: Very Rare

### Metal Storm Round

Dam: 1d10+8X

Pen: 1

Special: Blast(1). Metalstorm pattern bolt shells burst into a spray of fragments just before they strike their target.

Cost: 22/shot

Availability: Very Rare





**Ammunition: 1.00 Bolt**

**Wt: 0,5 kg / 10 bolts**

**Dense core – regular**

Dam: 1d10+12X

Pen: 5

Special: -

Cost: 36/shot

Availability: Very Rare

**Kraken Penetrator**

Dam: 1d10+8X

Pen: 8

Special: Kraken pattern armour piercers are bolt shells which have adamantium tips and core for better armour penetration.

Cost: 36/shot

Availability: Very Rare

**Inferno Round**

Dam: 1d10+14E

Pen: 4

Special: Target must roll vs Agility or catch fire.

Cost: 54/shot

Availability: Very Rare

**Hellfire Round**

Dam: 1d10+12X

Pen: 4

Special: Toxic

Cost: 54/shot

Availability: Very Rare

**Stalker Round**

Dam: 1d10+8I

Pen: 3

Special: Reduces range by 20%. Weapon becomes silent.

Cost: 58/shot

Availability: Very Rare

**Metal Storm Round**

Dam: 1d10+12X

Pen: 2

Special: Blast(2). Metalstorm pattern bolt shells burst into a spray of fragments just before they strike their target.

Cost: 42/shot

Availability: Very Rare





## New weapon qualities:

### Hefty

Firing the weapon imposes -10BS unless the wielder has SB4+, Bulging biceps, or is wearing recoil gloves or power armour, or the weapon is braced (p127).

### Extra Hefty

Firing the weapon imposes -15BS unless the wielder has SB5+ and Bulging biceps, or is wearing power armour. The weapon must be braced (p127). If man-portable it can be braced without a bipod or tripod.

### Armoured

Counts as 1AP to body (front only) when used. Weapon will take far more punishment and damage than a normal weapon.

### Tripod

The weapon must be deployed on a tripod and set up, using a two man crew (gunner and loader) before it can be fired. It takes 4 full rounds to limber or unlimber the tripod setup.

Wt: 24kg  
Cost: 185  
Availability: Rare

### Flak plate

The weapon has a flak plate mounted on it to protect the crew. This counts as 'Cover – Iron 16AP' to the front only. The plate is removable and weighs 15kg.

## References:

Much of the 'fluff' text taken from:  
[http://wh40k.lexicanum.com/wiki/Bolt\\_Weapons](http://wh40k.lexicanum.com/wiki/Bolt_Weapons)

Bolt revolver (Mk.I Reason-Hyrus Pattern) found here, posted by 'Reason':  
<http://www.fantasyflightgames.com/ffgforums/posts/list/13186.page>

## Artists:

Mark  
<http://ghettomole.deviantart.com/>

Phillip Sibbering  
<http://www.philipsibbering.net/>

Johan Streiffert  
<http://strayferret.deviantart.com/>

Edward Little  
<http://orgun246.deviantart.com/>

Andrea Uderzo  
<http://andreauderzo.deviantart.com/>  
Nacho Fernandez  
<http://nachomon.deviantart.com/>

Artist (or artists) at Ordo Malleus web page  
<http://www.malleus.dk/Ordo/Default.aspx>





# BOLT WEAPONS TABLES

## Bolt Pistols

Name	Range	RoF	Ammo	Reload	Special	Weight	Cost	Availability
Mk.I Crow Pattern	30m	S/-/-	0.75	Full	Unreliable. Oldest pattern still in production. Pistol magazine or belt feed only	3,5kg	250	Rare
Mk.III Garm Pattern	30m	S/2/-	0.75	Full	Pistol magazine or belt feed only. Standard Imperial Officer sidearm of choice. Often brandished by Commissars.	4,5kg	350	Rare
Bolt Revolver Mk.I Reason-Hyrus Pattern	30m	S/-/-	0.75	2Full	Reliable. The bolt revolver features an integral 4-shot revolving drum. Reloading the drum takes 1 full action for two shots.	3kg	350	Very Rare
Mk.III Sacristan Pattern	30m	S/2/-	0.75	Full	Hefty. Reliable. Pistol magazine only. Made for Ordo Calixis.	3,3kg	380	Very Rare
Mk.III Mauler Pattern	30m	S/3/-	0.75	Full	Pistol magazine or belt feed only. Each is hand-made. For double price, it can be fitted to particular user, making it Best quality weapon.	2,75kg	375	Very Rare
Mk.I Astartes Ultima Pattern	30m	S/3/-	0.75	Full	Hefty. Armoured. Pistol magazine or belt feed only. Grip is made for use in power armour.	4,5kg	450	Very Rare
Micro Bolt Pistol Mk.IV Duke Pattern	10m	S/-/-	0.75	Full	Integral box magazine (contains 1 shot)	1kg	650	Very Rare

## Bolters (basic weapons)

Name	Range	RoF	Ammo	Reload	Special	Weight	Cost	Availability
Mk.XIX Avenger BX Pattern	90m	S/2/-	0.75	Full	-	8kg	500	Rare
Boltgun Carabine Mk.I Phandaal Pattern	60m	S/3/-	0.75	Full	Lightened and shortened boltgun.	4kg	350	Very Rare
Mk.I Crusade Pattern	70m	S/3/-	0.75	Full	Inaccurate. Oldest pattern still in production.	7kg	350	Very Rare
Mk.III Crusade Pattern	80m	S/3/-	0.75	Full	-	7,5kg	475	Very Rare
Mk.II Mars Scourge Pattern	90m	S/2/-	0.75	Full	Reliable. Hefty. Favoured by Adeptus Sororitas. Equipped with a sarrisa bayonet fixture (counts as axe in melee).	10kg	650	Very Rare
Mk.III Godwyn Pattern	80m	S/3/-	0.75	Full	Hefty.	6kg	500	Very Rare
Mk.IV Astartes Ultima Pattern	90m	S/3/6	0.75	Full	Hefty. Armoured.	8kg	650	Very Rare
Mk.IV Godwyn-Deaz Pattern	90m	S/3/-	0.75	Full	Hefty.	6kg	450	Very Rare
Mk.VII Nostra Pattern	60m	S/3/6	0.75	2Full	Inaccurate. Must be attached to the forearm of a power armour suit. Belt feed only.	5kg	1450	Very Rare



### Storm Bolters (basic weapons)

Name	Range	RoF	Ammo	Reload	Special	Weight	Cost	Availability
Mk.III Triplex Phall Pattern	60m	-/3/10	0.75	2Full	Inaccurate. Hefty.	11kg	900	Very Rare
Mk.IV Triplex Phall Pattern	90m	-/3/10	0.75	2Full	Inaccurate, Hefty, Armoured. Grip is made for use in power armour.	14kg	1000	Very Rare
Mk.VII Terminatus Pattern	80m	-/3/10	0.75	2Full	Inaccurate. Must be attached to the forearm of a power armour suit. Belt feed only.	6kg	1300	Very Rare
Combi Bolter Mk.I Conquest Pattern	80m	-/4/10	0.75	2Full	Inaccurate, Unreliable, Hefty, Armoured	6kg	1600	Very Rare

### Bolt Sniper Rifles (basic weapons)

Name	Range	RoF	Ammo	Reload	Special	Weight	Cost	Availability
Angelus Bolt Carabine	100m	S/-/-	0.75	3Full	Accurate. Integral stock magazine contains 3 shots. Each shot must be loaded individually, taking 1Full action per each shot loaded.	11kg	2000	Very Rare
Mk.I Axefield E Pattern	120m	S/-/-	0.75	5Full	Accurate. Illegal weapon, favoured by bounty hunters. Integral box magazine contains 5 shots. Each shot must be loaded individually, taking 1Full action per each shot loaded.	12kg	1500	Very Rare
Mk.IV Surgeon Pattern	150m	S/-/-	0.75	2Full	Accurate.	12,5kg	2500	Very Rare
Mk.VII Astartes Pattern	180m	S/-/-	1.00	2Full	Accurate. This is a bolt rifle preferred by Space Marine Scouts.	15kg	2800	Very Rare

### Heavy Bolters (heavy weapons)

Name	Range	RoF	Ammo	Reload	Special	Weight	Cost	Availability
Scout Heavy Bolter Mk.I Godwyn Pattern	100m	-/3/8	1.00	4Full	Inaccurate, Extra Hefty, belt ammunition only. This is a "scout" heavy bolter. It is used mainly in light infantry units, mostly Space Marine Scouts.	25kg	1500	Very Rare
Imperial Guard Heavy Bolter Mk.III Godwyn Pattern	120m	-/-/10	1.00	4Full	Tripod, Flak plate, belt ammunition only (becomes Unreliable if fired without the aid of a gunner to ensure the belt feeds properly)	50kg	1800	Very Rare
Heavy Bolter Mk.IVa Astartes Pattern	120m	-/3/10	1.00	8Full	Armoured. Extra Hefty. Belt ammunition only.	40kg	2000	Very Rare
Marine Heavy Bolter Mk.IVc Astartes Pattern	140m	-/3/10	1.00	8Full	Armoured. Extra Hefty. Belt Magazine Bulk-Hopper. Belt ammunition only.	42kg	2200	Very Rare





## Weapon Ranges and Modifiers

for Dark Heresy, by Magi 09/2008

<u>Range</u>	<u>Distance</u>	<u>Skill modifier</u>	<u>Damage modifier</u>
Point-blank	Up to 3m	+30	-
Short	Half Range	+10	-
Standard	Standard Range	0	-
Long	2x Range	-10	-
Extreme	3x Range	-30	-
Maximum	10x Range	-50	All damage is halved

Most weapons can fire even beyond maximum range, but the effect on target is negligible. Solid projectiles lose too much kinetic energy to be effective at those ranges. Laser, plasma and melta weapons lose beam coherency and dissipate. Bolt projectiles and missiles spend all their fuel and drop to the ground.

**Table 7-9: Size Modifiers**

<u>Size</u>	<u>Skill modifier</u>
Miniscule (Door handle, knife)	-30
Puny (Rat, servo-skull)	-20
Scrawny (Child, ash slug)	-10
Average (Human, mutant)	0
Hulking (Grox, combat servitor)	+10
Enormous (Silt spider, Land Speeder)	+20
Massive (Battle tank, scar wyrm)	+30

**Table 7-10: Cover Types**

<u>Cover Type</u>	<u>AP</u>
Light Wood, Armour-glas, Light Metal	4
Heavy Wood, Flakboard, Sandbags, Ice	8
Rockcrete, Thick Iron, Stone	16
Plasteel, Armaplas	32