

TEST DIFFICULTY

Difficulty Test Modifier

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

Roll Location

01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

CRITICAL TABLES

Energy	(page 248 to 249)
Explosive	(page 250 to 251)
Impact	(page 252 to 253)
Rending	(page 254 to 255)

WEAPON CRAFTSMANSHIP

	-10 to hit.
Poor	Weapon becomes Unreliable.
Good	+5 to hit.
Best	+10 to hit, +1 Damage.

COVER TYPES

Adds extra AP to locations hidden by cover.

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

ABRIDGED RANGED WEAPONS

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Lascannon	Heavy	300m	S/-/-	5d10+10 E	10	5	2 Full	Proven (3)
Lasgun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable
Laspistol	Pistol	30m	S/2/-	1d10+2 E	0	30	Half	Reliable
Las Carbine	Basic	75m	S/2/-	1d10+3 E	0	60	Half	Reliable
Long-Las	Basic	150m	S/-/-	1d10+3 E	1	40	Full	Accurate, Reliable, Felling (4)
M41 Multilaser	Heavy	150m	-/-/5	2d10+10 E	2	100	2 Full	Reliable

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Autogun	Basic	100m	S/3/10	1d10+3 I	0	30	Full	—
Autopistol	Pistol	30m	S/-/6	1d10+2 I	0	18	Full	—
Bow	Basic	40m	S/-/-	1d10 R	0	1	Half	Primitive (6), Reliable
Hand Cannon	Pistol	35m	S/-/-	1d10+4 I	2	5	2 Full	—
Harpoon Gun	Heavy	40m	S/-/-	2d10+2 R	0	1	4 Full	Crippling (5), Primitive (9), Snare (1)
Heavy Stubber	Heavy	100m	-/-/8	1d10+5 I	3	75	2 Full	—
M34 Autocannon	Heavy	300m	S/3/-	3d10+8 I	6	20	2 Full	Reliable
Shotgun	Basic	30m	S/-/-	1d10+4 I	0	8	2 Full	Scatter
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
Stub Rifle	Basic	120m	S/-/-	1d10+3 I	1	5	Full	Accurate

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Bolter	Basic	100m	S/3/-	1d10+5X	4	24	Full	Tearing
Bolt Pistol	Pistol	30m	S/2/-	1d10+5X	4	8	Full	Tearing
Combi-Bolter	Basic	80m	S/3/-	1d10+5X	4	32	2 Full	Tearing, Twin Linked
Heavy Bolter	Heavy	150m	-/-/6	1d10+8X	5	60	Full	Tearing
Legion Bolter	Basic	100m	S/3/-	1d10+9X	4	24	Full	Tearing
Legion Bolt Pistol	Pistol	30m	S/2/-	1d10+9X	4	8	Full	Tearing
Legion Combi-bolter	Basic	80m	S/4/-	1d10+9X	4	32	2 Full	Tearing, Twin-Linked
Legion Heavy Bolter	Heavy	150m	-/-/6	1d10+12X	5	60	Full	Tearing

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Inferno Pistol	Pistol	10m	S/-/-	2d10+10E	12	3	Full	Melta
Legion Meltagun	Basic	20m	S/-/-	2d10+13E	12	6	2 Full	Melta
Meltagun	Basic	20m	S/-/-	2d10+10E	12	5	2 Full	Melta
Multi-melta	Heavy	60m	S/-/-	2d10+16E	12	12	2 Full	Melta, Blast (1)

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Legion Plasma Gun	Basic	100m	S/2/-	1d10+12E	10	24	5 Full	Maximal, Overheats
Legion Plasma Pistol	Pistol	30m	S/2/-	1d10+10E	8	12	3 Full	Maximal, Overheats
Plasma Cannon	Heavy	150m	S/-/-	2d10+12E	10	16	5 Full	Blast (3), Maximal, Overheats
Plasma Gun	Basic	90m	S/2/-	1d10+8E	10	20	5 Full	Maximal, Overheats
Plasma Pistol	Pistol	40m	S/2/-	1d10+7E	8	10	3 Full	Maximal, Overheats

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Flamer	Basic	20m	S/-/-	1d10+4E	2	6	2 Full	Flame, Spray
Hand Flamer	Pistol	10m	S/-/-	1d10+4E	2	2	Full	Flame, Spray
Heavy Flamer	Heavy	30m	S/-/-	1d10+8E	5	10	2 Full	Flame, Spray
Legion Flamer	Basic	20m	S/-/-	1d10+9E	4	6	2 Full	Flame, Spray
Legion Heavy Flamer	Heavy	30m	S/-/-	1d10+12E	6	15	2 Full	Flame, Spray

Launcher Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Grenade Launcher	Basic	60m	S/-/-	†	†	6	2 Full	†
Missile Launcher	Heavy	300m	S/-/-	†	†	1	Full	†

COMBAT ACTIONS

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 bonus to hit as Half Action or +20 to hit as Full Action on character's next attack.
All Out Attack	Full	Attack, Melee	+30 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on the target with a -20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move at least 4 metres, +20 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer -20 to WS.
Delay	Half	Miscellaneous	Before character's next Turn, he may take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Miscellaneous	Test Dodge to negate a hit.
Feint	Half	Melee	Opposed WS Test, if character wins, his next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a psychic power.
Full Auto Burst	Half	Attack, Ranged	-10 to BS, one hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	-10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Lightning Attack	Half	Attack, Melee	-10 to WS, one hit per Degree of Success.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if character wins, move enemy 1 meter.
Move	Half/Full	Movement	Move up to movement as Half Action or twice movement as Full Action.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone.
Parry	Reaction	Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies get -20 BS and +20 WS.
Semi-Auto Burst	Half	Attack, Ranged	+0 to BS, additional hit for every two additional Degrees of Success.
Stand/Mount	Half	Movement	Stand up or mount a riding beast or vehicle.
Standard Attack	Half	Attack, Melee or Ranged	+10 to WS or BS, make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, -20 to BS.
Swift Attack	Half	Attack, Melee	+0 to WS, additional hit for every two additional Degrees of Success.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use A Skill	Varies	Miscellaneous	Character may use a Skill.

Accurate: Additional +10 to hit when used with an Aim Action, Accurate Basic weapons may do additional damage.

Balanced: +10 to Parry Skill when using this weapon.

Blast (X): All within the weapon's blast radius in metres is hit. Roll Hit Location and Damage individually for each person affected.

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

Defensive: +15 to Parry, -10 to hit.

Devastating (X): If the target is a Horde, the Horde suffers additional hits equal to the number in parenthesis.

Felling (X): The 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.

Flexible: This weapon cannot be parried.

Force: Normal weapon unless wielded by a psyker, see page 149.

Gyro-Stabilised: This weapon never counts its target as being further than Long Range. Heavy Weapons only suffer a -20 when not braced.

Hallucinogenic (X): This weapon induces hallucinations. See page 149.

Haywire (X): This weapon generates a field that troubles the machine spirits of technology. See page 149 for details.

Inaccurate: This weapon gains no bonus from Aiming.

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

Melta: Weapon doubles its Pen when firing at Short Range.

Overheats: Roll of 91 or more to hit causes Overheat, see page 150.

Power Field: When Parrying an attack made with a weapon that lacks this quality (or being Parried by same weapon), there is a 75% chance of destroying the attacker'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 roll results in three or more degrees of success, double the weapon's Penetration.

Recharge: Can only fire every-other Round.

Reliable: Weapon only Jams on unmodified roll of 00. Weapons that do not roll to hit do not Jam.

Sanctified: This weapon deals Holy damage, which has certain effects on Daemonic and warp creatures.

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

Shocking: If weapon causes Damage, make **Challenging (+0) Toughness Test** or be Stunned for Rounds equal to DoF.

Smoke (X): Creates smoke screen with diameter equal to (X) metres lasting 1d10+10 Rounds.

Spray: Weapon projects 30-degree arc cone out to the weapon's range. Weapon does not roll to hit; all creatures in path must make Agility Test or be hit.

Snare (X): The 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 attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.

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

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

Toxic: If weapon causes Damage, Test Toughness at -5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).

Twin-linked: Firer can either gain +10 to hit, or additional hit with one DoS.

Unbalanced: -10 when used to Parry.

Unreliable: Weapon jams on roll of 91 or higher.

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

Warp Weapon: Ignores armour, unless warded. Force Fields still protect as normal.



ABRIDGED MELEE WEAPONS

Chain Weapons

Name	Class	Dam	Pen	Special
Chainaxe (human)	Melee	1d10+4 R	2	Tearing
Chainaxe (Legion)	Melee	1d10+5 R	3	Tearing
Chainsword (human)	Melee	1d10+2 R	2	Tearing, Balanced
Chainsword (Legion)	Melee	1d10+3 R	3	Tearing, Balanced
Chain Halberd	Melee	1d10+3 R	3	Tearing

Power Weapons

Name	Class	Dam	Pen	Special
Legion Chainfist †	Melee	2d10† E	10	Power Field, Tearing, Unwieldy
Lightning Claw	Melee	1d10+6 E	8	Power Field, Proven (4), Special
Power Axe (human)	Melee	1d10+7 E	6	Power Field, Unbalanced
Power Axe (Legion)	Melee	1d10+8 E	7	Power Field, Unbalanced
Power Fist (human)†	Melee	2d10 E	8	Power Field, Unwieldy
Power Fist (Legion)†	Melee	2d10 E	9	Power Field, Unwieldy
Power Sword (human)	Melee	1d10+5 E	5	Power Field, Balanced
Power Sword (Legion)	Melee	1d10+6 E	6	Power Field, Balanced

Shock Weapons

Name	Class	Dam	Pen	Special
Shock Maul	Melee	1d10 I	0	Shocking
Electro-Flail	Melee	1d10+2 I	0	Flexible Shocking
Neural Whip	Melee	1d10+1 R	0	Flexible, Shocking

Primary Weapons

Name	Class	Dam	Pen	Special
Legion Combat Knife	Melee	1d10 R	2	
Axe	Melee	1d10+1 R	0	Unwieldy
Great Weapon	Melee	2d10	0	Unbalanced
Hammer	Melee	1d10+1 I	0	Primitive (9), Unbalanced
Sword	Melee	1d10 R	0	Balanced

† Chainfists and Power Fists double the user's Strength Bonus when adding to Melee Damage.

COMBAT DIFFICULTY SUMMARY

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack. Any test whilst Fatigued.
Difficult	-10	Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target. Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent.
Hard	-20	Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	-30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a target at Extreme range. Shooting at a target in darkness.

WEAPON JAMS

An unmodified roll of 96–00 weapon Jams. Full Action and BS Test to clear. Semi- and Full Auto Fire Jams on a 94–00.

TWO-WEAPON FIGHTING

Only one-handed weapons. Either make a single attack with either weapon (–20 for off-hand), or if you have the Two Weapon Wielder Talent, when making an Attack Action may make a second Attack Action 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 WEAPONS WITHOUT TALENT

–20 penalty when using a weapon without the appropriate Talent. In the case of Flame weapons, targets receive +30 to Agility Test to avoid being hit.

UNARMED COMBAT

WS Test to hit (–20 if opponent armed), inflicts 1d5–3 I+SB damage. In addition, inflicting damage greater than or equal to your target's Toughness Bonus also inflicts 1 level of Fatigue.

DAMAGE

When a character has sustained Damage equal to their Wounds, all further Damage is Critical Damage. When Critical Damage is suffered, consult the relevant Critical Table (pages 248–255), 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.

FATIGUE

Can suffer a number Fatigue equal to TB. Fatigued characters suffer –10 penalty to all Tests. If you suffer more Fatigue than TB, fall unconscious for 10–TB minutes. Each hour of complete rest removes 1 level of Fatigue; after 8 hours, Fatigue is reduced to 0.

STUNNED

Stunned characters cannot take Actions (including free ones), and opponents receive +20 to hit them.

LIGHTLY DAMAGED

If Damage taken is equal or less than twice TB.

HEAVILY DAMAGED

If Damage taken is more than twice TB.

BLOOD LOSS

10% chance of death each Round unless the character receives medical attention.

STANDARD ATTACK

+10 to WS or BS. On a success, the target is hit once. Result of 96–00 on BS test indicates weapon has Jammed.

SEMI-AUTO AND SWIFT ATTACK

+0 to WS or BS, for every 2 additional Degrees of Success gain another hit, as indicated on Multiple Hits Table (see below), or can be allocated to another target within 2m. Result of 94–00 on BS test indicates weapon has Jammed.

FULL-AUTO AND LIGHTNING ATTACK

–10 to WS or BS, for every degree of success gain another hit, as indicated on Multiple Hits Table (see below), or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

OVERWATCH

Spend Full Action to establish a kill zone 45-degrees from your facing and up to the Range of the weapon. May spend subsequent Turns waiting for targets to enter the zone. Character may make Standard Attack, Full Auto Burst, or Semi-Auto Burst to shoot any targets entering the zone. In addition 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 an attack.

SUPPRESSIVE FIRE

Character can suppress an area 45-degrees from facing and up to half the Range of the weapon. Choose Semi-Auto or Full Auto Burst. Targets within this area must make a **Difficult (–10) Pinning Test** (for Semi-Auto Burst) or **Hard (–20) Pinning Test** (for Full Auto Burst) or become Pinned. Make attack with –20 additional penalty to determine if anyone in area has been hit, GM assigns hit to random target. Extra hits scored for every 2 degrees of success. Result of 94–00 on BS test indicates weapon has Jammed.

PINNING

Pinned targets have Half Action only, 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.

MULTIPLE HITS FROM SEMI AND FULL AUTO FIRE

	Location	Second	Third	Fourth	Fifth	Additional Hits
Head	Head	Arm	Body	Arm	Body	
Arm	Arm	Body	Head	Body	Arm	
Body	Body	Arm	Head	Arm	Body	
Leg	Leg	Body	Arm	Head	Body	

MOVEMENT (METRES/ROUND)

AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

ABRIDGED ARMOUR

Name	Locations Covered	AP
Underhive Leathers	Arms, Body	1
Beast Furs	Body	2
Chainmail Coat	Arms, Body, Legs	3
Flak Helmet	Head	2
Flak Vest	Body	3
Flak Cloak	Arms, Body, Legs	3
Guard Flak Armour	All	4
Mesh Vest	Body	4
Mesh Combat Cloak	Arms, Body, Legs	4
Carapace Helm	Head	4
Light Carapace	Arms, Body, Legs	5
Chest Carapace Plate	Body	6
Heavy Carapace	All	6
Light Power Armour	All	7
Power Armour	All	8
Legion Power Armour	All	8
Legion Terminator Armour	All	14

HORDES

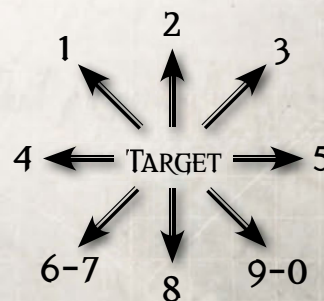
Attacking A Horde: A character can damage a Horde by shooting it or attacking it in melee. These attacks are treated as if they are against a single creature. Characters must still roll to hit a Horde, but the appropriate size bonus should apply to these tests based on the Horde's Magnitude. Weapons that can fire on full, or semi-auto will cause additional hits. These hits must be allocated against the Horde and not any individual Elites or Masters that may also be present.

Damaging a Horde: This follows the following rules:

- Each hit that causes any amount of damage reduces a Horde's Magnitude by one. Therefore, an attack that, after accounting for armour and Toughness Bonus, causes 15 points of damage reduces the Horde's Magnitude by 1. The deliberate consequence of this is that sustained fire and blast weapons are much more effective against Hordes than weapons which fire only one shot; a lascannon is a weapon for destroying tanks, not mowing down large numbers of infantry.
- Weapons that inflict Explosive Damage (X) gain a bonus against Hordes, and count as having inflicted one additional Hit.
- Locations are not used when fighting a Horde.
- A Horde has a single armour value at is applied to all damage rather than different armour values for different locations.
- Hordes may be Pinned as normal (with the entire Horde making a single Willpower Test). However, Hordes gain a bonus to their Willpower Tests to resist pinning equal to its Magnitude.

Melee: When fighting against a Horde in Melee, a Heretic inflicts one hit for every two Degrees of Success on his Weapon Skill Test. Melee weapons with the Power Field Quality inflict one additional hit.

Blast Weapons: A Blast weapon that hits a Horde hits a number of times equal to its Blast value. So a grenade with Blast (4) will automatically hit four times if successfully lobbed into the Horde.



Scatter Diagram

