

Close Combat Weapons			
Name	Range	Damage	Traits
Chain Fist (?)	CC	1x as user + W6 (?)	Pierce/3 - Slow - (?)
Chainsword	CC	as user + 1	Pierce/1 - Parry
Power Fist (?)	CC	1x as user + W6 (?)	Pierce/3 - Slow - (?)
Power Weapon	CC	as user	Pierce/3 - Parry
Lightning Claw	CC	as user	Pierce/3 - Parry
Thunder Hammer (?)	CC	1x as user + W6 (?)	Pierce/3 - Slow - (?)
Pistols			
Name	Range	Damage	Traits
Bolt Pistol	15 "	D6+2	Pierce/2 - Multihit
Hand Flamers	8 "	D6	Pierce/1 - LZ (Stream) - Flame
Plasma Pistol	15 "	D10	Pierce/2 - Retaliate
Light Weapons / Assault Weapons			
Name	Range	Damage	Traits
Sniper Rifle	60 "	D10+2	Pierce/1 - Sniper - Accurate - Heavy - Slow
Bolt Gun	30 "	2x D6+2	Pierce/2 - [Auto] - Multihit
Flamer	8 "	D6+1	Pierce/1 - LZ (Stream) - Flame
Meltagun	10 "	D10+2	Killshot - LZ (Stream) - Multihit
Plasma Gun	30 "	D10+2	Pierce/2 - LZ (1 ") - Retaliate
Shotgun			Slow
- Full Bullet	10 "	D10	Pierce/3
- Shot Bullet	10 "	D6+2	LZ (1 ") - Spread
Storm Bolter	30 "	3x D6+2	Pierce/2 - [Auto] - Multihit

Heavy Weapons			
Name	Range	Damage	Traits
Assault Cannon	30 "	4x D6+2	Pierce/2 - Auto - AA - Ready - Heavy - Slow
Twin-Linked Assault Cannon	30 "	8x D6+2	Pierce/2 - Auto - AA - Ready - Heavy - Slow
Autocannon	50 "	2x D10	Pierce/2 - Auto - AA - Ready - Heavy - Slow
Twin-Linked Autocannon	50 "	4x D10	Pierce/2 - Auto - AA - Ready - Heavy - Slow
Heavy Bolter	40 "	3x D6+3	Pierce/2 - [Auto] - Multihit Ready - Heavy - Slow
Twin-Linked Heavy Bolter	40 "	6x D6+3	Pierce/2 - Auto - Multihit Ready - Heavy - Slow
Cyclone Missile Launcher	Missiletype	2x Missiletype	Ready - Heavy - Slow
Missile Launcher	Missiletype	Missiletype	Ready - Heavy - Slow
Typhoon Missile Launcher	Missiletype	2x Missiletype	Ready - Heavy - Slow
Flamestorm Cannon	8 "	D6+3	Pierce/3 - LZ (Stream) - Flame Ready - Heavy - Slow
Heavy Flamer	8 "	D6+2	Pierce/2 - LZ (Stream) - Flame Ready - Heavy - Slow
Lascannon	50 "	D10+3	Pierce/3 - Beam (4) - Ready - Heavy - Slow
Twin-Linked Lascannon	50 "	2x D10+3	Pierce/3 - Beam (4) - Ready - Heavy - Slow
Multi-Melta	20 "	D10+4	Killshot - LZ (Stream) - Multihit Ready - Heavy - Slow
Plasma Cannon	40 "	D10+2	Pierce/3 - LZ (2 "/LoS) - Multihit Retaliate - Ready - Heavy - Slow
Support Weapons			
Name	Range	Damage	Traits
Demolisher Cannon	30 "	D10+4	Pierce/3 - LZ (3 "/LoS) - Bunker Buster (D6) Multihit - Ready - Heavy - Slow
Whirlwind Multiple Missile Launcher			Ready - Heavy - Slow
- Vengeance Missile	15 - 60 "	D6+2	Pierce/1 - LZ (3 ")
- Castellan Missile (Mines)	15 - 60 "	Special	[LZ (3 ")]
- Incendiary Castellan Missile	15 - 60 "	D6+1	Pierce/1 - LZ (3 ") - Flame

Missile Types			
Name	Range	Damage	Traits
<i>AA Missile</i>	<i>60 "</i>	<i>D10+4</i>	<i>Pierce/2 - LZ (2 ") - AA only - Agile - Direct Fire</i>
<i>Krak Missile</i>	<i>60 "</i>	<i>D10+3</i>	<i>Pierce/3 - LZ (1 ")</i>
<i>Frag Missile</i>	<i>60 "</i>	<i>D6</i>	<i>Pierce/1 - LZ (2 ")</i>
<i>Melta Missile</i>	<i>60 "</i>	<i>D10+2</i>	<i>Killshot - LZ (1 ") - Multihit - one-shot</i>
<i>Plasma Missile</i>	<i>60 "</i>	<i>D6+2</i>	<i>Pierce/2 - LZ (2 ")</i>
Grenade Types			
Name	Range	Damage	Traits
<i>Krak Grenade</i>	<i>Thrown 10 " / CC</i>	<i>D10+3</i>	<i>Pierce/3</i>
<i>Frag Grenade</i>	<i>Thrown 10 "</i>	<i>2x D6</i>	<i>Pierce/1 - LZ (2 ")</i>
<i>Melta Bomb</i>	<i>Placed / CC</i>	<i>D10+2</i>	<i>Killshot - Multihit - one-shot - remote (if placed)</i>
<i>Plasma Grenade</i>	<i>Thrown 10 "</i>	<i>D6+2</i>	<i>Pierce/2 - LZ (2 ")</i>