

Long Range	Improve Hit Stat by 1 when within 5" of weapon's range limit
Mid Range	Improve Hit Stat by 1 when shooting within 2.5" in either way from the middle of the range
Short Range	Improve Hit Stat by 1 when shooting within 5"
Blast	Half of the total damage is dealt to all units within 6" of the primary target
Anti-X	When shooting X type of an enemy, AP stat is 2+ instead of what is shown on the datasheet
Piercing X	Reduce enemy armour by X when shooting with this weapon
Reliable X+	HIT stat cannot go above X+, instead of 6+
Assault	If this unit has moved it's max Move distance this round, add 1 to both it's DMG stats
Scoped	If this unit has not moved this round, improve it's AP stat by 1 to a max of 2+
Unwieldy	If this weapons is used, no other weapon can be used (except if it has Auxiliary keyword)
Auxiliary	This weapon stats cannot be modified (unless stated otherwise), and can be used even with Unwieldy weapon
Indirect Fire	Target doesn't have to be within line of sight
Accurate	You can re-roll your Hit dice
Penetrating	You can re-roll your AP dice
Twinned	This weapon can be used twice in one shooting action. Ignore all positive modifiers for the second attack