

Name	Range	S	AP	Rules
Autopistol	12	3	-	Pistol
Autogun	24	3	-	Rapid Fire
Autocannon	24	5	-	Heavy 20
Assault cannon	24	6	4	Heavy 4, Rending
Autocannon	48	7	4	Heavy 2
Quad-gun	48	7	4	Heavy 4, Rending
Battle Cannon	72	8	3	Heavy 1, Large
Bolt pistol	12	4	5	Pistol
Boltgun	24	4	5	Rapid Fire
Storm Bolter	24	4	5	Assault 2
Heavy bolter	36	5	4	Heavy 3
Vulcan mega-bolter	60	6	3	Heavy 15
Combi-1:Boltgun	24	4	5	Rapid Fire
Combi-2:Flamer	Template	4	5	Assault 1, One Use
Combi-2:Grav-gun	18	*	2	Grav 2/3,
Combi-2:Meltagun	12	8	1	Assault 1, Rending,
Combi-2:Plasma gun	24	7	2	Rapid Fire, Gets Hot
Hand flamer	Template	3	6	Pistol
Flamer	Template	4	5	Assault 1
Diagnosic beam flamer	Template	5	4	Assault 1
Flamespurt	Template	5	4	Assault 1
Heavy flamer	Template	5	4	Assault 1
Heavy flamethrower	Template	5	4	Heavy 1
Inferno cannon	Template	6	4	Heavy 1, Torrent
Flamestorm cannon	Template	6	3	Assault 1
Grav-pistol	12	*	2	Pistol, Concussive,
Grav-gun	18	*	2	Grav 2/3,
Grav-cannon	24	*	2	Grav 3/3,
Hot-shot laspistol	6	3	3	Pistol
Laspistol	12	3	-	Pistol
Hot-shot lasgun	18	3	3	Rapid Fire
Lasgun	24	3	-	Rapid Fire
Multi-laser	36	6	6	Heavy 3
Lascannon	48	9	2	Heavy 1
Icarus lascannon	96	9	2	Heavy 1, Interceptor
Inferno pistol	6	8	1	Pistol, Melta
Meltagun	12	8	1	Assault 1, Melta
Multi-melta	24	8	1	Heavy 1, Melta
Melta cannon	24	8	1	Heavy 1, Blast, Melta
Frag missile	48	4	6	Heavy 1, Blast
Flakk missile	48	7	4	Heavy 1, Skyfire
Krak missile	48	8	3	Heavy 1
Plasma pistol	12	7	2	Pistol, Gets Hot
Plasma gun	24	7	2	Rapid Fire, Gets Hot
Plasma cannon	36	7	2	Heavy 1, Blast, Gets Hot

Stub gun	12	3	-	Pistol	
Shotgun	12	3	-	Assault 2	
Space machine gun	12	4	-	Assault 2	
Heavy stubber	36	4	-	Heavy 3	
Sniper rifle	36	X	6	Heavy 1, Sniper	
Chafist	-	Ux2	2	Melee, Armoured	
Chainsword	-	U	-	Melee	
Eviscerator	-	Ux2	2	Melee, Two-Handed	
Heavy chainsword	-	U+2	5	Melee	
Dreadnought CCW	-	Ux2	2	Melee	
Force sword	-	U	3	Melee, Force	
Force axe	-	U+1	2	Melee, Force, Concussive	
Force stave	-	U+2	4	Melee, Force, Concussive	
Lightning claw	-	U	3	Melee, Special Weapon	
Power fist	-	Ux2	2	Melee, Unwieldy	
Power sword	-	U	3	Melee	
Power axe	-	U+1	2	Melee, Unwieldy	
Power maul	-	U+2	4	Melee, Concussive, Force	
Power lance(Charge)	-	U+1	3	Melee	
Power lance(Regular)	-	U	4	Melee	
Thunder hammer	-	Ux2	2	Melee, Concussive, Special Weapon	
Witchblade	-	U	-	Melee, Armoured	
Assault grenade	8	3	-	Assault 1, Blast	без штрафов в
Range(Range)	8	4	4	Assault 1, Blast	без штрафов в
grenade(CQC)	-	4	4	Assault 1, Blast	Charge
Defensive grenade	8	1	-	Assault 1, Blast	при charge в
haywire	8	2	-	Assault 1, Haywire	отража
grenade(CQC)	-	2	-	Assault 1, Haywire	
Krak grenade(Range)	8	6	4	Assault 1	
Krak greande(CQC)	-	6	4	Assault 1	
Melta bomb	-	8	1	Assault 1, Haywire	
CCW	-	U	-	Melee	