

# WEAPON QUALITIES

v1.09

**AMMO CLIP:** Each hit from a weapon with this quality may gain one of the following additional qualities for the duration of that hit: Brutal, Disrupt, Shred or Stun.

**ATTUNED:** During any Focused Combat Action this unit may give all Attuned weapons it carries a Piercing equal to half the wielding model's Mind Attribute. Example: Legendary Walks Looking has a Mind Attribute of 7. She spends an Action point to make her Strike Action Focused, giving her Spirit Blades a Piercing of -4 (half of her Mind attribute).

**BEACON:** The weapon acts as a homing device for friendly models in reserve. Should the weapon hit an enemy unit, then any friendly

unit held in Reserve gains +1 to their Reserves Checks. A unit successfully using this bonus must deploy as close as possible to the targeted enemy unit.

**BLAST:** This type of weapon uses the Blast template when determining hits, centred on the Initial Target. If the model fails their Aim Check when using this weapon, it is assumed the shot is a dud and has failed to detonate. Should any model be successfully hit by the weapon then any models touched by the template are automatically hit. When used in a Free Shoot Action, a Blast weapon does not use the template and instead causes d5 hits on the target (with a maximum of one hit per model).



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**BRUTAL:** After resolving one or more successful hits on the target unit with this weapon, resolve a further single automatic hit on the same unit. You may only gain a single additional hit from this weapon in each Action.

**CLOSE WORK:** This Ranged Weapon may be used as a Melee Weapon in a Strike Action using the model's Fight Attribute rather than using Aim. If used as a Melee Weapon, then for the remainder of the turn the weapon has a Melee range of 2" and when used in a Strike Action it suffers a -3 penalty to the Fight Check.

**COMPLEX:** A model using this weapon suffers a -2 penalty to any Aim or Fight Check. If this weapon has the Indirect quality, it cannot spend +1 Action Point to ignore the Indirect quality.

**DECAPITATE:** When an S, M or L target is hit by an Action made with this weapon, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE models are unaffected by Decapitate and so the benefit is not conferred.

**DISORDER:** If the Initial Target fails a Grit Check by a hit from this weapon, in addition to being Wounded, the unit gains the Disordered Condition. SPIRIT or STRUCTURE models are unaffected by Disorder. If the unit is already Disordered, the hit gains the Lethal quality instead.



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**DISPLACE:** When an enemy model in a unit is hit by this weapon in an Action, the enemy model scatters d5" in a random direction (remembering the Path of Least Resistance of course). The unit gains the Disordered Condition if the model scatters out of Unit Coherency. Models in the unit cannot be placed out of the Play Area, into Impassable terrain or within a building or model with capacity. Models within a building or within a model with capacity cannot be Displaced.

**DISRUPT:** Any MACHINE or CONSTRUCT model hit by this weapon gains the Stunned and Disordered Condition, even though it might not normally be able to do so. If the unit is already Stunned and/or Disordered, the hit gains the Lethal quality instead.

**DRAG:** When a model with this weapon successfully hits an enemy model, the enemy model is moved d5" towards this model (remembering the Path of Least Resistance of course). Models in the target unit cannot be Embarked, dragged out of the Play Area or into Impassable terrain. A failed Grit check from an attack using this weapon also causes the target unit to gain the Disordered Condition.

**ENGULF:** Hits using a Torrent or Blast weapon with this quality ignore Obscured bonuses to Grit Checks. If an Initial Target in a building is hit by this weapon, every model occupying the same level of that building are automatically hit as well.

**FATAL:** Hits with this quality ignore the Mettle rule.



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**HAZARDOUS:** A model hit by a weapon with this quality immediately becomes affected by the Hazard Condition. If the unit is already affected by a Hazard Condition, the hit becomes Lethal instead.

**HEAVY:** Unless carried by a MACHINE, the weapon can only be used in a Combat Action if the unit does not make a Move or Charge Action during that Activation.

**INDIRECT:** A weapon with this quality does not require Line of Sight to its target and ignores Obscured penalties. Make an Aim Check as normal. If the Check fails, the shot is assumed to go wide and not cause any effect on the game. If the Check is passed, place the centre

of the Blast template over the intended target and then the template scatters d5+1 inches in a random direction. Any models touched by the template are automatically hit. Use the centre of the template for determining direction for calculating Obscured bonuses to Grit Checks. A model may spend an additional +1 Action Point to ignore this quality when using this weapon in a Shoot Action.

**LETHAL:** Successful Grit Checks must be re-rolled against hits from this weapon.

**LINKED:** Combat Actions using this weapon may re-roll failed Aim or Fight Checks.



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**OVERCHARGED:** A weapon with this quality gains the Disrupt and Hazardous qualities for the duration of that Action. If the weapon already has both of those qualities it gains the Lethal quality as well.

**PARRY:** The weapon or shield is designed for deflecting enemy attacks. A model with this weapon or shield forces a single successful hit per Strike Action to be re-rolled. Models with the VEHICLE Trait or the Reanimated Common Rule may not Parry.

**PORTAL WEAPON:** The weapon may be used as normal for its type. It is assumed that the Portals it emits are very small and designed to cause vortex damage to a target rather than create a fully functioning Portal. Alternatively, the weapon may be used to make a Manipulate Portal Action.

**REFINED:** Actions made with this weapon score a Critical Success on a natural roll of a 9 or a 10.

**REVOLVER FAN:** Once per Activation, the unit may spend an Action Point and double its Rate of Attack with this weapon in a Shoot Action. During that Shoot Action the model receives a -2 penalty to their Aim Attribute. When using the Revolver Fan quality, the weapon cannot score a Critical Success.

**SHRED:** Attacks using this weapon ignore the Obscured modifiers to Grit or Aim conferred from the first piece of terrain in its path. Should there be further terrain pieces which can confer Obscured bonuses, then these are applied as normal.



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**SMOKESCREEN:** This weapon may be targeted at the ground instead of at an enemy unit. Should the weapon successfully hit, place a Blast template at the point targeted. The template remains in place until the end of the turn. While in play, the template is considered Area Terrain and any model touching the template receives the Shrouded Common Rule and suffers from the Disordered Condition. Furthermore, the template counts as an XL sized piece of Area Terrain providing an Obscured bonus as normal.

**SPECIAL:** This weapon may only be used by the model once per Activation.

**STUN:** If a non-VEHICLE or CONSTRUCT Initial Target passes a Grit Check by a hit from this weapon, the target model gains the Stunned Condition. If the model hit is already Stunned then the hit gains the Lethal quality.

**SUICIDE:** If a model uses a weapon with this quality, the model is removed from play once the Action is resolved. If the weapon uses a template, and there are multiple models potentially hit, the hit must be resolved before any other models in the unit may shoot. Example: A unit of five Constructs detonate their Failsafe Implants. The first Construct (of the controlling player's choice) resolves the Blast, centred on itself. Not only does this Blast automatically remove the construct from play as it is a suicide weapon, but the Blast also catches two other Constructs in the unit. They both fail their Grit checks and are also removed, without resolving their own potential Blasts. Now the controlling player may choose one of the remaining two constructs and detonates their Failsafe Implants, one at a time.



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**TANGLE:** In addition to passing a Grit Check as normal, a unit hit by a Tangle weapon must pass a Fight Check. If it passes, the unit suffers no additional effect. If the unit fails, the unit immediately receives the Stunned and Disordered Conditions. Units with the SPIRIT Trait are immune to Tangle.

**THROWN:** Once per Activation the weapon may be used as a Ranged Weapon with an 8" range with the Rate of Attack indicated.

**TORRENT:** Use the tear shaped Torrent template with this weapon. The narrow end is placed flat touching any point of the edge of the attacker's base, with the centreline touching the initial target of the shoot action. If the Initial Target is not hit by the attack, it is assumed the weapon has failed to fire. Should the Initial Target be successfully hit then all models touched by the template are automatically hit. This does not include the firing model! Models that have their Line of Sight completely blocked from the original attacker by terrain can still be affected by the torrent but cannot be the Initial Target. When used in a Free Shoot Action, a Torrent weapon does not use the template and instead causes d5 hits on the target (with a maximum of one hit per model).

