

WEAPON QUALITIES

AMMO CLIP: When declaring a weapon with this quality will be used in a Combat Action, as well as its normal quality, you may choose one of the following additional qualities for it to gain for the duration of the Action: Brutal, Lethal, Shred, or Stun.

ATTUNED: When this Unit Focuses a Combat Action, any Attuned weapon it is using increases its Piercing value by -1.

BLAST: When determining successful hits from this weapon, centre the Blast template over the Initial Target, 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).

BRUTAL: Once per Combat Action, after resolving one or more successful wounds on a target with this weapon, the target receives a further single wound on the same Unit regardless of the weapon's Rate of Attack.

CLOSE WORK: This weapon may be used as a Melee Weapon in a Strike Action, it uses the Model's Fight Attribute rather than its Aim. When used as a Melee Weapon, for the remainder of the Round this weapon has a Melee range of 1" and when used in a Strike Action it suffers a -3 penalty to the Fight Check.

DISORDER: Weapons with this quality inflict the Disordered Condition on the Initial Target. If the Unit already has the Disordered Condition the weapon gains the Lethal quality instead.

FATAL: Successful hits from this weapon ignore the Mettle rule.

HAZARDOUS: Weapons with this quality inflict the Hazard Condition on the Initial Target. If the Unit already has the Hazard Condition the weapon gains the Lethal quality instead.

HEAVY: Unless this weapon is carried by a Model with the MACHINE Trait, the Unit may not perform any Move/Charge Action during its Activation to use this weapon. If the Unit has already made a Move/Charge Action it cannot use this weapon in a Combat Action during the same Activation. A Model may spend +1 Action Point to ignore this quality.

INDIRECT: This weapon ignores Line of Sight and Obscured penalties. When determining successful hits from this weapon, centre the Blast template over the Initial Target, it then scatters d5+1" in a random direction and then any Models covered by the template are automatically hit. Use the centre of the template for determining its direction when calculating Obscured bonus.

When using this weapon in a Shoot Action, if a Critical Success is rolled for the Aim check it does not scatter.



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

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

REFINED: Actions made by weapons with this quality score a Critical Success on a natural roll of 9 or 10.

SHOCK: Weapons with this quality inflict the Disordered and Stunned Conditions on the Initial Target. If the Unit already has the Disordered or Stunned Condition the weapon gains the Lethal quality as well.

SHRED: Attacks made using this weapon ignore any Obscured modifiers to Aim conferred from any Terrain in its path. Intervening Models confer Obscured as normal.

SPECIAL: This weapon may only be used once by each Model in the Unit per Activation. They cannot be focused, used in Reactions or used outside of their Activation.

STUN: Weapons with this quality inflict the Stunned Condition on the Initial Target. If the Unit already has the Stunned Condition the weapon gains the Lethal quality instead.

TANGLE: Any Initial Target that is successfully hit by this weapon must also pass a Fight Check, as well as the standard Grit Check, or the Unit immediately gains both the Stunned and Disordered Conditions.

THROWN: Once per Activation, this weapon may be used as a Ranged Weapon that has an 5" range with the Rate of Attack indicated.

TORRENT: This weapon uses the tear-shaped Torrent template when determining which Models are hit by its Attack.

After successfully hitting an Initial Target, place the narrow end of the template in base contact with the Attacker with its centreline touching the Initial Target. All Models touched by the template, excluding the Attacker, are automatically hit. Models that have their Line of Sight completely blocked from the original attacker can still be affected, but cannot be the Initial Target.

When used in a Free Shoot Action, this weapon does not use the template and instead rolls one die to hit, with a success causing d5 hits on the Initial Target (with a maximum of one hit per Model).

UNWIELDY: A Model suffers a -2 penalty to any Aim or Fight Check when using this weapon.

