

Ranged weapons

Arc Pistol

Arc weapons are powered by bulky permacapacitors shipped from Mars' Great Repositorium. Some of these zinc-plated blocks store energy from the days when the Imperium was young. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second.

Pistol 30m S/-/ 2D10+4E Pen 3 Clip 15 2 Full Shocking, Haywire, Reliable 4kg Extremely Rare Used with backpack ammo supply.

Arc Rifle

Basic 100m S/4/- 2D10+6E Pen 3 Clip 20 2 Full Shocking, Haywire, Reliable 9kg Extremely Rare Used with backpack ammo supply.

Eradication Ray

The thin yellow beam fired by the eradication beamer widens as it projects outward from the weapon's distinctive muzzle. Those in the middle distance will be ravaged on a molecular level by its impossible technologies. Those close by are simply atomised, their physical forms scattered to the hot winds of war without a sound.

Heavy 100m S/-/ 2D10+6 E Pen 8 Clip 20 3 Full Disintegrate, Recharge, Blast(3) 55kg Near Unique At short range, Damage increases by 1D10+3 and Pen is doubled but it loses Blast.

Flechette Blaster

The flechette blaster is lightweight but lethal, a favoured tool of the Sicarian Infiltrator. It fires hundreds of tiny darts, each of which bears a dormant cerebral cell awakened in the gun's chamber. Where one dart hits home it emits a bioelectric pulse that attracts others, resulting in a series of impacts that burrow through bone.

Pistol 20m S/5/10 1D10+1 R Pen 0 Clip 60 Full Tearing, Storm 2kg Extremely Rare

Galvanic Rifle (MkIV Arkhan)

Modelled after the hunting flintlocks of Mars' past, the Mk IV Arkhan galvanic rifle is a precision tool in the hands of a Skitarii Ranger. Its bodywork is that of an antique, with a polished wooden stock and curlicues that echo the sandy seas of Mars' desert. Yet the galvanic servitor-bullets inside are incredibly advanced. When such a bullet strikes home, it causes all the potential energy of the target to burn out in a killing blast of electric force.

Basic 150m S/3/- 1D10+4 E Pen 6 Clip 15 Full Accurate, Auto-Stabilized, Proven 4 6kg Extremely Rare When linked via Weapon-MIU, Tech-Use may be used to fire the weapon instead of Ballistic Skill.

Gamma Pistol

The gamma pistol is entrusted only to the truly blessed. The beam of ionizing radiation that leaps from its muzzle can reduce a man to a blackened shadow in a second, but this is a waste of its true strength – those able to tame its savage machine spirit can cut holes in an Aquila Strongpoint if necessary.

Pistol 30m S/2/- 1D10+12E Pen 8 Clip 15 2 Full Melta, Irradiated 5kg Extremely Rare

Macrostubber

The macrostubber is an antique pistol able to hurl out a thunderous cloud of solid slugs. Though the pistol's weapon-science is relatively blunt, the sight of its bullet stream chewing the flesh of the foe offers an undeniable charm to even the most jaded Tech-Priest.

Pistol 30m S/5/10 1D10+4 I Pen 3 Clip 30 Full - 8kg Near Unique

Phosphor Blast Pistol

Though the crawling horror of phosphex weaponry is all but forgotten in the Imperium, the blinding white fire of phosphor weaponry is still utilised by the Skitarii to mark out high priority targets amongst the battlefield murk. If those struck by the burning spheres fired by these weapons are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

Pistol 30m S/2/- 1d10+5 E Pen 4 Clip 6 Half Flame, Luminagen 3kg Extremely Rare Luminagen - Any shots fired at a target hit by this weapon for the next D10 turns gains a +10 Bonus to Hit and ignores darkness based visibility modifiers

Phosphor Serpenta Pistol

50m S/-/ 1d10+5 E Pen 4 Clip 8 Full Flame, Blast(1), Luminagen 6kg Extremely Rare Luminagen - Any shots fired at a target hit by this weapon for the next D10 turns gains a +10 Bonus to Hit and ignores darkness based visibility modifiers

Phosphor Blaster

Basic 100m S/4/- 1d10+5 E Pen 4 Clip 24 Full Flame, Luminagen 12kg Extremely Rare Luminagen - Any shots fired at a target hit by this weapon for the next D10 turns gains a +10 Bonus to Hit and ignores darkness based visibility modifiers

Heavy Phosphor Blaster

Heavy 180m S/5/10 2d10+6 E Pen 8 Clip 60 3 Full Flame, Blast(2), Luminagen 40kg Extremely Rare Luminagen - Any shots fired at a target hit by this weapon for the next D10 turns gains a +10 Bonus to Hit and ignores darkness based visibility modifiers

Plasma Caliver

As volatile as it is deadly, the plasma caliver exchanges range for a truly terrifying rate of fire. A squad of Skitarii armed with several plasma calivers lights up the night with each volley. To say they risk life and limb in the process is a grave understatement, yet to their Tech-Priest masters, such collateral damage matters not at all.

Basic 60m -/4/8 1D10+7 E Pen 6 Clip 40 5 Full Overheats, Maximal 20kg Extremely Rare

Plasma Culverin

Plasma culverins sacrifice the range of their cannon-pattern equivalents in exchange for a higher rate of fire. Only the Adeptus Mechanicus dare coax such rampant destruction from their plasma weaponry, yet to the adepts of Ryza in particular, the scars they leave on wielder and war zone alike are considered quite normal.

Basic 90m S/4/- 2D10+10 E Pen 8 Clip 30 5 Full Overheats, Maximal, Blast(3) 40kg Extremely Rare

Stubcarbine

The stubcarbine, though compact, has the stopping power of the heavy stubbers mounted on the tanks of the Astra Militarum. When a squad of Sicarians opens fire with these weapons, the air fills with a storm of solid shot that chews their victims to ruin.

Basic 100m S/3/10 1D10+4 I Pen 3 Clip 20 2 Full - 9kg Very Rare

Radium Pistol

Radium weapons are so volatile that they eventually kill their wielders. Their baroque beauty belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars. Each weapon's bullet cylinder is so thoroughly bathed in radium that a volley can cause a localised rad-storm.

Those inside soon find their flesh blackening and sloughing away.

Pistol 30m S/2/- 1D10+2 E Pen 4 Clip 30 Half Irradiated, Toxic 2kg Extremely Rare Rad-Poisoning: Every week the user is in contact with the weapon, he must make a -10 toughness test or take 2D10 Toughness damage. Those within two metres of enemies killed by this weapon test for Radiation as well.

Radium Carbine

Basic 100m S/4/8 1D10+3 E Pen 4 Clip 60 Full Irradiated, Toxic 5kg Extremely Rare Rad-Poisoning: Every week the user is in contact with the weapon, he must make a -10 toughness test or take 2D10 Toughness damage. Those within two metres of enemies killed by this weapon test for Radiation as well.

Radium Jezzail

Basic 150m S/2/- 1D10+3 E Pen 4 Clip 10 Full Irradiated, Toxic, Accurate 7kg Extremely Rare Rad-Poisoning: Every week the user is in contact with the weapon, he must make a -10 toughness test or take 2D10 Toughness damage. Those within two metres of enemies killed by this weapon test for Radiation as well.

Transuranic Arquebus

The precision and inhuman efficiency that typify the Skitarii Legions are epitomised by these long-barrelled heavy weapons. Firing a shell of depleted transuranium, the arquebus can puncture a tank from one side to the other, the resultant pressure wave also pulping any biological creatures that may be sheltering inside.

Heavy 300m S/-/- 2D10+10 I Pen 6 Clip 5 2 Full Accurate, Razor Sharp, Proven(3) 12kg Extremely Rare Cannot be fired unless braced or if the user has the auto-stabilised trait.

Volkite Serpenta Pistol

20m S/-/- 1D10+8 E Pen 4 Clip 10 Full Deflagrate, Devastating(1), Disintegrate 4kg Near Unique Deflagrate: When hitting an organic target. It deals an extra XD10 damage, where X is the amount dealt by the shot after armour and toughness divided by ten. If an enemy is killed from Deflagrate, those within 1D5 metres take XD10 damage as well.

Volkite Charger

Basic 60m S/3/- 1D10+8 E Pen 4 Clip 24 Full Deflagrate, Devastating(1), Disintegrate 8kg Near Unique Deflagrate: When hitting an organic target. It deals an extra XD10 damage, where X is the amount dealt by the shot after armour and toughness divided by ten. If an enemy is killed from Deflagrate, those within 1D5 metres take XD10 damage as well.

Volkite Caliver

Basic 120m -/5 1D10+10 E Pen 4 Clip 40 2 Full Deflagrate, Devastating(2), Disintegrate, Recharge 12kg Near Unique Deflagrate: When hitting an organic target. It deals an extra XD10 damage, where X is the amount dealt by the shot after armour and toughness divided by ten. If an enemy is killed from Deflagrate, those within 1D5 metres take XD10 damage as well.

Volkite Culverin/Blaster

Favoured during the Great Crusade before the Terran boltgun drove them into decline, volkite weapons impart so much thermodynamic energy to the target that those under their shimmering rays simply combust. Such unfortunates burn to cinders in explosions of jetting flame, frequently taking nearby comrades to the grave with them.

Heavy 100m S/4/10 2D10+6 E Pen 4 Clip 40 3 Full Deflagrate, Devastating(1), Tearing, Disintegrate 35kg Near Unique Deflagrate: When hitting an organic target. It deals an extra XD10 damage, where X is the amount dealt by the shot after armour and toughness divided by ten. If an enemy is killed from Deflagrate, those within 1D5 metre take XD10 damage as well.

Melee weapons

Arc Maul

The arc maul is at first glance a bludgeoning weapon designed to crush and pulp its targets. However, when activated, it becomes a rod of lightning like unto those wielded by the gods of Old Earth. Those struck by an arc maul often convulse themselves to death as the riotous energies playing across them take their toll.

Melee - - 1D10+5 E Pen 4 - - Haywire, Shocking, Concussive 3.5kg Extremely Rare

Chordclaw

Melee - - 1D10+3 R Pen 4 - - Transonic, Balanced, Tearing 3kg Extremely Rare "Transonic - When first used in a combat, the weapon has Razor Sharp. On subsequent strikes, it counts as having AP 12

Dissonance - The Chordclaw generates Rightous Fury on damage rolls of 8 and above. "

Dataspikes

Melee - - 1D5 R Pen 0 - - Haywire, Fast, Data-Thief 0.5kg Very Rare "Attached to Interface Ports Data-Thief - Upon dealing damage to an enemy with the machine trait above 4, it deals 2D10 Intelligence Damage. It may also be used to download data."

Prehensile Dataspikes

Usually mounted on a tail-like mechadendrite, the dataspikes favoured by the agents of the Adeptus Mechanicus can stab into the cortex of enemy machines and steal their secrets within a couple of heartbeats.

Melee - - 1D5 R Pen 2 - - Haywire, Fast, Flexible, Data-thief 2kg Very Rare "Attached to a Mechadendrite Data-Thief - Upon dealing damage to an enemy with the machine trait above 4, it deals 2D10 Intelligence Damage. It may also be used to download data."

Taser Goad

Powered by hyperdynamo capacitors, taser weapons store an incredible amount of potential energy. A solid impact will cause this energy to be discharged in a scorching blast, only to be harnessed once more by the electrothief prongs at the weapon's tip.

Melee - - 1D10+1 E Pen 2 - - Shocking 3kg Very Rare

Transonic Blade

Transonic blades emit a low, insistent buzz that makes stomachs turn and eyes vibrate in their sockets. When they strike armour, these weapons will adjust their hostile sonic field to match its resonant frequency, quickly slicing right through it – and, in the case of the feared chordclaw, turning muscle, bone and fat to jelly.

Melee - - 1D10+4 R Pen 4 - - Transonic, Fast 2kg Extremely Rare Transonic - When first used in a combat, the weapon has Razor Sharp. On subsequent strikes, it counts as having AP 12

Transonic Razor

Melee - - 1D10+3 R Pen 4 - - Transonic, Balanced 1.5kg Extremely Rare Transonic - When first used in a combat, the weapon has Razor Sharp. On subsequent strikes, it counts as having AP 12