

Gun	Range	Weapon Value	Weight of Fire	Notes	
Assault cannon	24"	4	4	Heavy weapon	
Autocannon	48"	4	2	Heavy weapon	
Battle cannon	72"	6	See notes	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	Versus vehicles, +2 to WV.
Boltgun	24"	1	See notes	Weight of Fire: 2 at targets up to 12", 1 if target is greater than 12" and shooter did not move this turn.	
Bolt pistol	12"	1	1	Pistol armed units increase FV by 1.	
Deathwind	12"	2	See notes	Heavy weapon	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.
Demolisher	24"	2	See notes	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	Versus vehicles, +2 to WV.
Earthshaker	120"	1	See notes	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	Versus vehicles, +2 to WV.
Exorcist missile	48"	8	D6	Heavy weapon	
Flamer	Template	1	See notes	All figures touching template are automatically hit.	
Grenade launcher Frag	24"	0	See notes	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.	
Grenade launcher Krak	24"	3	1		
Heavy bolter	36"	2	3	Heavy weapon	
Heavy flamer	Template	2	See notes	All figures touching template are automatically hit.	
Heavy stubber	36"	1	3		
Hellgun	24"	0	See notes	Weight of Fire: 2 at targets up to 12", 1 if target is greater than 12" and shooter did not move this turn.	
Hellpistol	12"	0	1	Pistol armed units increase FV by 1.	
Hunter-killer missile	n/a	6	1	Heavy weapon	
Inferno cannon**	24"	3	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Lascannon	48"	2	1	Heavy weapon	
Lasgun	24"	0	See notes	Weight of Fire: 2 at targets up to 12", 1 if target is greater than 12" and shooter did not move this turn.	
Laspistol	12"	0	1	Pistol armed units increase FV by 1.	

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Meltagun	12"	8	1	Melta weapons only apply to vehicles.	
Missile Launcher Frag	48"	1	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Missile Launcher Krak	48"	6	1	Heavy weapon	
Mortar	G48"	1	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Multi-laser	36"	3	3	Heavy weapon	
Multi-melta	24"	8	1	Heavy weapon	Melta weapons only apply to vehicles.
Plasma cannon	36"	6	See notes	Heavy weapon. Roll 1d10 after gun is fired. Roll of 1 or 2 = 1 hit (wound or D-marker) on shooting unit.	Versus infantry, Weight of Fire is 2. Versus horde, Weight of Fire is 3.
Plasma gun	24"	6	See notes	Roll 1d10 after gun is fired. Roll of 1 or 2 = 1 hit (wound or D-marker) on shooting unit.	Weight of Fire: 2 at targets up to 12", 1 if target is greater than 12" and shooter did not move this turn.
Plasma pistol	12"	6	1	Roll 1d10 after gun is fired. Roll of 1 or 2 = 1 hit (wound or D-marker) on shooting unit.	Pistol armed units increase FV by 1.
Ripper gun	12"	1	2		
Shotgun Manstopper	12"	1	2		
Shotgun Solid shot	12"	0	2		
Sniper rifle	36"	1		Heavy weapon	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.
Storm bolter	24"	1	2		
Typhoon missile	48"	2		Heavy weapon. Re-Roll initial missed shots.	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Incinerator	Template	4	See notes	All figures touching template are automatically hit.	Target does not get cover to-hit modifiers.
Inferno pistol	6"	7		Pistol armed units increase FV by 1.	
Needle pistol	12"	1		Pistol armed units increase FV by 1.	
Psycannon	18"	4	3		
Psycannon	36"	4	3	Heavy weapon	

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Stake crossbow	24"	0	2	Versus psychers, +2 WV.	
Barbed strangler	36"	TBD	See notes	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual. Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	
Deathspitter	24"	TBD	See notes	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.	
Devourer	18"	TBD	2xA		
Fleshborer	12"	TBD	A		
Spinefist	12"	TBD	A	Re-Roll initial missed shots.	
Venom cannon*	36"	TBD	A		
Avenger shuriken catapult	18"	1	2		
Bright lance	36"	7	1	Heavy weapon	
D-cannon*	G24"	2	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Deathspinner	12"	3	2		
Dragon's breath flamer	Template	2	See notes	All figures touching template are automatically hit.	
Exarch deathspinner	12"	3	4		
Firepike	18"	8	1		
Flamer	Template	1	See notes	All figures touching template are automatically hit.	
Fusion gun	12"	8	1		
Fusion pistol	6"	8	1	Pistol armed units increase FV by 1.	
Hawk's talon	24"	2	3		
Lasblaster	24"	0	2		
Laser lance	6"	3	1		
Eldar missile launcher Krak	48"	6	1	Heavy weapon	
Eldar missile launcher Plasma	48"	1	See notes	Heavy weapon	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual. Versus infantry, Weight of Fire is 2. Versus horde, Weight of Fire is 3.

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Prism cannon (focussed)	60"	2	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Prism cannon (dispersed)	60"	2	See notes	Heavy weapon	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.
Pulse laser	48"	7	2	Heavy weapon	
Ranger long rifle*	36"	1	1	Heavy weapon	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.
Reaper launcher	48"	3	2	Heavy weapon	
Scatter laser	36"	3	4	Heavy weapon	
Singing spear*	12"	0	1		
Shadow weaver	G48"	3	See notes	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Shrieker cannon	24"	3	3	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.	
Shuriken cannon	24"	3	3		
Shuriken catapult	12"	1	2		
Shuriken pistol	12"	1	1	Pistol armed units increase FV by 1.	
Spinneret rifle	18"	6	1	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.	
Star lance	6"	5	1		
Starcannon	36"	5	2	Heavy weapon	
Sunrifle	24"	0	See notes	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.	
Tempest launcher	G36"	2	See notes	Heavy weapon	Weight of Fire: Versus infantry 3, versus horde 5, versus vehicles 2.

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Triskele	12"	2	3		
Vibro cannon*	36"	1	1	Heavy weapon	Versus infantry, 1 automatic D-marker even if shooter missed or this exceeds the maximum # of D-markers the unit can take. If target hit, unit takes a 2nd wound or D-marker as usual.
Wraithcannon*	12"	2	1		
Big shoota	36"	2	3		
Boomgun	36"	6	1	Versus infantry, Weight of Fire is 4. Versus horde, Weight of Fire is 6.	
Burna	Template	1	See notes	All figures touching template are automatically hit.	
Deffgun	48"	4	D3	Heavy weapon	
Grot blasta	12"	0	1		
Grotzooka	18"	3	See notes	Heavy weapon	Weight of Fire: Versus infantry 3, versus horde 5, versus vehicles 2.
Kannon Frag	36"	1	1	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Kannon Shell	36"	6	1		
Killkannon	24"	5	1	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	Versus vehicles, +2 to WV.
Kustom Mega Blasta	24"	7	1	Heavy weapon	Roll 1d10 after gun is fired. Roll of 1 or 2 = 1 hit (wound or D-marker) on shooting unit.
Lobba	G48"	2	1	Heavy weapon	Weight of Fire: Versus infantry 2, versus horde 3, versus vehicle 1.
Rokkit launcha	24"	6	1		
Shokk Attack Gun	60"	2	1	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1.	Versus vehicles, +2 to WV.
Shoota	18"	1	2		
Skorcha	Template	2	See notes	All figures touching template are automatically hit.	
Slugga	12"	1	1		
Zzap gun**	36"	2	1	Heavy weapon	
Gauss blaster	24"	2	2	When rolling 1D10 to hit, a natural 1 is an automatic wound on the target unit. This wound cannot be converted to a D-marker.	

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Gauss cannon	36"	3	3	Heavy weapon When rolling 1D10 to hit, a natural 1 is an automatic wound on the target unit. This wound cannot be converted to a D-marker.
Gauss layer	24"	1	1	When rolling 1D10 to hit, a natural 1 is an automatic wound on the target unit. This wound cannot be converted to a D-marker. Weight of Fire: 2 at targets up to 12", 1 if target is greater than 12" and shooter did not move this turn.
Gauss lux arc	12"	2	D6	Heavy weapon When rolling 1D10 to hit, a natural 1 is an automatic wound on the target unit. This wound cannot be converted to a D-marker.
Heavy Gauss cannon	36"	2	1	Heavy weapon
Particle whip	24"	1	1	Weight of Fire: Versus infantry 4, versus horde 6, versus vehicle 1. Versus vehicles, +2 to WV.
Staff of Light	12"	3	3	