

NECROMUNDA

# WEAPONS SUMMARY

## HAND TO HAND WEAPONS

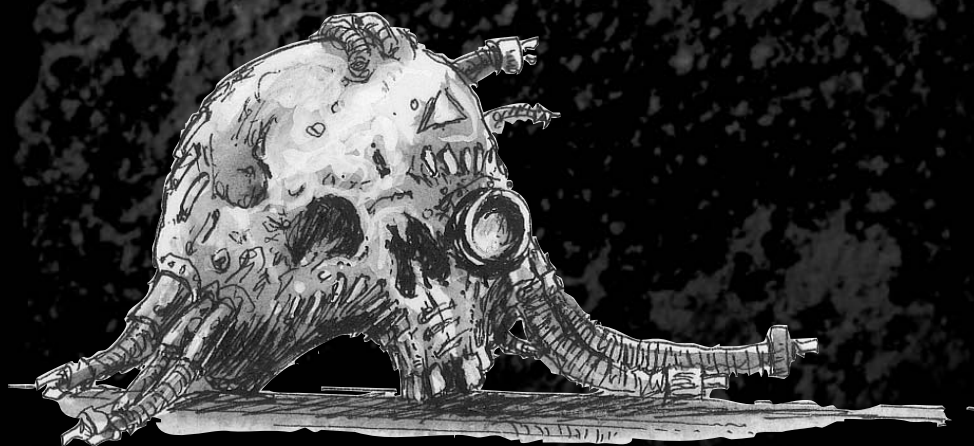
Weapon	Range	Strength	Damage	Save Mod	Special Rules
Massive Axe	Close Combat	As user +2	1	-	<i>Opponent wins draws</i>
Sword or Club					
Chains & Flails	Close Combat	As user +1	1	-	<i>Opponent may not parry Fumbles count double</i>
Chainsword	Close Combat	4	1	-1	<i>Parry</i>
Swords & Kinves	Close Combat	As user	1	-	<i>Swords</i>
Power Swords	Close Combat	5	1	-3	<i>Parry</i>
Power Axe					
2-hand	Close Combat	6	1	-3	
1-hand	Close Combat	5	1	-2	
Power Fist	Close Combat	8	1	-5	
Power Maul	Close Combat	5	1	-3	

**Special Rule:** Enemies who go down are automatically out of action. Does not inflict serious injuries.

## PISTOLS

	Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll	Special
	Short	Long	Short	Long					
Autopistol	0-8	8-16	+2	-	3	1	-	4+	
Boltpistol	0-8	8-16	+2	-	4	1	-1	6+	
Laspistol	0-8	8-16	+2	-1	3	1	-	2+	
Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	<i>Toxic dart, Injuries</i>
Plasma Pistol									
Low Energy	0-6	6-18	+2	-1	6	1	-1	4+	
Maximum Energy	0-6	6-18	+2	-1	6	1	-1	4+	
<b>Special Rule:</b> Takes an entire turn to recharge when fired on maximum power.									
Stub Gun	0-8	8-16	-	-1	3	1	-	4+	<i>Dum-dum Bullets (S4)</i>
Web Pistol	0-4	4-8	-	-1	-	Special	-	6+	<i>Fires Web</i>
Hand Flamer	Special Rules		-	-	4	1	-2	-	
	Template Weapon								

**Special Rule:** All pistols count as Close Combat weapons.



### BASIC WEAPONS

	Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll	Special
	Short	Long	Short	Long					
Autogun	0-12	12-24	+1	-	3	1	-	4+	
Boltpistol	0-12	12-24	+1	-	4	1	-1	6+	
Lasgun	0-12	12-24	+1	-	3	1	-1	2+	
Shotgun									
Solid slug	0-4	4-18	-	-1	4	1	-	4+	
Scatter shot	0-4	4-18	+1	-1	3	1	-	4+	
Man Stopper	0-4	4-18	-	-	4	1	-2	4+	
Hot Shot	0-4	4-18	-	-1	4	1	-	6+	<i>Catch Fire</i>
Bolt	0-4	4-24	+1	-	4	1	-1	6+	<i>Range 24"</i>

### SPECIAL WEAPONS

	Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll	Special
	Short	Long	Short	Long					
Flamer	Special Rules Template Weapon		-	-	4	1	-2	4+-	<i>Target may catch fire</i>
Grenade Launcher	0-20	20-60	-	-1	As grenade type			auto	<i>Move or fire</i>
Melta-gun	0-6	6-12	+1	-	8	D6	-4	4+	
Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	<i>Special injury chart</i>
Plasma-gun									
Low Energy	0-6	6-24	+1	-	7	1	-2	4+	
Maximum Energy	0-6	6-16	+1	-	5	1	-1	4+	
<i>Special Rule: Takes an entire turn to recharge when fired on maximum power.</i>									

### HEAVY WEAPONS

	Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll	Special
	Short	Long	Short	Long					
Autocannon	0-20	20-72	-	-	8	D6	-3	4+	<i>Sustained Fire 1 Dice</i>
Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	<i>Sustained Fire 2 Dice</i>
Heavy Plasma-gun									
Low Energy	0-20	20-40	-	-	7	D3	-2	4+	
Maximum Energy	0-20	20-40	-	-	10	D6	-6	4+	
<i>Special Rule: Takes an entire turn to recharge when fired on maximum power.</i>									
Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	<i>Sustained Fire 2 Dice</i>
Lascannon	0-20	20-60	-	-	9	2D6	-6	4+	
Missile Launcher	0-20	20-70	as missile (see below)					auto	
Super Krak Missile					8	D6	-6	-	
Frag					4	1	-1		<i>Blast</i>

### GRENADES

	Strength	Damage	Save Modifier	Special
Krak	6	D6	-3	<i>-1 to hit, Demolition, Scatter</i>
Frag	6	D6	-3	<i>Blast</i>
Melta bomb	8	D6	-4	<i>Demolition</i>
Plasma	5	1	-2	<i>Blast</i>
Photon	0	0	0	<i>Blast</i>