

A = Automatic Kill      UL = Unlimited Range  
 CAB = Close Assault Bonus/Penalty  
 Ranges listed as Normal range/Overwatch range

## WEAPONS CHART

				Stealer/Blip	Hybrid	Power Armor	Terminator	Door	Bulkhead	Over-watch	Sustain Fire	Fire	Forward	Back-ward	Notes	
Ranged Weapon	Range	Area of Effect	Hit Dice													
Assault Cannon	-	-	-	-	-	-	-	-	-	-	-	-	-	-	After Reloading: Doubles Jam on overwatch. Jam triggers Malfunction	
- Burst	UL/12	Target	3	5	3	4	5	5	6	Yes	No	1	1	2		
- Full Auto	UL	Fire Arc	3	4	A	2	3	3	-	No	No	2	-	-		
- Malfunction	0	Section	1	A	A	A	A	A	5	-	-	-	-	-		
Autocannon																
- Range 1-12	12	Target	1	3	A	3	4	3	-	No	Yes	1	-	-		
- Range 13 +	UL	Target	1	3	A	4	5	3	1	No	Yes	1	-	-		
B O L T E R S	Bolter Gun	UL/12	Target	1	6	4	5	6	6	Yes	Yes	1	1	2		
	Bolt Pistol	12/12	Target	1	6	5	6	6	6	-	Yes	No	1	1	2	+1 CAB per pistol
	Heavy Bolter	UL/12	Target	2	6	4	5	6	6	-	Yes	Yes	1	-	-	-1 CAB, Heavy Weapon
	Storm Bolter	UL/12	Target	2	6	4	5	6	6	-	Yes	Yes	1	1	2	Terminators only!
Conversion Beamer	UL	Target	1	4	5	3	2	A	A	No	No	2	-	-	Best vs. armored targets & doors	
Cyclone ML	12	Section	1	4	A	3	6	6	-	No	No	2	-	-	-1 CAB, Heavy Weapon	
	Flamer	12	Section	1	4	2	3	4	-	-	No	No	1	1	2	6 Ammo per reload
	Hand Flamer	12	Section	1												
	Heavy Flamer	-	-	-	-	-		-	-	-	-	-	-	-	-	4 AP to reload