

Weapon tweaks

This section offers an updated weapon list, introducing a host of tweaks to the current weapon profiles which should help make weapons more balanced and more dramatic.

Weapon	Range	Shots	Damage	Traits
Auto rifle	24"	2	0	-
Beam pistol	8"	1	1	Pistol, Critical
Blade	Brawl	-	1	Melee
Blast pistol	6"	1	1	Pistol
Blast rifle	16"	1	1	-
Boarding saber	Brawl	-	2	Melee, Elegant
Brutal melee weapon	Brawl	-	2	Melee, Clumsy
Cling fire pistol	9"	2	1	Focused, Burn
Colony rifle	18"	1	0	-
Dazzle grenade	6"	NA	NA	Area, Stun, Single use
Duelling pistol	6"	1	0	Pistol, Critical
Flak gun	9"	2	1	Focused, Shrapnel
Frakk grenade	6"	-	0	Area, Single use
Fury rifle	24"	1	2	Heavy, Piercing, Shockwave
Glare sword	Brawl	-	1	Melee, Elegant, Piercing
Hand cannon	6"	1	2	Pistol'
Hand flamer	8"	-	1	Area, Burn
Hand gun	9"	1	0	Pistol
Hand laser	9"	1	0	Pistol, Snap shot
Hold out pistol	4"	1	0	Melee
Hunting rifle	30"	1	1	Heavy, Critical
Hyper blaster	24"	3	1	Overheat
Infantry laser	30"	1	0	Snap shot

Weapon	Range	Shots	Damage	Traits
Machine pistol	6"	2	0	Pistol, Focused
Marksman's rifle	36"	1	0	Critical
Military rifle	24"	1	0	-
Needle rifle	18"	1	0	Critical, Piercing
Plasma rifle	20"	2	1	Focused, Piercing, Overheat
Power claw	Brawl	-	3	Melee, Clumsy, Piercing
Rattle gun	24"	3	0	Heavy
Ripper sword	Brawl	-	2	Melee
Scrap pistol	7"	1	0	Pistol
Shatter Axe	Brawl	-	3	Melee, Clumsy, Shockwave
Shell gun	18"	-	0	Heavy, Area
Shotgun	8"	1	1	Critical
Suppression maul	Brawl	-	2	Melee, Stun

Complete weapon traits list

Trait	Notes
Area	Select a target point within range. Every figure within 2" of the target point are hit on an unmodified D6 roll of 4+ (5+ if partially obscured from the blast).
Burn	Non-robot targets that are hit but survive will move a full move in a random direction. This does not apply to hits deflected by armor.
Clumsy	-1 to Brawling rolls if opponent has higher Speed.
Critical	A natural 6 on the Hit roll will inflict 2 hits on the target.
Elegant	When Brawling, the user may reroll the die. Enemies will reroll if they have a lower total than their opponent. Note that K'Erin player characters do not benefit from this rule.
Focused	All shots must be directed against the same target.
Heavy	-1 penalty to hit if the firer moved this round.
Melee	+2 to Brawling rolls.
Overheat	If the weapon was fired in the previous turn, 1 less Shot is fired (non cumulative).
Piercing	Ignore Armor Saving Throws.
Pistol	+1 to Brawling rolls. If using the optional combat rules, Pistols hit on a 4+ vs targets in the open.
Shockwave	A target that survives a hit is thrown 1D6" directly backwards.
Shrapnel	All shots hit on a 5+ regardless of hit modifiers, skill or cover.
Single use	The item can be used only once and must be deducted from the available supply. The Panic Fire rule cannot be used with Single use weapons.
Snap shot	+1 to hit within 6".
Stun	Any target hit is Stunned, even if the attack was deflected by Armor.