

Mêlée Weapons and Pistols

The mêlée and pistol rules can be used with the older 2.3 rules and the new 2.4 rules. See the [basic rules page](#) for how the new rules differ. The “to hit” values in the text below may need to be changed accordingly.

Pistols

Weapon	Effective Range	Strength	AP	Damage	Type	Area	Notes
Antique Pistol	12	3	-	1	Pistol		Slow, Antique pistol.
Arc Pistol	12	6	6	1	Pistol		D3 damage against vehicles.
Autopistol	12	3	6	1	Pistol		
Blast Pistol	6	8	2	D3	Pistol		Dark Eldar. Lance
Bolt Pistol	12	4	5	1	Pistol		
Bolt Pistol (Inferno Bolts)	12	4	5	1	Pistol		Rending
Cutter Pistol	?	6	5	1	Pistol		Rending, Melta
Executioner Pistol	12	4	2	1	Pistol		Eversor Assassins. Poison (2+)
Exitus Pistol	12	Ж	5	1	Pistol		Uses Exitus Ammo.
Fusion Pistol	6	8	5	D6	Pistol		Eldar Harlequins. Rending, Melta
Gamma Pistol	12	6	4	2	Pistol		Re-roll failed “to-wound” rolls against vehicles.
Graviton Pistol	12	10	5	1	Pistol		Rending, One Shot
Grot Blasta	12	3	-	1	Pistol		
Hand Flamer	Template	3	6	1	Pistol	T	
Hellpistol	12	3	5	1	Pistol		Laser
Inferno Pistol	6	8	2	D6	Pistol		Melta, 2D6 vehicle penetration at 3" range or less
Infernus Pistol	6	8	5	1	Pistol		Blood Angels, Rending

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Weapon	Effective Range	Strength	AP	Damage	Type	Area	Notes
Kustom Mega-Slugga	12	8	4	D3	Pistol		Ork. If one or more 6s to hit are rolled the shots are resolved and the user taken out of action.
Laspistol	12	3		1	Pistol		Laser
Macrostubber	12	4	-	1	Pistol 5		
Magma Cutter	6	8	3	3	Pistol		
Needle Pistol	12	3	5	1	Pistol		Poison (2+), Rending
Neural Shredder	Template	Ж	Ж	1	Pistol	T	Single-handed Weapon. S8 but rolls against target's Leadership value rather than Toughness, no armour save. Score of 1 always wounds. Against vehicles roll D3 on the glancing hits column.
Pair of Rokkit Pistols	12	7	5	D3	Pistol 2		Ork
Particle Caster	12	6	5	1	Pistol		Necron.
Phosphor Blast Pistol	12	5	6	1	Pistol		Ignores "to hit" modifiers for hard and soft cover.
Plasma Pistol (Cap-Plas)	12	6	5	1	Pistol		Recharges (1)
Plasma Pistol (Hot)	12	7	2	2	Pistol		Gets Hot!
Pulse Pistol	12	5	5	1	Pistol		Tau
Radium Pistol	12	3	-	1	Pistol		"To wound" roll of 6 inflicts 2 wounds/damage points.
Ripper Pistol	12	Ж	5	1	Pistol		Poison (4+), Rending
Sawn-off Shotgun (Shot)	8	3	-	1	Pistol	1" Special	Shotgun
Sawn-off Shotgun (Slug)	8	4	-	1	Pistol		
Shuriken Pistol	12	4	5	1	Pistol		Eldar
Slugga	12	4	6	1	Pistol		Ork.

Weapon	Effective Range	Strength	AP	Damage	Type	Area	Notes
Spinefists	12	3	5	1	Assault *		Tyranid. *Number of shots fired is equal to the user's Attack characteristic.
Spinemaws	6	2	-	1	Pistol 4		Tyranid
Splinter Pistol	12	Ж	5	1	Pistol		Dark Eldar. Poison (4+)
Stinger Pistol	12	Ж	5	1	Pistol		Dark Eldar Arcane Weapon. Poison (2+)
Stub gun	8	3	-	1	Pistol		
Stubcarbine	18	4	-	1	Pistol 3		
Webpistol	8			1	Pistol		Webber
Zeal Bolt Pistol	?	5	5	1	Pistol		Rending

Special Rules for Mêlée Weapons and Pistols

Laser

Laser beams travel at the speed of light so Laser weapons can ignore any negative modifiers for target speed. On the other hand Lasers are affected by battlefield conditions such as smoke. Lasers with a Strength less than 6 cannot fire through smoke at all. Lasers with a Strength of 6 or more have their Strength reduced by 2 if firing through smoke

Melta

Weapons with the Melta characteristic firing at half range or less use St+2D6 for their armour penetration rather than the St+D6 they use at longer ranges. Note that the range of a Melta gun is only 12" and an Inferno pistol only 6", requiring them to be at 6" and 3" respectively to use this increased penetration.

Rending

Rending weapons that roll a natural 6 on their to-wound roll automatically cause a wound at AP2. Invulnerable saves can be rolled against this wound. Against a target with an Armour Value a natural 6 allows an additional D3 to be added to the St+D6 roll. Rending (5+) indicates the weapon is Rending on the roll of a natural 5 or 6.

Lance

Weapons with the Lance characteristic treat Armour Values higher than 12 as 12.

Recharges

A weapon with the Recharges or Reload characteristic cannot fire on two consecutive turns. If the weapon was fired in Overwatch it cannot fire in the player's following turn. The weapon will need one or more turns to recharge or reload after firing and this is represented by the use of recharge counters. Immediately after firing the appropriate number of counters is placed by the model or on its record card. A weapon cannot fire while it has counters beside it. At the end of his turn a player can remove one charge counter from beside each figure providing the counter(s) was not placed in that turn. Recharge counters are removed even if that unit performed no actions in that turn.

The Recharge or Reload characteristic is followed by a number in brackets, indicating the number of turns it must miss before firing again. If his number is absent assume it to be 1.

A Cap-Plas pistol that is fired while charging is assumed to have enough Plasma left to be used in the first round of the Close Combat that follows. If a charged model used a Cap-Plas pistol to Stand and Fire it is also assumed there is enough energy stored to be used in the first round of combat. The above Recharging rules are followed. Recharge markers are placed immediately after firing and removed at the end of the firer's turn. If a Close Combat lasts long enough Cap-Plas weapons may be recharged enough to be used again. If the Cap-Plas Pistol was not fired during the charge the player may choose to not fire it until a later round of Close Combat.

Reloads

Reloads works in much the same way as Recharges, the difference being that removing a Reload counter requires an action.

Antique Pistol

Antique pistols must be reloaded after firing. This may be treated as a Slow weapon firing once for every two shooting actions. If a unit takes a shooting action members with antique pistols can take a reload action instead.

If charging an Antique pistol can either be fired while charging or fired during one round of Close Combat, not both. Likewise if charged an Antique pistol can either Stand and Fire or be used in one round of Close Combat, not both. Antique pistols cannot be reloaded while the user is in Close Combat.

The above rules assume a single Antique pistol is being used. Some fighters will carry several pistols and the above rules can be modified appropriately.

Gets Hot!

Hot Plasma Weapons and some other weapons are subject to the Gets Hot! rule. When a Gets Hot! weapon rolls a to-hit score of 1 (*6 in ARAP 2.4 rules*) the firer takes a wound. This wound is always taken by the firer, it cannot be allocated or randomized to other members of the unit. Armour and other saves may be made against this. Even if the firer survives or avoids this wound the Plasma weapon is out of action for the rest of that game.

Never Gets Hot!

Some plasma weapons, notably those of Eldar or Jokero manufacture use more advanced technology than is used in the more commonly encountered plasma weapons and are never subject to the Gets Hot! Rule. Such weapons have “Never Gets Hot!” in their notes section as a reminder.

Poison (n+)

Causes a wound on a roll of n+, irrespective of toughness. Only affects creatures vulnerable to poison.

Armourbane

Rolls an additional D6 for armour penetration against targets with an armour value.

Fleshbane

Wounds on a 2+. Has no effect on vehicles, robots, buildings etc.

Concussive.

A model that suffers an unsaved wound from a concussive weapon but is not killed is knocked reeling and will always strike last in close combat for the rest of that Assault phase and until the game has gone through a “cycle”. If the figure was stunned in Player B’s turn the effect lasts until the start of Player B’s next turn.

One-Shot

Can only be fired or used once in a battle.

Two-Handed

Two handed weapons require both hands to use in combat so the user cannot use an additional weapon. Attempting to use a two-handed weapon with just one hand counts as a single-handed weapon of that type with an Initiative-1 modifier. Two-handed hand weapons may be hand weapons, chain weapons, force weapons or power weapons.

Shotgun

Shotguns firing shot or gas are +1 to hit at half range or less. If firing gas or shot a shotgun has a 4+ chance of hitting any model in base to base contact or Mklñe Radius with a Size Two or smaller target it hits. Where appropriate treat this as a 1" diameter effect area that does not deviate. There is no armour save against a gas round but it has no effect on models wearing breathing equipment, robots, sealed vehicles etc.

Exitus Ammo

Can fire the following ammunition types:-

Hellfire. Constructed from a hollow crystal filled with caustic mutagenic acid and neuro-toxins the Hellfire always wounds organic targets on a 2+

Shield Breaker. When a wound is allocated the model immediately loses any invulnerable saves granted by wargear. This effect lasts for the remainder of the battle. Any Armour saves can still be taken against the wound. Does not affect inherent Invulnerable saves, saves due to demonic or psychic effects or agility.

Turbo-Penetrator. Inflicts 2 wounds rather than one. Armour Penetration is 4D6.

Webber

Webpistols only affect the individuals that they hit. Heavy Webbers hit all models fully covered by a 2" radius marker. Partially covered models are hit on a 4+.

No roll against Strength/Toughness or Armour Saving rolls are made against Webbers. Models hit are entangled. An entangled model cannot move, shoot or defend themselves in close combat but can use Psychic powers. A model may attempt to break free by adding their strength to a D6 roll. If this value equals or exceeds 9 the model is free. A failure causes the web to contract inflicting one wound. Zombies will always attempt to break free and have their usual 4+ roll to ignore any wounds from failed attempts so a trapped Zombie may make numerous attempts to break free.

Models equipped with Webbers usually carry web-solvent. Some web pistols have a built-in spray unit. Some Police and Arbites not equipped with Webbers may also carry solvent and it may be found in the hands of criminals and other individuals. Models equipped with web-solvent may attempt to free trapped models. To do this they must be within 2" and using solvent is a shooting action instead of firing a weapon. A webbed individual cannot free themselves with web-solvent since the strands are wrapped too tight.

Mêlée Weapons

Free Weapons

Hand Weapons

Hand Weapons are weapons such as knives, swords, light axes or clubs. Having a hand weapon available allows the model to fight at their basic strength in close combat. The basic cost of a model is assumed to include a free hand weapon or a collection of smaller weapons that counts as a single hand weapon. This is called the Free Weapon or Free Hand Weapon and this is not counted towards the requirement to have two close combat weapons to gain from an extra attack in close combat. Extra hand weapons purchased for additional points are counted towards this requirement.

	Strength	AP	Damage	Notes
Hand Weapon	As User	-	1	

Natural Weapons

Natural weapons are weapons that are part of a creature. They allow the creature to fight at its basic strength in close combat. Creatures with natural weapons are not affected by modifiers for being unarmed or using improvised weapons. Creatures with natural weapons do not normally get an extra attack for using an additional close combat weapon. Natural weapons are considered to be free weapons.

	Strength	AP	Damage	Notes
Natural Weapon	As User	-	1	

Natural weapons may also be subject to other rules. For example, they may be rending, poisoned or subject to re-rolls.

Improvised Close Combat Weapons

Using improvised Close combat weapons gives -1 to hit and Initiative-1 modifiers when in close combat.

	Strength	AP	Damage	Notes
Improvised Close Combat Weapon	As User	-	1	-1 modifier to Initiative

Unarmed

If fighting unarmed and lacking any natural or improvised weapons the modifiers -2 to hit and Initiative-2 is applied.

	Strength	AP	Damage	Notes
Unarmed Close Combat	As User	-	1	-2 modifier to Initiative. Only applies to creatures lacking natural weapons.

Additional Hand Weapon

Additional Hand Weapons count towards the requirement to have two close combat weapons to get an extra attack.

	Strength	AP	Damage	Notes
Hand Weapon	As User	-	1	

Two-Handed Hand Weapons

Two handed weapons require both hands to use in combat so the user cannot use an additional weapon. They give a +1 increase to the user's strength when hitting with the weapon. Attempting to use a two-handed weapon with just one hand counts as a single-handed weapon of that type with an Initiative-1 modifier. The profile below is for Two-handed hand weapons may be hand weapons. Chain weapons, force weapons or power weapons may also exist in two-handed forms. These usually are +1 strength compared to single handed versions and follow the same special rules for both the weapon type and two-handed weapons.

	Strength	AP	Damage	Notes
Two-Handed Close Combat Weapon	As User +1	-	1	-1 modifier to Initiative if used single handed. May not use with an additional weapon for an extra attack.

Polearm Weapons

Hafted weapons require two hands to use so the user cannot use an additional weapon while using them. They can be further divided into light and heavy hafted weapons.

Light, hafted weapons generally require two hands because of their length so may also be called Light Polearms. They include weapons such as quarterstaves and spears. Light Polearms allow the user to fight at their basic strength but may offer an advantage when parrying rules are being used. A light polearm may give a +1 boost to Initiative in the first round of combat against other contact weapons. Spears can be used one handed or two handed so they can be used in conjunction with a shield.

Heavy polearms are weapons such as glaives or halberds. They give a +1 increase to the user's strength when hitting with the weapon.

	Strength	AP	Damage	Notes
Light Polearm	As User	-	1	+1 modifier to Initiative if used against other contact weapons. May not use with an additional weapon for an extra attack.

Heavy Polearm	As User +1	-	1	May not use with an additional weapon for an extra attack.
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Great Close Combat Weapons

Some Close combat weapons such as the Ork 'Uge Choppa hit at a strength of User+2. So formidable are these weapons that armour never gives a save better than 4+ against them. These weapons are so unwieldy that the user always strikes last in close combat rounds.

	Strength	AP	Damage	Notes
Great Close Combat Weapon	As User+2	Special	1	Always Strikes Last. Armour Save cannot be better than 4+

Chainswords

Chainswords have a minimum strength of 4 and AP of 5. If the user is S5 the chainsword hits at S5 and so on.

	Strength	AP	Damage	Notes
Chainsword	4	5	1	Noisy and messy!
Heavy Chainsword	5	5	1	Noisy and messy! Two-handed.

Power Weapons

Power Weapons usually combine a monomolecular-edged blade with a destructive energy field. Power weapons have a minimum strength of 5 and are AP3, so ignore armour saves.

	Strength	AP	Damage	Notes
Power Weapon	5	3	1	

Heavy Power Weapons

Heavy Power Weapons are two-handed versions of Power Weapons, typified by the Power Axes used by boarding parties to cut through bulkheads. They have a minimum strength of S6, AP2. When cutting through walls or bulkheads the Power Axe (or other Heavy Power Weapon) does D3 points of damage per hit instead of 1.

	Strength	AP	Damage	Notes
Heavy Power Weapon	6	2	1	Two-handed. D3 Damage Points

Power Maul

The Power Maul is a weapon favoured by the Adeptus Arbites and is treated as a S4, AP2 contact weapon with a concussive effect. The Power Maul has a stun-mode so a creature “killed” by a Power Maul can be treated as just unconscious and can be captured.

	Strength	AP	Damage	Notes
Power Maul	4	4	1	Has a Stun-setting. Concussive.

Force Weapons

If used by either Psykers or Non-Psykers Force Weapons have the following properties:

- Force Weapons hit as normal hand weapons of their type if used by a Non-Psyker.
- Attacks with Force Weapons ignore Saves from Protective Psychic Auras. In addition any hit or touch from a Force Weapon will automatically dispel and destroy a Protective Psychic Aura so there is no Aura Save against any other attacks made in that or the following combat rounds.
- Attacks with Force Weapons against Daemonic Auras have a –1 Save modifier. This means a Daemon with a 4+ Daemonic Aura Save will have to roll a 5+ and a Daemon with a 5+ save can only save on a 6.

If used by a Psyker a Force weapon has the following additional properties:

- If used by a Psyker the Force weapon strikes with the user’s strength and is AP3 (AP4 for Force Staves).
- The Force Weapon can be used for a **Life Drain** attack. Before any rolls to hit are made the Psyker makes a Psi-test to Channel power into the weapon. If successful any unsaved wounds inflicted with the Force weapon that round are

doubled. If a 2 or 12 is rolled for the Psi-test the power backfires and the user takes a Psi-Swipe attack. The user is hit by a D6 strength hit with no save.

Attempting to use a Life Drain attack costs a number of Psi-points equal to the intended target's Basic Toughness.

Rules for other Force Weapons and Psionic weapons are given in the [Psionics Rules](#) pages.

	Strength	AP	Damage	Notes
Force Weapon (used by Psyker)	As User	3	D3	Can Life Drain. See Notes above for full rules.
Heavy Force Weapon (used by Psyker)	User +1	3	D3	Can Life Drain. Two-handed except for Terminators.
Force Stave/ Mace (used by Psyker)	User + 1	4	D3	Can Life Drain , Concussive.

Power Gloves

Power gloves and Power Claws have a strength of 8 and AP2. Initiative is modified by -2 for Power Glove attacks.

	Strength	AP	Damage	Notes
Power Glove	8	2	D3	Initiative - 2

Chainfists

Chainfists in combat have a strength of 8 and AP2. Initiative is modified by -2 as for Power Glove attacks. Against targets with Armour value they have a penetration of 8+2D6. When cutting through doors, walls or bulkheads they inflict D6 damage points instead of 1.

	Strength	AP	Damage	Notes
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Chainfist	8	2	2	Initiative -2 Penetration Str+2D6 D6 Damage Points.
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Lightning Claws

Strength as user, AP2. May re-roll to-wound rolls.

Lightning claw fighters use a unique and intricate fighting style. If a pair of Lightning claws are worn the user does not gain an extra attack but instead may attack with their usual number of attacks with each hand, with no penalty for fighting with two weapons. A Lightning claw fighter with an A of 1 can therefore make two attacks, a fighter with an A of 2 can make four etc. The player can also re-roll failed “to wound” rolls. See later sections for new rules on Powerfists and related weapons.

	Strength	AP	Damage	Notes
Lightning Claws	As User	2	1	May Re-roll to wound. Extra attacks if worn in pairs.

Thunder Hammers

Concussive: A model that suffers an unsaved wound from a Thunder Hammer but is not killed is knocked reeling and will strike always last in close combat for the rest of that Assault phase and until the game has gone through a “cycle”. If the figure was stunned in Player B’s turn the effect lasts until the start of Player B’s next turn. Vehicles hit by a Thunder Hammer automatically suffer a “Crew - Shaken” result, after which rolls for Armour penetration are made as normal.

Thunder Hammers are usually two-handed weapons. Terminator armour allows them to be wielded one-handed, allowing the Terminator to use them with a Storm shield.⁴

	Strength	AP	Damage	Notes
Thunder Hammers	10	2	3	Initiative -2 Concussive Stun/ Shaken additional effect.

Eviscerators

Eviscerators are massive chainsaw based weapons. Eviscerators attack at twice the user's strength, with a minimum of S4. AP is 4. They require two hands to use and always strike last in combat. Against targets with Armour Value they have a penetration of $St+2D6$, where St is twice the user's strength. When cutting through doors, walls or bulkheads they inflict D6 damage points instead of 1.

	Strength	AP	Damage	Notes
Eviscerator	2x User	4	D3	Always Strikes Last Two handed. Penetration $Str+2D6$ D6 Damage Points.

Dreadnought Close Combat Weapon

Mounting one or more dreadnought close combat weapons doubles the Strength of all of the dreadnought's Attacks. Since most dreadnoughts have a basic strength of 5 or 6 they effectively attack at Strength 10. All Attacks can ignore enemy Armour Saves so are considered AP2.

Dreadnoughts are considered to have a 180° "Claw" attack arc and can fight against models in front of and beside them. Dreadnoughts with two or more close combat weapons are considered to have a Stomp attack and can attack 360°.

	Strength	AP	Damage	Notes
Dreadnought Close Combat Weapon	2x Dreadnought Strength	2	3	

Monstrous and Gargantuan Creature Close Combat

Monstrous and gargantuan creatures have the "Hammer of Wrath" and "Smash" special rules for close combat.

Hammer of Wrath: When the creature ends a charge action within Mklñe Radius of an enemy it makes an additional attack that hits automatically and is at its basic strength, AP-. The Hammer of Wrath attack is at Initiative 10 and is in addition to any charge bonuses.

Smash: All close combat attacks (except Hammer of Wrath) are at AP2 (unless the creature is using an AP1 weapon). Alternately, the creature can make a single Smash attack at double its normal strength (to a maximum of S10). The single Smash attack allows Armour Penetration rolls to be re-rolled once if the player wishes.

Monstrous creatures are Size Three and Gargantuan are Size Four so have Mklñe Radius of 3" and 4" respectively.

Monstrous Creature Close Combat	Strength	AP	Damage	Notes
Hammer of Wrath Attack	User	-	1	Hits Automatically.
Standard Attacks	User	2	1	
Smash Attack	2 x User	2	1	Armour Penetration Re-roll.

Tyranid Boneswords

Boneswords ignore armour saves. If a model suffers one or more unsaved wounds in close combat from a Tyranid with a bonesword it must immediately pass a Morale check or take two wounds. If the Tyranid creature that inflicted the wound is armed with a two or more boneswords then the Morale check must instead be passed rolling 3D6.

	Strength	AP	Damage	Notes
Tyranid Bonesword	As User	-	1	Wounded target must pass morale check or take extra wounds

Witchblade

These psychically attuned weapons are a variant of force weapon often carried by Eldar psykers such as Farseers and Warlocks. When the weapon is charged with psychic energy, it vanishes in a blur of motion. When used by an Eldar psyker the

weapon causes wounds on a 2+ and attacks targets with an Armour Value at St+2D6. Farseers and Warlocks do not need to expend Psi-points to use Witchblades.

	Strength	AP	Damage	Notes
Eldar Witchblade	As User	-	D3	Eldar Fleshbane Armourbane

Singing Spear

The Singing Spear is another weapon used by Eldar Psykers. In close combat it requires two hands to use and has the Armourbane and Fleshbane attributes. The spear may also be thrown up to 12" and always returns to its user's hand.

	Range	Strength	AP	Damage	Notes
Singing Spear	Мклйе	As User	-	D3	Eldar, Two-handed. Fleshbane Armourbane
	12"	9	-	D3	Assault 1, Fleshbane



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