

LEGENDARY WEAPONS

HOR

OPTIONAL RULE: Legendary Weapons

Some missions call for a legendary weapon as a reward. When you need a legendary weapon, we have you covered.

Step 1: Melee or Ranged

This is one you may occasionally be able to choose. If not, roll a d6. 1-3 generates a ranged weapon, 4-6 generates a melee weapon.

RANGED WEAPONS

Step 2: Type

D6 Roll	Type	RoF	Rng
1-2	Pistol	1	12"
3-4	Assault	1	18"
5	Rapid Fire	1	24"
6	Heavy	1	36"

Step 3: Basic Strength

D6 Roll	Str	Next Roll
1	8	Table A
2	7	Table A
3	6	Table B
4	5	Table B
5	4	Table C
6	3	Table C

Step 5: Generate Two Traits from the table below:

Step 4: Finish Statline

At this point, roll on the table corresponding to what you rolled in step 3.

Table A

D6 Roll	Rate of Fire	Dmg	AP
1-2	+0	D6	-4
3-4	+1	2	-3
5-6	D3	D3	-2

Table B

D6 Roll	Rate of Fire	Dmg	AP
1-2	+0	D3	-3
3-4	+1	1	-2
5-6	+2	1	-1

Table C

D6 Roll	Rate of Fire	Dmg	AP
1-2	+2	1	-2
3-4	+3	1	-1
5-6	+4	1	-0

D66 Roll	Ability	Ranged Weapon Effect
11	Shred	Re-roll failed wound rolls with this weapon.
12	Graviton	If the Target has a save characteristic of 3+ or better, add 1 to this weapon's damage.
13	Scatter	This weapon gains +1 strength if used at half range or less.
14	Rending	When attacking with this weapon, on a wound roll of 6+, resolve the attack at AP-3.
15	Airburst	Units gain no bonus to saves when attacked with this weapon.
16	Concussive	A unit hit one or more times by this weapon may not advance and counts as being in terrain when charging during its next turn.
21	Sniper	When attacking with this weapon, the shooter may target enemy characters even if there is a closer non-character unit.
22	Penetrating	Improve AP by 1.
23	Overcharge	This weapon can be fired in supercharge mode. When doing so, add 1 to the strength and damage of the weapon. If the shooter rolls any 1's when attacking this way, it is slain outright after resolving its shots.
24	Accurate	This weapons range improves by 12". If it hits automatically, its range improves by 2" instead.
25	Ghost Shot	This weapon may target units that are out of the firer's line of sight. The firer suffers a -1 penalty to hit with this weapon when doing so.
26	Melta	This weapon's damage improves by 1 when its target is within half the weapon's range.
31	Poisoned	This weapon never needs worse than a 3+ to wound unless its target is a vehicle, in which case it always needs a 6+ to wound.
32	Rad Rounds	An enemy unit that has lost one or more wounds from being attacked by this weapon has its Toughness characteristic reduced by 1 for the duration of the mission.
33	Commissioned	This weapon only gets one trait instead of two (discard any others) but you get to choose it.
34	Cognis	Hits on a 5+ when shooting overwatch.
35	Phosphor	If an enemy unit suffers one or more unsaved wounds from this weapon, it loses any benefit from cover for the rest of this phase.
36	Indiscriminate	This weapon may be fired twice, but the bearer suffers -1 to hit when shooting if it does so.
41	Phase	Successful invulnerable saves taken against wounds caused by this weapon must be re-rolled.
42	Heavy Rounds	A roll of 6 to hit wounds automatically when firing this weapon.
43	Scoped	Improve firer's BS by 1 when firing this weapon if it did not move in the preceding Movement.
44	Flamer	Rate of fire becomes d6+2. This weapon hits automatically. Its range becomes 8"
45	Scatter	If the target is within half range, add 1 to this weapon's strength.
46	Tesla	A roll of 6 to hit with this weapon counts as two hits.
51	Skykiller	Add 1 to all hit rolls made for this weapon against targets that can Fly.
52	Seeking	Add 1 to hit rolls for this weapon while targeting a unit that is in cover.
53	Critical	When attacking with this weapon, hit rolls of 6+ are resolved at +2 strength.
54	Thread Cutter	Enemy models wounded by this weapon may not make "aftsaves" such as disgustingly resilient.
55	Shielded	A model carrying this weapon gains a 5+ invulnerable save.
56	Shield-Breaker	An enemy model that loses one or more wounds from this weapon, it loses its invulnerable save for the rest of the phase.
61	Kinetic	An enemy model that loses one or more wounds from attacks by this weapon is pushed d3" away once all shots have been resolved. This can make a charge more difficult.
62	Crawling Fire	An enemy model that survived being wounded by this weapon must make an armour save at the end of the turn or suffer a mortal wound.
63	Large Bore	Improve the Strength of this weapon by 1.
64	Extended Mag	Add 1 to this weapon's rate of fire, even if that rate of fire is random.
65		
66	Matched Set	This weapon only gets one trait, but you get two copies of this weapon.

MELEE WEAPONS

Step 2: Basic Statline

D6 Roll	Type	STR	AP	Dmg	Notes
1	Chainblade	+1	-1	1	When attacking with this weapon, the bearer may make an additional attack.
2	Sword	+1	-3	1	
3	Axe	+2	-2	1	
4	Maul	+3	-1	1	
5	Lance/Spear	+2	-1	1	AP -3 if the wielder charged.
6	Great Weapon/Fist	X2	-3	2	

Step 3: Generate Two Traits from the table below:

D66 Roll	Ability	Effect
11	Rampage	Bearer gains +2 attacks when attacking with this weapon if it is outnumbered.
12	Furious	Bearer gains +1 attack and strength when charging.
13	Countering	Bearer always fights first, but must attack with this weapon, subject to normal order.
14	Balanced	Re-roll failed attack rolls when attacking with this weapon.
15	Vengeful	When attacking with this weapon, the bearer may make an additional attack.
16	Shred	Re-roll failed wound rolls when attacking with this weapon.
21	Daemonic	Bearer gains a 5+ invulnerable save and the Daemon keyword while carrying this weapon.
22	Vampiric	Each time the bearer would take a wound, roll a d6. On a 6+, the wound is discarded.
23	Flickering	Bearer gains +1 to armor saves vs ranged attacks while using this weapon.
24	Dueling	An enemy model hit by this weapon takes a mortal wound on a d6 roll of 3+ if it attempts to fall back from the bearer.
25	Concussive	Any enemy model hit by this weapon that survives will automatically attack last in its next Fight phase.
26	Phase	Successful invulnerable saves taken against this weapon must be re-rolled.
31	Thirsty	Bearer may re-roll charge range, but if it does so, it must attack with this weapon.
32	Haywire	A wound roll of 6+ when attacking with this weapon also causes a mortal wound.
33	Poisoned	This weapon will never need worse than a 3+ to wound unless its target is a vehicle in which case it will only wound on a 6+.
34	Penetrating	Improve AP by 1.
35	Fencing	Enemy models attacking this model in close combat suffer a -1 penalty to hit.
36	Rending	When attacking with this weapon, on a wound roll of 6+, the attack ignores the target's armor completely.
41	Disrupting	Add one to the damage of this weapon.
42	Reaving	Each time you roll a hit roll of 6+ for this weapon, it counts as two hits instead of one.
43	Cleaving	If bearer kills initial target with this weapon, may allocate remaining attacks elsewhere.
44	Critical	When attacking with this weapon, hit rolls of 6+ are resolved at +2 strength.
45	Warding	Bearer's invulnerable save improves by 1 to a max of 3+.
46	Seeking	Attacks with this weapon will never need worse than 3+ to hit, regardless of other modifiers.
51	Autonomous	When the bearer attacks with another weapon, it may make two additional attacks with this weapon.
52	Crippling	A target wounded by this weapon, suffers -1 to hit rolls the next time it attacks.
53	Matched Pair	This weapon only gains a single trait, but you get two copies of it.
54	Shock	Weapon rolls to wound against the target's leadership instead of Toughness. Change AP to -5.
55	Blinding	If an enemy unit suffers any unsaved wounds from this weapon, it must subtract 1 from their hit rolls until the start of the bearer's next fight phase.
56	Relentless	Each successive hit scored with this weapon is resolved at one higher strength.
61	Set Charge	If the bearer charged, resolve attacks with this weapon at +2 Strength.
62	Arcing	When attacking with this weapon, on a wound roll of 6, it generates an automatic Strength 4, damage 1 hit on an enemy unit within 3" of the original target.
63	Draining	When this weapon deals an unsaved wound, on a d6 roll of 4+, the bearer regains a wound lost earlier in the battle.
64	Whirlwind	When attacking with this weapon, the bearer gets +2 attacks if outnumbered.
65	Colliding	When the bearer finishes a charge move within 1", roll a d6. On a 4+, the enemy model takes a mortal wound. If this occurs, the bearer must fight with this weapon.
66	Entangling	When an enemy model attacks the bearer, it may make one less attack than it would normally get to a minimum of 1.