

Deadly Accurate

Ranged Veteran



Increase this weapons D by 1 on critical hits.

Opening Salvo

Ranged Veteran



Increase this weapons AP by 1 on the first shoot action in a turn.

Pinning Fire

Ranged Veteran



Add 1 stunn-marker to the unit you wounded critically with this weapon.

Run 'n' Gun

Ranged Veteran



Get one free hip-fire shoot-action per turn if you make a move-action.

Flechette

Ranged Veteran



Add 1 Bleed-marker to the unit on each critical hit with this weapon.

Charmed Reload

Ranged Ogryn



Reload one ammo-marker from the ammo-pool on a critical hit with this weapon.

Roaring Advance

Ranged Ogryn



Once per turn move your operative up to 3" after a shoot-action.

Savage Sweep

Melee Ogryn



Increase this weapons AP by 1 when hitting more than 3 enemy in a fight action.

Brutal Momentum

Melee Ogryn



Increase your melee weapons AP by 1 on critical hits.

Momentum

Melee Ogryn



Restore 1 toughness-token when dealing damage to more than 3 enemy models in one fight-action.

Momentum

Melee Zealot



Restore 1 toughness-token when dealing damage to more than 3 enemy models in one fight-action.

Decimator

Melee Zealot



Increase this weapons AP by 1 on every fight-action after the first one.

Skullcrusher

Melee Zealot



Increase this weapons D by 2 if the target is already stunned.

Bloodletter

Melee Zealot



Add 3 Bleed-tokens to the unit you wounded with this weapon.

Shred

Melee Zealot



Score critical hits on a 5+ on every fight-action after the first one.

Warp Nexus

Ranged Psyker



Increase this ranged weapons AP by 1 if your peril-stack is 3+ before this shoot-action.

Transfer Peril

Ranged Psyker



Remove 1 peril-token when scoring a critical hit with this weapon.

Warp Flurry

Ranged Psyker



The second attack with this weapon takes one less action-point (but minimum one).

Blazing Spirit

Ranged Psyker



On each critical hit with this weapon the units gets one additional hit.

Exorcist

Melee Psyker



Remove 1 peril-token when scoring critical hits with this weapon.