

Weapon Traits		Page 1	errata 4/25
ACCURATE	Re-roll failed To Hit rolls.		
ARC	The weapon can only target Detachments in the specified arc of the firing model (i.e. Front or Rear)		
ANTI-TANK	Hits scored against Infantry and Cavalry count as AP 0.		
ARMORBANE	Successful Save rolls for a Vehicle, Super-heavy, Knight, or Titan must be rerolled.		
ASSAULT	A model doubles the weapon's Dice value if the weapon is in half Range of at least one model of the target Detachment.		
BARRAGE	If in range, this weapon may target a Detachment it doesn't have line of sight to if it meets other targeting requirements.		
BEAM	Draw a 1mm-wide line up to the weapon's max range (the beam must remain within a designated Arc if applicable).		
Firing	<ul style="list-style-type: none"> Make Hit rolls for any Detachment (friend or foe) within range that is under the line. 		
Flyers	<ul style="list-style-type: none"> Flyers cannot be hit. 		
Terrain & Structures	<ul style="list-style-type: none"> Impassable terrain and Structures stop beams though Garrisoned Detachments are hit. 		
No Overwatch	<ul style="list-style-type: none"> This weapon cannot be used for Overwatch. 		
Other Weapons	<ul style="list-style-type: none"> The beam doesn't target units, so the Detachment can pick another target Detachment for its other weapons. 		
BLAST (3"/5")	Place the blast template's central hole in range and over a visible point on the battlefield.		
Scatter	<ul style="list-style-type: none"> Scatter it (D3+1 for the 3" template or D6+1 for the 5" one). A HIT roll leaves it in place. 		
Hits	<ul style="list-style-type: none"> Models fully under the template are hit. Roll for each model partially under it, and on a 4+ the model is hit. Only models under the template can be casualties. 		
Structures & Garrisons	<ul style="list-style-type: none"> Structures are hit even if only partially covered. If the central hole is over a Structure, the Blast might hit the Garrison. Roll for each model in each Detachment of the Garrison--on a 4+ the model is hit. If the hole isn't over the Structure, ignore the Garrison. 		
Flyers	<ul style="list-style-type: none"> A Blast weapon cannot hit Flyers unless it has Skyfire as well. Blast weapons with Skyfire can only hit Flyers. 		
Multiple Blast Weapons	<ul style="list-style-type: none"> If a Detachment has multiple Blast weapons, place and scatter one template; then place any additional templates so each one's central hole is within 2" of the first blast template. 		
Other Weapons & Blast Templates	<ul style="list-style-type: none"> If the Detachment is firing other weapons at a target Detachment, place the blast template so at least one model of the target Detachment is under it. 		
No Overwatch	<ul style="list-style-type: none"> Blast weapons cannot Overwatch. 		
BOMBING RUN	Bombing Run weapons interrupt the model's normal move and can be fired at any point along its movement path, targeting a Detachment or Structure within 3" of the attacker.		
Structures & Garrisons	<ol style="list-style-type: none"> A Bombing Run weapon targets both a Structure and its Garrison and can damage the Structure. Attack the Structure first. Roll the weapon's full Dice value against it. If it collapses, determine casualties for each Garrison Detachment from the collapse. Then attack each surviving Garrison Detachment, halving the Dice value (rounding up). 		
After Attacking	<ul style="list-style-type: none"> After making a Bombing Run, the model may continue its move. 		
Multiple Bombing Run Weapons	<ul style="list-style-type: none"> A model with multiple Bombing Run weapons may pause as many times as necessary along its path to attack with each unfired weapon. The player must declare which weapon they will fire before rolling. 		
BUNKER BUSTER	This weapon doubles its AP against Structures.		
BURROWING	A Burrowing weapon counts as hitting the Rear Arc of a Vehicle, Super-heavy, etc, improving the weapon's AP by -1.		
	<ul style="list-style-type: none"> It bypasses Void Shields. Burrowing weapons cannot target Flyers. errata 4/25 		
BYPASS	Hits from this weapon bypass Void Shields. The weapon does not reduce any shields.		
CO-AXIAL	This weapon must target the same Detachment as the weapon it is co-axial to.		
COLLAPSING SINGULARITY	After targeting a Detachment with this weapon but before firing, roll a D6. On a 2 – 5 it fires as normal, otherwise:		
Uh oh...	<ul style="list-style-type: none"> On a 1, the firing model suffers a Wound with no Save of any kind allowed. If it survives, it may fire as normal. 		
Huzzah!	<ul style="list-style-type: none"> On a 6, until the end of the firing sequence, the weapon's hits bypass Ion Shields, Invulnerable Saves, and Void Shields. 		

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DEFLEGRATE	Each unsaved Wound caused by this weapon generates another To Hit roll against the Detachment.		
Remove Models	<ul style="list-style-type: none"> Roll for these additional Hits after removing destroyed models. 		
Who's Hit	<ul style="list-style-type: none"> These extra Hits can only be allocated to models in the target Detachment that are in range and visible. 		
Limitation	<ul style="list-style-type: none"> Wounds caused by these extra Hits do not generate further Hits. 		
Demolisher	This weapon can damage Structures.		
ENGINE KILLER (X)	When this weapon wounds a Super-heavy, Knight, or Titan, it causes extra Wounds equal to the bracketed number.		
No Saves	<ul style="list-style-type: none"> No Save rolls of any kind can be made against these new wounds. 		
No Overflow	<ul style="list-style-type: none"> Only the model that suffered the original Wound can suffer these additional Wounds--there is no overflow. 		
Engine Killer & Rend in a Fight	<ul style="list-style-type: none"> If this weapon has Engine Killer [X] and Rend, enemy Super-heavy Vehicles, Knights, and Titans suffer additional Wounds if they lose a Fight against the model with this weapon. If a model with multiple Engine Killer weapons wins a Fight, the values are cumulative for calculating Wounds. (FAQ p.4) 		
FIRESTORM	Place the narrow end of the Flame Template touching the weapon (or the vehicle). It may cover multiple Detachments. Flyers cannot be hit unless the weapon has the Firestorm and Skyfire traits; in that case it can only hit Flyers.		
Who Is Hit?	<ul style="list-style-type: none"> Make Hit rolls for each model that is at least 50% under the template. For each model less than 50% covered, roll a D6--on 4+ add it to the total of Hit rolls to be made. When targeting a Structure, every model Garrisoning the Structure is hit.* (FAQ p3). 		
Terrain & Cover	<ul style="list-style-type: none"> Firestorm weapons suffer no penalty for firing at Detachments in terrain and Ignore Cover. 		
Allocating Hits	<ul style="list-style-type: none"> Hits can only be allocated to models under the template.* 		
No Overwatch	<ul style="list-style-type: none"> Firestorm weapons cannot be fired as part of Overwatch. 		
No Chosen Target	<ul style="list-style-type: none"> Firestorm weapons do not choose a dedicated target so the Detachment can fire its other weapons at another target. 		
GRAVITON PULSE	<ul style="list-style-type: none"> The To Hit value of the weapon is equal to the Armor Save of the target. 		
Mixed Armor Svs	<ul style="list-style-type: none"> If the target Detachment has different Armor Save values, use that of the majority (if no majority, use the worse value). 		
Armor Save " - "	<ul style="list-style-type: none"> A model with an AS of " - " can only be Hit on a natural roll of a 6. 		
AP	<ul style="list-style-type: none"> The weapon's AP is applied when hits are scored. 		
STRUCTURES	<ol style="list-style-type: none"> If the weapon has a trait that also damage Structures, it always hits a Structure on a 3+, ignoring to hit modifiers. Make a Save roll for each Hit -- IF IT'S PASSED, it suffers D3+1 Wounds. If the Save IS FAILED, the Structure suffers no Wounds. 		
No Overwatch	<ul style="list-style-type: none"> A Graviton Pulse weapon cannot be fired as part of Overwatch. 		
Flyers	<ul style="list-style-type: none"> Flyers are only hit on a natural 6 unless the weapon also has the Skyfire trait. 		
HEAVY BARRAGE	This weapon may target a Detachment it doesn't have line of sight to as long as it's in range and meets other requirements.		
Structures	This weapon can also target and damage Structures.		
Structures & Garrisons	<ol style="list-style-type: none"> If targeting a Structure with one or more Detachments Garrisoned inside it, attack the Structure first. Roll the weapon's full Dice value against the Structure. If it collapses, determine casualties for each Garrison Detachment from the collapse (each model is auto hit and must make an AP -1 save or be destroyed regardless of Wounds left). Next, target each surviving Garrison Detachment, halving the weapon's Dice value (rounding up). 		
HEAVY BEAM	Draw a 1mm-wide line up to the max range (the whole beam must remain within a specified Arc if applicable).		
Restrictions	<ul style="list-style-type: none"> Detachments must be in range and in the correct Arc (if applicable) to be hit. Flyers cannot be hit. The beam doesn't target a specific Detachment, so the firing Detachment can pick a different target for other weapons. 		
No Overwatch	<ul style="list-style-type: none"> A Heavy Beam cannot be used for Overwatch. 		
Terrain, Structures & Garrisons	<ul style="list-style-type: none"> Impassable terrain stops a Heavy Beam. A Structure does not stop a Heavy Beam, which can hit Detachments behind it. A Heavy Beam can damage a Structure. It takes hits as it were another Detachment, in addition to any Detachments in it. 		
Hits Friends and Foes	<ul style="list-style-type: none"> Make To Hit rolls for any Detachment (friend or foe) under the Heavy Beam's line. 		

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Ignores Cover	<ul style="list-style-type: none"> A model suffers no penalties to its To Hit rolls when targeting a Detachment in an area of terrain. Hits scored bypass Cover Saves. 		
IMPALE	If a weapon with this trait hits a Detachment of Scale 3 or more , the firing player nominates which model is hit.		
Bypasses Voids	<ul style="list-style-type: none"> Hits with this weapon bypass Void Shields. 		
Player Roll Off	<ol style="list-style-type: none"> Instead of making a Save roll, both players roll a D6 and add their model's Scale: <ol style="list-style-type: none"> A model with 3 or more Wounds add +1 to the result. A model with 5 or more Wounds adds +2 to the result. 		
If Attacker Wins	<ol style="list-style-type: none"> If the firing player's total is more, the target model suffers Wounds equal to the difference in the results. 		
No Save Rolls	<ul style="list-style-type: none"> No Saves of any kind are allowed. 		
LIGHT	Light weapons can't hurt Vehicles, Super-heavy Vehicles, Knights, Titans, or Void Shields.		
LIGHT AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits against Void Shields		
LIMITED [X]	This weapon can only fire a number of times equal to the number in the bracket and then cannot fire for the rest of the battle.		
NEUTRON FLUX	Hits scored by this weapon against a model with a Cybernetica Cortex special rule counts as having both the Armorbane and Shred traits.		
Armor Saves for Cybernetica Cortex Units	<ul style="list-style-type: none"> Cybernetica Cortex Infantry, Walkers, Cavalry, Vehicles, Super-heavy Vehicles, Knights, and Titans that make a successful Armor Save roll must reroll it. 		
POINT DEFENSE	Point Defense weapons can be used against the Detachment's target or against a Secondary Target.		
Same Target	<ul style="list-style-type: none"> All of a Detachment's Point Defense weapons must attack the same target, unless a rule overrides this. 		
No Overwatch penalty	<ul style="list-style-type: none"> No -2 penalty for firing Overwatch. 		
Firing Options	<ul style="list-style-type: none"> A Detachment may fire its Point Defense weapons during the Movement phase if issued Advance or March orders, or during the Combat phase. 		
Point Defense Weapons	<ol style="list-style-type: none"> During the Movement phase, the Detachment may fire Point Defense weapons immediately when activated or at the end of its activation. If a Detachment resolves its Point Defense fire at the start of activation, it then completes its activation as normal. 		
Fire One Time Only	<ul style="list-style-type: none"> A Detachment can fire its Point Defence weapons only once per round. 		
POWER CAPACITOR	When a model issued with a First Fire Order fires this weapon, double its Dice Value.		
PRECISE	Hits scored by this weapon are allocated by the attacking player instead of the player controlling the Detachment.		
Allocating Hits	All other rules for allocating Hits apply (i.e. firing model must be able to see the model, wounded models are allocated Hits first, etc.)		
PSI	Hits scored by this weapon bypass Invulnerable Saves, Cover Saves, Ion Shields, and Void Shields.		
Firing Restriction	<ul style="list-style-type: none"> Each model may only fire one Psi weapon per round. 		
No Overwatch	<ul style="list-style-type: none"> Psi weapons can't be fired as part of Overwatch. 		
QUAKE errata 4/25	If one or more Hits are scored against a Detachment by this weapon:		
Next Movement	<ul style="list-style-type: none"> The next time that Detachment moves, halve the Movement characteristic of all models in the Detachment. 		
Next Shooting	<ul style="list-style-type: none"> Next time the Detachment fires, subtract 1 from the result of any Hit rolls the Detachment makes. 		
Exception	<ul style="list-style-type: none"> This trait is ignored if all Hits scored by the weapon are allocated to a target's Void Shields. 		
RAPID FIRE	Hit rolls of a natural 6 score 2 hits instead of 1.		
REACH	If Engaged with a Detachment, a model with a weapon with Reach can choose to Fight other models in the same Combat.		
Targets	<ul style="list-style-type: none"> It may fight models within 2" of it that are not already paired off against other models and have not fought this round. 		
Selection	<ul style="list-style-type: none"> The controlling player decides which model(s) it fights and can do this one at a time after resolving a Fight. 		
Both Have Reach	<ul style="list-style-type: none"> If both players have models with Reach weapons, the player with Initiative resolves any additional Fights first. 		

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REND	For each weapon with Rend that a model has, it rolls an additional D6 when making Fight rolls.		
Maximum Dice	<ul style="list-style-type: none"> A model can roll a maximum of 6D6 when making a Fight roll. 		
RIPPLE FIRE	A model with this weapon can re-roll Hit rolls of 1 for that weapon if issued with a First Fire Order.		
SATURATION FIRE	A model firing this weapon targets every visible Detachment (friend or foe) within range of the firing model.		
Hit Rolls	<ul style="list-style-type: none"> Roll to Hit for each Detachment separately. 		
Random Dice Value	<ul style="list-style-type: none"> If the weapon's Dice value is random (e.g. D3+3), roll once and use that value for all targeted Detachments. 		
Firing Arc	<ul style="list-style-type: none"> If the weapon has an Arc (X) trait, only resolve attacks against Detachments in the specified Arc. 		
SHIELDBANE	Hits caused by this weapon can be allocated to Void Shields, even if they normally could not (e.g. an AP 0 weapon).		
SHOCK PULSE	When this weapon Hits a Vehicle, Super-heavy Vehicle, Knight, or Titan Detachment :		errata 4/24
Next Move	<ul style="list-style-type: none"> Next time the Detachment moves, halve the Movement characteristic of all its models. 		
Firing	<ul style="list-style-type: none"> The next time the Detachment fires, it can only fire with with a maximum of one weapon. 		
Hitting Void Shields	<ul style="list-style-type: none"> Each Hit allocated to a Void Shield decreases its level by 2 instead of 1. 		
SHRED	When hit by this weapon, successful Armor Save rolls by an Infantry, Walker, or Cavalry model must be re-rolled.		
SIEGE WEAPON	This weapon doubles its range when firing if the model has not moved yet this round (voluntarily or involuntarily).		
SKYFIRE	This weapon may fire at its Detachment's target or a Secondary target that must be a Flyer Detachment .		
Overwatch	When firing Overwatch with this weapon, subtract 1 from the Hit result rather than 2.		
Targeting Flyers	It targets Flyers as normal instead of requiring a natural 6 to hit.		
Same Secondary target	When attacking a Secondary target, the Detachment's Skyfire weapons must all target the same Flyer Detachment, unless another rule overrides this.		
TRACKING	A model firing a weapon with this trait at a Flyer can re-roll failed To Hit rolls.		
WARP	Roll Dice equal to the number of models in the target Detachment that are visible to the firing model and in range.		
Titans firing	Titans cannot split these Dice across multiple Detachments.		
Restriction (Knight/Titan)	If targeting a Knight or Titan, the Dice value of this weapon is 1.		
Attacking	Roll to Hit normally.		
Bypassed Saves	Hits scored by this weapon bypass Armor Saves, Cover Saves, Ion Shields, and Void Shields.		
WRECKER (X)	A model with this weapon may attempt to destroy a Structure it is in base contact with in the First Fire stage or Advancing Fire stage .		
Structure Save	The opposing player makes a Save roll for the Structure taking into account the AP of the weapon. If failed, the Structure suffers Wounds equal to the number in the bracket.		
Multiple Structures	A model may attempt to destroy multiple Structures equal to the number of Wrecker weapons it has.		
Focused attacks	<p>Alternatively, a model may attempt to destroy a single Structure, directing all its Wrecker weapons against it.</p> <ol style="list-style-type: none"> Use the combined total of its weapons' APs when making a Save roll for the Structure. The Structure suffers wounds equal to the combined total of the Wrecker values for all weapons the model is using. 		