

Inventor's Table

11-15 Hand to Hand;

11-15 Sword 10C
15-22 Chain weapon:
 1-5 Chainsword 25C
 6 Eviserator 30C
23-31 Club, maul or bludgeon 10C
32-36 Chain or flail 10C
41-46 Knife free/5C
50-54 Massive axe, sword or club 15C
55-56 Power Axe 35R
61 Power Fist 85R
62-64 Power Maul 35R
65-66 Power Sword 40R

16-24 Pistol;

11-16 Autopistol 15C4+
20-25 Bolt pistol 20C6+
26-34 Small Flamer:
 1-4 Hand Flamer 20C4+
 5-6 Exterminator 15C1shot
35-44 Laspistol 15C2+
45 Needle Pistol 100R6+
46-53 Plasma Pistol 25C4+
54-65 Stub Gun 10C4+
66 Web Pistol 120R6+

25-33 Basic;

1-2 Autogun 20C4+
3 Boltgun 35C6+
4 Lasgun 25C2+
5-6 Shotgun 20C4+
 (solid & scatter shot)

34-36 Special;

11-14 Bolter/Flamer 90R6+/1shot
15-22 Bolter/Plasma 140R6+/1shot
23-26 Bolter/Melta 190R6+/1shot
31-42 Flamer 40C4+
43-46 Grenade Launcher 130CAuto
 (grenades extra)
51-54 Meltagun 95C4+
55 Needle Rifle 230R6+
56-65 Plasma Gun 70C4+
66 Web Gun 220R4+

41-42 Heavy;

11-14 Auto-cannon 300C4+
15-26 Heavy Stubber 120C4+
31-36 Heavy Bolter 180C6+
41-51 Heavy Flamer 80C4+

52-55 Heavy Plasma Gun 285C4+
56-61 Lascannon 400C4+
62-66 Missile Launcher 185CAuto
 (missiles extra)

43-46 Missles or Grenades

(choose a table to roll on)

Missiles;

11-14 Choke Gas Missiles 25R
15-26 Frag Missiles 35C
31-32 Hallucinogen 60R
33-41 Krak Missiles 115C
42-43 Melta Bomb 60R
44-51 Photon Flash Flare 30R
52-54 Plasma Missiles 50R
55-62 Scare Gas Missiles 30R
63-66 Smoke Bomb 15R

Grenades;

11-14 Choke Gas Grenades 15R
15-26 Frag Grenades 30C
31-33 Hallucinogen 40R
34-41 Krak Grenades 50C
42-43 Melta Bomb 40R
44-51 Photon Flash Flare 20R
52-54 Plasma Grenades 30R
55-62 Scare Gas Grenades 20R
63-66 Smoke Bomb 10R

51-52 Special Ammo;

11-14 Ammo Drum 15R6+
14-21 Armor Piercing .5 cost of
 weapon R Auto
22-26 Man-Stopper shotgun shell 5C4+
31-34 Hellfire for H. Bolter 60RAuto
35-43 Hot-Shot shotgun shell 5C6+
44-51 Bolt shotgun shell 15C6+
52-56 Hotshot Laser power pak 15R6+
61-66 Dum-dum bullets for stub gun
 5C4+/falure=explode

53-54 Gunsights;

1-2 Red Dot Laser Sight 40R
3 Mono Sight 40R
4 Telescopic Sight 40R
5-6 Infra Red Sight 30R

55-61 Armor;

1-3 Flak 10R
4 Carapace 70R
5-6 Mesh 25R

62 Bionics;

1 Eye 50R
2 Arm 80R
3-5 Hand 50R
6 Leg 80R

63-66 Miscellaneous;

11 Archeotech D6x10R
12 Auto-Repairer 80R
13 Bio-Booster 50R
14 Bio-Scanner 50R
15 Blindsnake Pouch 30R
16-21 Clip Harness 10C
22 Concealed Blade 10R
23-24 Drugs
 1 Bottle of Wild Snake 10R
 2 Kalma (per dose) 5R
 3 'Slaught (per dose) 5R
 4 Spook (per dose) 10R
 5 Spur (per dose) 5R
 6 Stinger Mould patch (per dose)
 15R
25-26 Filter Plugs 10C
31 Grav Chute 40R
32 Grapnel 30R
33 Icrotic Slime 50R
34 Infra-Goggles 30R
35 Isotropic Fuel Rods 50R
36-41 Lobo-chip 20C
42 Medi-pak 80R
43 Mung vase D6x10R
44 One in a Million Weapon As
 Weapon x2R
45-46 Photo-Contacts 15C
51-52 Photo-Visor 10C
53 Rad Counter 10R
54 Ratskin map D6x10R
55-56 Respirator 10C
61 Screamer (one use) 10R
62-63 Silencer 10R
64 Skull Chip 30R
65 Stummers 10R
66 Weapon reload half weapon base
 costR