

NECROMUNDA

POST-BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to section 4 (Income) straight after the game.

1. INJURIES

Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who were down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.

2. EXPERIENCE

Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.

3. TERRITORY

Re-allocate territory if appropriate. Territory may be lost or won according to the scenario you have played.

4. INCOME

Collect income from territory as described in the Territory section.

5. TRADING

Recruit new fighters and buy new equipment as described in the Trading Post section.

6. UPDATE GANG ROSTER

Update your total gang rating and you are ready to fight again.



1. INJURIES

After a game some fighters will be down or out of action. You will need to determine the extent of their injuries before the next game.

Out of Action. Make a roll on the Serious Injuries Chart to find out what happens to the fighter.

Down. There is a chance that fighters who are down at the end of a game may suffer a serious injury. Roll a D6: on a roll of a 1-3 the fighter recovers without further effect. On the roll of a 4-6 he goes out of action – make a roll on the Serious Injuries Chart.

Flesh Wound. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

To use the Serious Injuries Chart, roll 2 dice. The first dice roll represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

SERIOUS INJURIES CHART

D66 Result

11-16 DEAD

The fighter is killed in action. All the weapons and equipment he carried are lost.

21 MULTIPLE INJURIES.

The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any Dead and Full Recovery results.

22 CHEST WOUND.

The fighter has been badly wounded in the chest. His Toughness is reduced by -1.

23 LEG WOUND.

The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

24 ARM WOUND.

The fighter has smashed one arm. Although he recovers, his Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit.

25 HEAD WOUND.

A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is affected by the rules for Stupidity. On a roll of 4-6 the fighter is affected by the rules for Frenzy.

26 BLINDED IN ONE EYE.

The fighter survives but loses the sight of one eye: randomly determine which. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.

31 PARTIALLY DEAFENED.

The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.

32 SHELL SHOCK.

The fighter's Initiative characteristic is reduced by -1.

33 HAND INJURY.

Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand, and is unable to use weapons that require two hands.

34-36 OLD BATTLE WOUND.

The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

D66 Result

41-55 FULL RECOVERY.

The fighter makes a full recovery.

56 BITTER ENMITY.

The fighter recovers from his physical injuries, but is psychologically damaged. From now on, he hates the following (roll a D6).

- 1-2 The enemy fighter who inflicted his injury.
- 3-4 The gang leader of the gang that inflicted his injury.
- 5 The entire gang that inflicted his injury.
- 6 All gangs from the same House as the gang that inflicted his injury.

61-63 CAPTURED.

The fighter is captured by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Fighters who are neither exchanged nor ransomed may be sold to the Guilders as slaves earning the captor D6x5 credits. Captives who are exchanged or ransomed retain all of their weapons and equipment. If captives are sold their weaponry and equipment may be kept by the captors.

64 HORRIBLE SCARS.

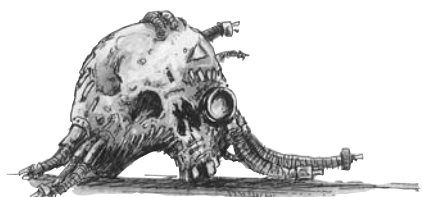
The fighter recovers but his scarred and distorted features inspire fear from now on.

65 IMPRESSIVE SCARS.

The fighter recovers and is left with impressive scars. Add +1 to the fighter's Leadership characteristic. This bonus applies only once; further impressive scars have no additional effect.

66 SURVIVES AGAINST THE ODDS.

The fighter regains consciousness alone in the darkness, given up for dead. Despite his injuries he makes his way back home, overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.



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2. EXPERIENCE

Extra Experience points are always added to the fighter's total after the game is over.

A gang fighter always earns D6 Experience points for surviving a battle, even if he is hurt or captured.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference in Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9



EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

Experience	Title
0-5	Green Juve
6-10	Juve
11-15	Juve
16-20	Top Juve
21-30	New Ganger
31-40	Ganger
41-50	Ganger
51-60	Ganger
61-80	Gang Champion
81-100	Gang Champion
101-120	Gang Champion
121-140	Gang Champion
141-160	Gang Champion
161-180	Gang Champion
181-200	Gang Champion
201-240	Gang Hero
241-280	Gang Hero
281-320	Gang Hero
321-360	Gang Hero
361-400	Gang Hero
401+	Mighty Ganger

Once a juve has earned 21 or more Experience points he becomes a fully fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

ADVANCE ROLLS

Make Advance rolls immediately after the battle so that both players can witness the result. Roll 2D6 on the table opposite.

ADVANCE ROLL TABLE

2D6	Result
2	New Skill. Choose any of the Skill tables and randomly generate a skill from it.
3-4	New Skill. Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	New Skill. Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	New Skill. Choose any of the Skill tables and randomly generate a skill from it.

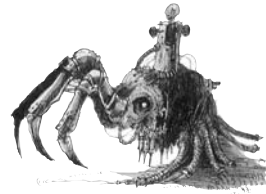
CHARACTERISTIC INCREASE

Characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the Advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A
Id								
Maximum Value	4	6	6	4	4	3	6	9

SKILL TABLES

The following skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can choose any of the charts.



HOUSE	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
CAWDOR							
Juvs	-	✓	✓	-	-	-	-
Gangers	✓	✓	✓	-	-	-	-
Heavies	-	-	✓	✓	✓	-	✓
Leader	✓	✓	✓	✓	✓	-	✓
ESCHER							
Juvs	✓	✓	-	-	-	-	-
Gangers	✓	✓	-	-	-	✓	-
Heavies	✓	-	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓
DELAQUE							
Juvs	-	-	-	-	✓	✓	-
Gangers	✓	-	-	-	✓	✓	-
Heavies	-	-	-	✓	✓	✓	✓
Leader	✓	✓	✓	-	✓	✓	✓
GOLIATHS							
Juvs	-	-	✓	✓	-	-	-
Gangers	-	✓	✓	✓	-	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	-	✓	✓	✓	✓	✓	✓
ORLOCKS							
Juvs	-	-	✓	-	✓	-	-
Gangers	-	✓	✓	-	✓	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓
VAN SAAR							
Juvs	-	-	-	-	✓	-	✓
Gangers	-	✓	-	-	✓	-	✓
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

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ABILITY SKILLS

1. Catfall. A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2. Dodge. A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save. The save is taken separately and in addition to any saves for armour. If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2".

3. Jump Back. At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind.

4. Leap. The model may leap D6" during the movement phase in addition to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn. A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever. The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5. Quick Draw. A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the Gunfight scenario to find how this works.

6. Sprint. The model may triple its movement rate when it runs or charges rather than doubling it as normal.

COMBAT SKILLS

1. Combat Master. If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

2. Disarm. The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used.

3. Feint. The model may 'convert' any parries it is allowed to use into extra Attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks.

4. Parry. A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. If the model has a weapon that may parry, it may force an opponent to re-roll up to two Attack dice when parrying rather than just one.

5. Counter Attack. If a model carries a sword he is normally able to parry. However a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack adding +1 to his Attacks.

6. Step Aside. The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

FEROCITY SKILLS

1. Berserk Charge. A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. A model making a berserk charge may not parry that turn.

2. Impetuous. If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".

3. Iron Will. Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.

4. Killer Reputation. A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes fear and the enemy must take a psychology test for fear as appropriate.

5. Nerves of Steel. If the model fails a dice roll to avoid being pinned it may make the roll again.

6. True Grit. Treat a roll of 1 or 2 as a Flesh Wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means he is out of action, as normal. When using special injury charts (Needle guns for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. Body Slam. The model adds +2 to its Weapon Skill in the turn when it charges instead of only +1.

2. Bulging Biceps. This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers an extra -1 to hit penalty.

3. Crushing Blow. A model with the Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.

4. Head Butt. If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you

could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.

5. Hurl Opponent. If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. If the model is thrown over the edge of a building, use the Falling rules (Advanced Rules section) to work out how much damage he suffers.

6. Iron Jaw. If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by -1 point.

SHOOTING SKILLS

1. Crack Shot. A model with this skill can re-roll the injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2. Fast Shot. If a model has the Fast Shot skill he may shoot several times in the shooting phase rather than just once, as normal. He can shoot as many times as his Attacks characteristic. The model can shoot at the same target or at separate targets as you wish. This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome to fire quickly.

3. Gunfighter. The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4. Hip Shooting. The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights.

5. Marksman. A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead he can shoot at any target he can see. In addition, he may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range. This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. Rapid Fire. If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.

STEALTH SKILLS

1. Ambush. The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2. Dive. A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run and hide.

3. Escape Artist. This model may never be captured after a battle. If you roll a 'captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4. Evade. The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This bonus only applies if the fighter is in the open and not if he is behind cover.

5. Infiltration. A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6. Sneak Up. Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. Armourer. The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.

2. Fixer. Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.

3. Inventor. Roll a D6 after each battle. On a roll of 6 the model has created something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been made.

4. Medic. The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.

5. Specialist. This skill may only be taken by juves or gangers, and allows the model to be armed with a special weapon.

6. Weaponsmith. A model with the Weaponsmith skill may ignore failed ammo rolls and weapon explosions on a D6 roll of 4+.

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4. INCOME

At the end of a battle a gang can collect income from its territories. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. Fighters who go out of action during or after a game cannot generate income as they are recuperating from their wounds. Fighters who sustain flesh wounds can collect income as normal.

Leaders, heavies and juves never collect income – only gangers may.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income, D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than 10.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, equipment, food and other supplies. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

NUMBER OF MODELS IN GANG

INCOME	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70



GIANT KILLER BONUS

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory not to its profit.

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

5. TRADING

Cash can be spent on recruiting new fighters and buying new equipment. Fighters may trade in old equipment, and also swap equipment between themselves. Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. Weapons and equipment are purchased as shown by the trading charts. Bear in mind that models must always carry the appropriate weaponry. Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. New recruits are recruited in the same way as original gang members with the normal army list restrictions applying. Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details.

WHEN TO BUY

Players should complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

TRADING

Common items can be bought quite readily in any Underhive settlement, and players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. To represent their scarcity each player makes a dice roll at the start of his trading session to determine what goods are offered to him. Roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the Trade Posts and visits his contacts.

Roll a D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Each player rolls separately for his trading.

GANGERS AND TRADING

To improve his chance of finding rare items, a player may use a ganger to search around the trade post. A ganger who does this cannot collect income from the gang's territory that turn. For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

SELLING

A player may wish to trade weapons at the same time as he buys new ones. Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only. Alternately, old weaponry can be hoarded for future use.



RARE TRADE CHART

The following chart is used to determine what rare trade items are offered for sale.

D66	Item	D6 Roll
11-14	Power Weapon. Roll a D6.	1: Power Axe, 2: Power Fist, 3: Power Maul, 4-6: Power Sword
15	Rare Weapon. Roll a D6.	1-3: Needle Weapon (D6 – 1-4: Needle Pistol, 5-6: Needle Rifle), 4-5: Web Pistol, 6: One in a Million Weapon
16	Gas Grenades. Roll a D6.	1-2: Choke, 3-4: Scare, 5-6: Hallucinogen
21-22	Grenades. Roll a D6.	1: Melta Bomb, 2-3: Photon Flash Flare, 4: Plasma Grenade, 5-6: Smoke Bomb
23-24	Hotshot Laser power pack	
25-31	Gunsight. Roll a D6.	1-2: Red Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight
32-34	Armour. Roll a D6.	1-4: Flak, 5: Carapace, 6: Mesh
35	Bionics: Choose one: Bionic Arm, Bionic Eye, Bionic Leg.	
36	Auto-repairer	
41	Bio-Booster	
42	Bio-Scanner	
43	Blindsnake Pouch	
44	Concealed Blade	
45	Grav Chute	
46	Grapnel	
51	Infra-Goggles	
52	Isotropic Fuel Rod	
53-54	Medi Pack	
55	Mung Vase	
56	Ratskin map	
61	Screamers	
62	Skull Chip	
63	Silencer	
64	Stummers	
65-66	Weapon reload	

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PRICE CHART

The chart below indicates the cost of items available for sale at the Trading Post. In some cases the cost of an item is variable, and includes a base cost plus a variable extra amount, for example 40+3D6 credits.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massiveaxe, sword or club	15	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare

PISTOLS

Item	Cost	Availability	Ammo Roll
Autopistol	15	Common	
Bolt Pistol	20	Common	
Hand Flamer	20	Common	
Laspistol	15	Common	
Needle Pistol	100+4D6	Rare	
Plasma Pistol	25	Common	
Stub Gun	10	Common	
Web Pistol	120+4D6	Rare	

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade Launcher (Grenades extra)	130	Common
Meltagun	95	Common
Needle Rifle	230+4D6	Rare
Plasma Gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Auto-cannon	300	Common
Heavy Stubber	120	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher (Missiles extra)	185	Common

MISSILES

Item	Cost	Availability
Frag Missiles	35	Common
Krak Missiles	115	Common

GRENADES

Item	Cost	Availability
Choke Gas Grenades	15+2D6	Rare
Frag Grenades	30	Common
Hallucinogen	40+4D6	Rare
Krak Grenades	50	Common
Melta Bomb	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma Grenade	30+3D6	Rare
Scare Gas Grenades	20+2D6	Rare
Smoke Bomb	10+3D6	Rare

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper Shotgun shell	5	Common
Hot-Shot Shotgun Shell	5	Common
Bolt Shotgun Shell	15	Common
Hotshot Laser power pack	15	Rare
Dum-dum Bullets (for Stub Gun)	5	Common



GUNSIGHTS

Item	Cost	Availability
Red Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare



MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon base cost	Rare