

11-15 Hand to Hand

11-14 Sword 15C
15 Longsword 15C
16 Master Crafted Sword 30R
20-22 Chain weapon:
 1-4 Chainsword 25C
 5 Chainaxe 20C
 6 Eviserator 30C
23-31 Club, maul or bludgeon 10C
32-36 Chain or flail 10C
41-46 Knife 5C
50-54 Massive Weapon 15C
55-56 Power Axe 35R
61 Power Fist 85R
62-64 Shock Maul 35R
65-66 Power Sword 40R

16-24 Pistol

11-15 Autopistol 15C
16 Hunting Pistol 15C
20-25 Bolt pistol 25C
26-34 Small Flamer:
 1-4 Hand Flamer 20C
 5-6 Exterminator 15C
35-43 Laspistol 15C
44 Hellpistol 30R
45 Needle Pistol 80R
46-53 Plasma Pistol 30C
54-65 Stub Gun 10C
66 Web Pistol 120R

25-33 Basic

11-15 Autogun 20C
16 Stub Rifle 15
21-26 Boltgun 35C
31-35 Lasgun 25C
36 Hellgun 50R
41-45 Shotgun 20C
46 Scatter Rifle 20C
51-56 Hunting Rifle 25C
61-62 Handbow 5C
63-64 Musket 10C
65 Scattergun 10C
66 Blunderbuss 10C

34-36 Special

11-12 Bolter-Flamer 113R
13 Bolter-Plasma Gun 158R
14 Bolter-Melta 195R
15 Bolter-Grenade L. 143R
16 Bolter-Needle Pistol 173R
21-22 Sniper Rifle 80R
23-25 Stormbolter 85C
26 Electrogun 60R
31-42 Flamer 40C
43-46 Grenade Launcher 60C
51-54 Meltagun 95C
55 Needle Rifle 180R
56-65 Plasma Gun 80C
66 Autoslugger 45C

41-42 Heavy

11-14 Autocannon 260C
15-26 Heavy Stubber 120C
31-36 Heavy Bolter 180C
41-46 Heavy Flamer 100C
51 Webber 240R
52-55 Heavy Plasma Gun 240C
56-61 Lascannon 300C
62 Multimelta 320C
63-66 Missile Launcher 140C

43-46 Missles or Grenades
(choose a table to roll on)Missiles;

1-2 Frag 35C
3 Krak 50C
4 Inferno 25R
5 Plasma 50R
6 Smoke 25R

Grenades;

11-14 Choke Gas 15R
15-25 Frag 25C
26 Stick Bomb 15C
31-33 Hallucinogen 40R
34-41 Krak 40C
42-43 Melta Bomb 40R
44-51 Photon Flash Flare 20R
52-53 Plasma 35R
54 Inferno 30C

55-62 Scare Gas 20R
63-65 Smoke Bomb 10R
66 Tox Bomb 20C

51-52 Special Ammo

11-14 Infernoshot Power Pack 15R
14-21 Armor Piercing 10R
22-26 Man-Stopper 5C
31-32 Hellfire Bolts 20R
33 Kraken Bolts 15R
34 Stalker Bolts 15R
35-43 Hot-Shot shotgun shell 5C
44-51 Bolt shotgun shell 15C
52-56 Hotshot Laser pack 15R
61-66 Dum-dum bullets 5C

55-54 Gunsights

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

55-61 Armor

11-21 Flak 10R
22-32 Carapace 60R
33-43 Mesh 25R
44-51 Force Field 100R
52-56 Crude Armor 10C
61-63 Conversion Field 60R
64-66 Refractor Field 95R

62 Bionics

1 Eye 50R
2 Arm 80R
3 Bionic Resonator 50R
4 Hand 50R
5 Leg 80R
6 Bionic Chest 50R

63-66 Miscellaneous

11 Archeotech D6x10R
12-13 Auto-Repairer 80R
14 Bio-Scanner 50R
15 Blade Venom 10R
16 Blindsnake Pouch 30R
21-22 Clip Harness 10C
23 Concealed Blade 10R
24 Drugs
 1 Bottle Wild Snake 10R
 2 Kalma (per dose) 5R
 3 'Slaught (per dose) 5R
 4 Spook (per dose) 15R
 5 Spur (per dose) 5R
 6 Stinger Mold Patch 15R
25 Drum Magazine 15R
26 Filter Plugs 10C
31 Grav Chute 40R
32 Grapnel 30R
33 Icrotic Slime 50R
34-36 Implants
 1 Berserker Chip 25R
 2-3 Bio-Booster 50R
 4 Bionic Implant 50R
 5 Lobo-chip 20C
 6 Skull Chip 30R
41 Infra-Goggles 30R
42 Isotropic Fuel Rods 50R
43 Medi-pak 80R
44 Mung vase D6x10R
45 One in a Million Weapon*2R
46 Photo Contacts 15C
51 Photo-Visor 10C
52 Rad Counter 10R
53 Ratskin map D6x10R
54-55 Respirator 15C
56 Screammers (one use) 10R
61 Stinger Pouch 10R
62 Stummers 10R
63 Sump Dynamo 40R
64 Suspensor 50R
65 Weapon mods
 11-13 Aux. Launcher 75R
 14-22 Aux. Shotgun 10R
 23-31 Bayonet 5C

32-35 Chainblade 20R

36-43 H.Bore Silencer 15R

44-51 Longlas 15R

52-61 Silencer 10R

62-66 Suspensor 40R

66 Weapon reload Weapon/2C