

RARE TRADE CHART

- 11 **Rare Melee Weapons:** Roll again
1-2: Power Sword, 3-4: Power Axe
5: Shock Maul, 6: Power Fist
- 12 **Rare Ranged Weapons:** Roll again
1-3: Needle Pistol OR Needle Rifle
4-5: Web Pistol
6: One in a Million Weapon (see page 54)
- 13-14 **Armour:** Roll again
1-3: Flak, 4-5: Mesh
6: Exotic Armour: Roll again
1-4: Carapace, 5-6 Force Field
- 15-16 **Gunsights:** Roll again
1-2: Red-dot Laser, 3: Mono-sight
4: Telescopic Sight, 5: Infra-red Sight
6: Choose
- 21-24 **Stealth Gear:** Roll again
1-2: Stummers OR Screammers
3-4: Silencer, 5: Blindsnake Pouch
6: Choose
- 25-26 **Chips:** Roll again
1-3: Skull Chip, 4-6: Berserker Chip
- 31-32 **Medical Gear:** Roll again
1-2: Medi Pack, 3-4: Stinger pouch
5: Bio-booster, 6: Choose
- 33-36 **Tactical grenades:** Roll again
1-3 Smoke Bombs, 4-6 Photon Flash Flares
- 41-43 **Gas Grenades:** Roll again
1-2: Scare Grenades, 3-4 Choke Grenades
5: Hallucinogen, 6: Choose
- 44 **Grenades:** Roll again
1-3: Meltabombs, 4-5: Plasma Grenades
6: Choose
- 45-46 **Heavy Gear:** Roll again
1-2: Grapnel, 3-4: Suspensor
5: Auto-repairer, 6: Choose
- 51-54 **Ammo:** Roll again
1-2: Hotshot Laser Power Packs
3-4: Drum Magazine, 5: Hellfire Bolts
6: Choose
- 55 **Income Items:** Roll again
1-2: Isotropic Fuel Rod, 3-4: Mung Vase
5-6: Ratskin Map
- 56 **Bionic:** Choose one of the following:
Bionic Arm, Eye, Leg, Chest or Implant
- 61-64 **Items:** Roll again
1: Concealed Blade, 2: Bio-scanner
3: Respirator, 4: Photo-visor
5: Infra-red Goggles, 6: Choose
- 65-66 **Choose Category**