

Ammunitions

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Name

Arrows

Bolt Shells

Bullets

Cannister (Basic)

Cannister (Heavy)

Cannister (Pistol)

Chargepack - Basic

Chargepack - Heavy

Chargepack - Pistol

Dumdums

Exotic

Fuel - Basic

Fuel - Pistol

Hellfire Rounds

Holy Stakes

Hot Shot Charge

Inferno Shells

Kraken Pattern Penetrator Rounds

Man Stopper Bullets

Melta Cannister - Basic

Melta Cannister - Pistol

Metal Storm Frag Shells

Plasma Flask - Basic

Plasma Flask - Pistol

Psycannon Bolts

Shells

Shot

Cost/Round	Avail
1/20	Common
16/1	Rare
1/20	Plentiful
50/1	Rare
100/1	Rare
25/1	Rare
15/Clip	Common
30/Clip	Rare
10/Clip	Common
5/6	Scarce
20/1	Very Rare
10/Clip	Scarce
8/Clip	Scarce
100/1	Very Rare
100/1	Very Rare
15/1	Scarce
18/1	Rare
32/1	Very Rare
5/6	Scarce
15/Clip	Rare
20/Clip	Very Rare
32/1	Very Rare
18/Clip	Rare
24/Clip	Rare
100/1	Very Rare
1/20	Common
1/20	Common

Grenades

Name	Class	Range	Damage	Pen	Special	Wt	Cost	Availability
Blind	Thrown	SBx3	-	0	Smoke	.5kg	25	Scarce
Fire Bomb	Thrown	SBx3	1d10+3 E	6	Blast (3)	.5kg	5	Plentiful
Frag	Thrown	SBx3	2d10 X	0	Blast (4)	.5kg	10	Common
Hallucinogen	Thrown	SBx3	Special	0		.5kg	40	Scarce
Krak	Thrown	SBx3	2d10+4 X	6		.5kg	50	Rare
Photon Flash	Thrown	SBx3	Special	0		.5kg	60	Scarce

Weapon Upgrades

weapon Opgrades			
Name	Weight	Cost	Avail
Blasta	2kg	50 Teef	Very Rare
Combi-Weapon	Special	200	Scarce
Compact	x1/2	50	Average
Exterminator	+1kg	35	Common
Extra Grip	x1/3	25	Plentiful
Fire Selector	+.5kg	25	Scarce
M40 Targeting System	1kg	1,000	Very Rare
Melee Attachment	+2kg	25	Plentiful
Mono	0	40	Scarce
More Dakka	+ x1/2 weapon wgt	50 Teef	Rare
Overcharge Pack	+5kg	15	Common
Power Bayonet	3kg	2,000	Very Rare
Red Dot Laser Sight	+.5kg	50	Scarce
Shootier	1kg	50 Teef	Rare
Silencer	+.5kg	10	Plentiful
Suspensor Unit	5kg	1,000	Very Rare
Targeter	2.5kg	250	Scarce
Telescopic Sight	+1kg	35	Average
Underslung Grenade Launcher	1kg	200	Scarce