



## ***Ammunitions***

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<b>Name</b>	<b>Cost/Round</b>	<b>Avail</b>
Arrows	1/20	Common
Bolt Shells	16/1	Rare
Bullets	1/20	Plentiful
Cannister (Basic)	50/1	Rare
Cannister (Heavy)	100/1	Rare
Cannister (Pistol)	25/1	Rare
Chargepack - Basic	15/Clip	Common
Chargepack - Heavy	30/Clip	Rare
Chargepack - Pistol	10/Clip	Common
Dumdums	5/6	Scarce
Exotic	20/1	Very Rare
Fuel - Basic	10/Clip	Scarce
Fuel - Pistol	8/Clip	Scarce
Hellfire Rounds	100/1	Very Rare
Holy Stakes	100/1	Very Rare
Hot Shot Charge	15/1	Scarce
Inferno Shells	18/1	Rare
Kraken Pattern Penetrator Rounds	32/1	Very Rare
Man Stopper Bullets	5/6	Scarce
Melta Cannister - Basic	15/Clip	Rare
Melta Cannister - Pistol	20/Clip	Very Rare
Metal Storm Frag Shells	32/1	Very Rare
Plasma Flask - Basic	18/Clip	Rare
Plasma Flask - Pistol	24/Clip	Rare
Psycannon Bolts	100/1	Very Rare
Shells	1/20	Common
Shot	1/20	Common

### ***Grenades***

<b>Name</b>	<b>Class</b>	<b>Range</b>	<b>Damage</b>	<b>Pen</b>	<b>Special</b>	<b>Wt</b>	<b>Cost</b>	<b>Availability</b>
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***

<b>Name</b>	<b>Weight</b>	<b>Cost</b>	<b>Avail</b>
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