

# FALLOUT



A POST-NUCLEAR RPG

BOOK III: EQUIPMENT

The trade value of each item is given, along with all appropriate information for weapons, ammunition, and armor. The weapons are broken down by skill required, and then by type of weapon.

## Weapons

Abbreviations:

Dmg = Damage (note that damage for guns is determined by the type of ammunition used, and any modifiers the gun adds)

S = Single

T = Targeted

B = Burst

Rng = Range in meters. In standard combat, one hex is 1 meter in diameter. Numbers in ( ) indicate range with a tripod where applicable.

W = Weight

MD = Melee Damage

### Unarmed Skill Weapons

This skill covers the good old fashioned method of beating people up with your bare fists, and weapons that compliment this method. All unarmed skill weapons (unless a special attack) cost 3 AP for a single attack and 4 AP for a targeted attack.

#### Fists and Feet

Value: N/A

Unless your character is missing a limb or two, they have these weapons with them at all times. The most basic of weapons.

Min. ST: 1 W: N/A Dmg: 1d4 + MD Rng: 1

#### Advanced Unarmed Attacks

Value: N/A

These are advanced attacks that can be performed by unarmed characters. These attacks will modify the damage that an unarmed attack performs, even if using an unarmed weapon. If an unarmed weapon cannot be modified by these attacks it will say so in its description. As no unarmed weapons are used by the feet, kicking attacks cannot modify any weapons.

#### Punches

Strong Punch - Effects: +3 Damage, AP Cost: 3, Requires: Unarmed 55%, Agility 6

Hammer Punch - Effects: +5 damage, +5% critical chance. AP Cost: 3, Requires: Unarmed 100%, Agility 7, Strength 5

Jab - Effects: +3 damage, +10% critical chance, AP Cost: 3, Requires: Unarmed 75%, Agility 7, Strength 5

Palm Strike - Effects: +7 Damage, +20% Critical chance, armor piercing, AP Cost: 6, Requires: Unarmed 115%, Agility 7, Strength 5

Piercing Strike - Effects: +10 damage, +40% Critical chance, armor piercing, AP Cost: 8, Requires: Unarmed 130%, Agility 7, Strength 5

#### Kicks

Strong Kick - Effects: +5 damage, AP Cost: 4, Requires: Unarmed 40%, Agility 6

Snap Kick - Effects: +7 Damage, AP Cost: 4, Requires: Unarmed 60%, Agility 6, Strength 6, Level 6

Power Kick - Effects: +9 Damage, +5% Critical chance, AP Cost: 4, Requires: Unarmed 80%, Agility 6, Strength 6

Hip Kick - Effects: +7 Damage, AP Cost: 7, Requires: Unarmed 60%, Agility 7, Strength 6

Hook Kick - Effects: +9 Damage, +10% critical chance, armor piercing, AP Cost: 7, Requires: Unarmed 100%, Agility 7, Strength 6

Piercing Kick - Effects: +12 Damage, +50% Critical chance, armor piercing, AP Cost: 9, Requires: Unarmed 125%, Agility 8, Strength 6

#### Boxing Gloves



Value: 250

One can still find practitioners of "the sweet science" in the wastes. If your character is thinking of becoming the next Masticator, these are essential. Boxing gloves are gloves with some kind of pad over and around the fist, so that the wearer does not damage his or her hand, and the person getting punched doesn't get cut.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 1 W: 5 lbs Dmg: 1d4 + MD Rng: 1

#### Brass Knuckles



Value: 40

A device that fits around the knuckles of a fighter, making punches hurt a lot more. It distributes the force of the blow evenly over the puncher's hand, allowing them to avoid breaking their fingers.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb Dmg: 1d10 + MD Rng: 1

#### Clawed Gloves



Value: 1000

These gloves feature extendible blades that are designed to slash and disembowel even the strongest critters. The user can control the claws' action through a trigger in the glove.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 2 lbs. Dmg: 3d6+3+MD Rng: 1

#### Deathclaw Gauntlet



Value: 1100

A vicious hand weapon taken from a very pissed off deathclaw. This item can be constructed from a leather

belt, a medical brace, wonder glue and a deathclaw hand. This item ignores Damage Resistance

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 10 Dmg: 1d10+10+MD Rng: 1

#### Impact Glove



Value: 900

A Brotherhood of Steel invention, the impact glove uses a unique piston device similar to ones used by the

much more powerful Big Frigger line of power fists. The difference is that the impact glove uses a smaller energy cell that does not need to be recharged, and is significantly less powerful. It is still a decent weapon, and can enhance anyone's hand-to-hand fighting experience.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 w: 9 lbs. Dmg: (1d10+8) + MD Rng: 1

#### Lacerators



Value: 100

This nasty little glove represents some of the finest innovations raiders and tribals have made

since the war. Gloves covered with razor blades, lacerators will rip flesh into fine pieces with a simple swipe of the hand.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 2 lbs. Dmg: (1d8+2) + MD Rng: 1

#### Mace Glove



Value: 150

The mace glove is a large, weighted, spiked metal ball attached to a glove, so the user can beat

unsuspecting critters or raiders with more effectiveness. Certainly not an elegant weapon, but an efficient one.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 4 lbs. Dmg: 1d6+4+MD Rng: 1

#### Mega Power Fist

Value: 2200

A more powerful version of the "Big Frigger." This one has upgraded



power servos for increased strength. The Mega Power Fist holds 25 charges of Small Energy Cells. Like the smaller version, it uses a charge every time a punch is thrown, even if it doesn't connect.

Ammo: Small Energy Cells

Rnds: 25 Burst: N/A Min. ST: 1 W: 10 lbs. Dmg: (3d10+20) + MD Rng: 1

#### Plated Boxing Gloves



Value: 300

Where one finds practitioners of "the sweet science," one finds cheaters as well.

Someone "accidentally" put metal plates into these boxing gloves.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 1 W: 10 lbs Dmg: (1d4+5) + MD Rng: 1

#### Power Fist



Value: 1800

The "Big Frigger" Power Fist from BeatCo is considered by many to be the ultimate weapon to use in

unarmed combat. A Power Fist is a metal glove that fits over the hand and uses small motors to enhance the power of a punch. It holds 25 charges, and uses Small Energy Cells to recharge. The glove will "sense" when the user throws a punch and automatically adjusts for greater damage, using energy even if the punch doesn't connect.

Ammo: Small Energy Cells

Rnds: 25 Burst: N/A Min. ST: 1 W: 10 lbs. Dmg: (2d8+10) + MD Rng: 1

#### Punch Dagger



Value: 300

The punch dagger certainly isn't a subtle weapon; it is a large, serrated combat knife attached to a glove, combining the force of a

punch with the tearing action of a toothed blade. Expect to get kicked out of the boxing ring for using this unorthodox piece of equipment. This weapon cannot be modified with an advanced unarmed attack.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 4 lbs. Dmg: (1d10+2) + MD Rng: 1

#### Punch Gun



Value: 600

This unusual weapon is a glove with a trigger in the thumb, allowing the user to fire a single shotgun shell at the same time a

punch is thrown. The damage from the shotgun ammo is added to the effects of the punch and melee damage.

Although they are somewhat awkward, as they must be reloaded after every use, an enterprising individual could do quite well with one of these tools during a surprise attack. The punch gun holds 1 shotgun shell. Note that the incredibly short barrel on the gun renders this weapon ineffective at all but the closest ranges. This weapon cannot be modified with an advanced unarmed attack.

Ammo: 12 gauge

Rnds: 1 Burst: N/A Min. ST: 2 W: 7 lbs. Dmg: (1d4 + Ammo) + MD Rng: 1

### Sapper



Value: 80

Essentially a normal glove with weights attached, the sapper is designed to help you hit harder. Like a melee sap (see below), the primary use of this weapon is to knock an opponent unconscious from a sneaky blow to the head. Head shots with this glove have a 75% chance of knocking the target unconscious for 1d10 rounds.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 3 W: 4 lbs. Dmg: 1d6 + MD Rng: 1

### Shredders



Value: 90

Shredders are gloves that have small, sharp claws attached to the fingers, allowing the user to scratch an opponent. Not very useful as a melee weapon, but coated with the right kind of poison, shredders can be extremely dangerous. This weapon cannot be modified with an advanced unarmed attack.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lbs. Dmg: 1d4+2+MD Rng: 1

### Spiked Knuckles



Value: 250

An improved version of the classic brass knuckles, the spiked knuckles do more damage, tearing into the flesh of your opponent in unarmed combat. Like the brass knuckles, they distribute damage evenly across the attacker's fingers.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb Dmg: (1d10+4) + MD Rng: 1

### Tiger Claw



Value: 75

This is a glove that fits over a portion of the knuckles and fingers, concealing sharp "claws" in the palm.

It is a simple weapon, often used for ritualistic tribal combat rather than serious fighting. Assassins like to dip tiger claws in poison to make an easily concealable – and deadly – weapon. This weapon cannot be modified with an advanced unarmed attack.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb Dmg: 1d2 + MD Rng: 1

## Melee Skill Weapons

These weapons are held in the hand and make contact with whatever their user is trying to damage. One-handed melee attacks cost 3 AP for a single attack and 4 AP for a targeted attack. Two-handed melee attacks cost 4 AP for a single attack and 5 AP for a targeted attack.

### Arc Welder

Value: 450

An arc welder is a one-handed tool that is equally good at soldering metal or someone's face.

Ammo: Small Energy Cells

Rnds: 40 Burst: N/A Min. St: 4 W: 5 Dmg: 1d10+10 Rng: 1

### Auto-Axe



Value: 2200

A concrete saw repurposed for melee combat. Often used in pit fighting. Ignores 10

points of DT.

Ammo: Small Energy Cell

Rnds: 25 Burst: N/A Min. ST: 6 W: 20 lbs. Dmg (2d12+10) + MD Rng: 2

### Ax



Value: 45

This is a basic ax. Good for breaking down wooden doors, or sinking into that nuke pooch. Another common weapon that

can be constructed from a piece of wood and any hunk of sharp metal or rock, axes are anywhere from 30 cm to 90 cm in length. Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 4 lbs. Dmg: 2d8+MD Rng: 1

### Baseball Bat



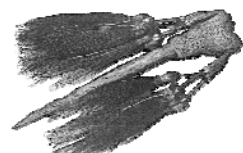
Value: 250

This all-American, hardwood baseball bat will knock anything right out of the park. A true classic. Don't settle for aluminum ripoffs. Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 4 lbs. Dmg: 1d10+2+ MD Rng: 2

### Bone Knife



Value: 5

A bone knife is an extremely crude one-handed weapon constructed from the remains of a dead human or animal.

Though of limited use, a bone knife can be extremely deadly when dipped in poison.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb Dmg: 1d4+MD Rng: 1

### Broken Bottle



Value: 2

The weapon of choice for bar fights. Contrary to popular belief, smashing a bottle on

the bar to break it won't give you a handy weapon. Instead, it'll tear holes in your hand. You'll just have to pick one of these up off the floor. One handed

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb. Dmg: 1d6 + MD

### Bull Whip



Value: 250

A bull whip is a one-handed weapon initially designed to encourage cattle to move away from the bull whip. It is an extremely painful weapon with good reach.

Ammo: N/A

Rnds: N/A Burst: N/A Burst: N/A Min. ST: 3 W: 4 lbs. Dmg:

(1d10+8) + MD Rng: 3

### Cattle Prod



Value: 600

Since this weapon can knock a cow unconscious, imagine what it can do to a human.

The cattle prod looks a little like an overgrown tuning fork, except that an arc of electricity passes between the prongs on the end whenever the user presses the trigger button. Any biological critter hit with a cattle prod has a 50% chance of being knocked unconscious. Each time an attack is made, successful or not, the Prod uses one charge. One-handed.

Ammo: Small Energy Cell

Rnds: 25 Burst: N/A Min. ST: 4 W: 5 lbs. Dmg: (2d6+10) + MD Rng: 1

### Chainsaw



Value: 3000

A leftover from the pre-War days, a chainsaw is an extremely efficient tool for slicing through wood and other durable objects.

It can be an impressive melee weapon. Two-handed.

Ammo: Small Energy Cell

Rnds: 25 Burst: N/A Min. ST: 4 W: 10 lbs. Dmg: (3d10+20) + MD Rng: 1

### Chain Whip

Value: 300

A chain whip is an improvised, one-handed weapon made from a length of chain. It is an extremely painful weapon with good reach. The biker's best friend.

Ammo: N/A

Rnds: N/A Burst: N/A Burst: N/A Min. ST: 5 W: 4 lbs. Dmg: (1d12+8) + MD Rng: 3

### Chinese Sword



Value: 450

This two-handed weapon was most likely carried by Chinese forces during the Great War. Why you can

find them throughout the continent is anyone's guess.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 4 W: 6 Dmg: 2d12+MD Rng: 1

### Claw Hammer



Value: 40

Using this tool for other than its intended purpose is bound to cause some pain and

damage. Also useful for non-combative purposes. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 3 lbs. Dmg: 1d8+2+MD Rng: 1

### Cleaver



Value: 110

This one-handed kitchen implement was specifically designed and balanced to ease

the task of cutting meat off of living or dead creatures. Made of a rust-resistant graphite compound, this weapon stays sharp longer and hacks harder than the common knife.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 1 lbs. Dmg: (1d8+10) + MD Rng: 1

### Combat Knife



Value: 165

A military-issued knife designed for melee combat.

The serrated edges tend to tear instead of cut, and wounds from this blade are a lot more painful than normal knife wounds. Combat knives were constructed from a carbon-based compound instead of a metal, making them more durable, less prone to dulling, and lighter than a normal knife. They are usually 15 to 25 cm long. This weapon is one-handed and can also be thrown.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 2 W: 2 lbs. Dmg: (1d12+3) + MD Rng: 1

### Crowbar



Value: 65

A very solid and heavy piece of metal specially designed to exert leverage - or pound heads.

Crowbars are fashioned from a piece of solid metal, twisted so that the user can exert force on an object and pry it upwards. They are usually about 35 cm in length. Can be used with one hand.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 5 lbs. Dmg: (1d12+3) + MD Rng: 1

### Deco-Filament



Value: 2000

The deco-filament is an unusual weapon favored by assassins and Yakuza. It is

a razor-sharp, super thin, extra-strong wire strung between two handles. The user can then whip the wire at a target, lopping off flesh and limbs. It can be used as a garrote to cleanly lop a head from a neck. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb. Dmg: (4d10) + MD Rng: 2

### Discharge Hammer

Value: 4500

Externally similar to a Super Sledgehammer, the Discharge Hammer includes mechanisms to convert the kinetic discharge of the hammer into an EMP. As a result, the hammer does double damage against robots. The Super Sledge is a two-handed weapon.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 12 lbs Dmg: (3d10+15) + MD Rng: 2

### Faux-tana

Value: 100

This is a tourist-store ripoff sword that resembles a katana. It's made of cheaper materials and has ridiculously poor balance. It will probably break given half a chance and, in fact, does so on any critical failure. With a speech roll you can successfully pass it off as a Wakizashi Blade to a merchant you don't like. If actually used in combat, it is two handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 3 W: 2 lbs. Dmg: (1d6+4) + MD Rng: 1

### Fire Axe



Value: 50

Apparently, the before-timers didn't know much about extinguishing fires, but they

sure did know how to make an axe. This weapon is two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 3 W: 5 Dmg: 2d10+MD Rng: 1

### Hatchet



Value: 25

You want to axe someone a question, but it's not a very big question? The hatchet is for you! One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 2 Dmg: 1d12+MD Rng: 1

### Hockey Stick

Value: 40

Hallmark of the national pastime, but only if you're on the wrong side of the border. Get with the baseball and apple pie you arctic, frenchie pinko. The hockey stick uses two hands.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 2 Dmg: 1d8+2+MD Rng: 2

### Kaiser Blade



Value: 60

A kaiser blade (also called a ditch bank blade, brush axe or sling blade) is a heavy, hooked, steel blade at the end of a wooden handle. It is used for gardening and light combat. Two-handed

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 5 W: 3 Dmg: 1d12+3+MD Rng: 2

### Kitchen Knife



Value: 30

A basic cooking implement used in a pinch for snicker-snee. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 1 W: 1 Dmg: 1d6+MD Rng: 1

### Knife



Value: 40

A basic knife for cutting things. Or critters. Or people. Knives

are about 15-25 cm long. The best are made from metal alloys; the most primitive are carved from pieces of rock such as flint. This is a one-handed weapon that can also be thrown.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 2 W: 1 lb. Dmg 1d10 + MD Rng: 1

### Laser Saw

Value: 50

A two-handed, heavy cutting tool utilizing laser technology.

Ammo: Small Energy Cells

Rnds: 20 Burst: N/A Min. St: 3 W: 2 Dmg: 3d6+5 Rng: 1

### Machete



Value: 100

Hack your way through all manner of flora and fauna with this one-handed, handy

gardening implement. The weapon of choice for the intrepid jungle explorer, or the novice backyard weedwhacker.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 1 lb. Dmg: (1d10+7) + MD Rng: 1

### Metal Pipe



Value: 10

Either iron or lead, this old section of plumbing makes a fine tool for breaking bones and

beating heads. Although heavy and somewhat awkward, a piece of pipe hurts just as badly as a club. This weapon is small enough to be used with one hand.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 10 lbs. Dmg: 1d10 + MD Rng: 1

### Micro Sledgehammer



Value: 500

A Brotherhood of Steel specialty, the Micro

Sledgehammer is the dream of any child who ever

wanted to misuse a croquet mallet. Originally designed to make construction more efficient, the Brotherhood's piston technology means this small sledge hits with maximum effect. This weapon is small enough to be used with one hand.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 8 lbs. Dmg: (1d12+8) + MD Rng: 1

### Nail Board



Value: 60

Someone has negligently pounded several nails through this loose 2x4. Their loss is your gain.

Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 5 W: 6 Dmg: 2d10+MD Rng: 2

### Parking Meter

Value: 100

A piece of pre-war parking enforcement technology, repurposed to once again ruin someone's day. Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 7 W: 12 lbs. Dmg: 2d8 + MD Rng: 2

### Plunger

Value: 10



Bludgeoning, thrusting or sucking, take your pick with this trusty weapon. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 4 W: 2 lbs. Dmg: 1d4+MD Rng: 2

### Police Baton

Value: 30

A one-handed, police-issue club used for subduing criminals, or making sure they never commit a crime again. This weapon is

about 70 cm long and made out of a rod of metal, with a handle perpendicular to the shaft, allowing the vibrations from contact to diffuse before they travel up the user's arm. A relatively easy weapon to make from pieces of scrap metal.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 3 W: 3 lbs. Dmg: 1d10 + MD Rng: 1



### Pool Cue



Value: 30

The ancient game of pool is all but lost in the wastelands. The tradition of the game is kept alive, presumably, by beating the hell out of each other with sticks. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 2 Dmg: 1d8+MD Rng: 2

### Proton Ax

Value: 3500

The proton ax is a nasty little tool. A doublebladed ax covered with depleted Uranium, allowing it to pass through almost anything. Proton Axes were made exclusively by the Guardians, and are very rare. They are about 150 cm from handle to tip and the axehead is 50 cm long and almost 80 cm across. The proton ax requires two hands to wield.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 15 lbs. Dmg: (3d10+10) + MD Rng: 1

### Ripper



Value: 1000

Basically a one-handed, knife-sized chainsaw, without the noisy motor. Rippers were

common among gangs and thugs before the war, and are common among criminals and lowlives after the war. It's called a ripper for a reason; it tears flesh and organs to pieces. Every time an attack is made, successful or not, the Ripper uses one charge. The Ripper holds 25 charges of Small Energy Cell.

Ammo: Small Energy Cell

Rnds: 25 Burst: N/A Min. ST: 4 W: 5 lbs. Dmg: (1d10+15) + MD Rng: 1

### Rock

Value: N/A

It's a rock.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb. Dmg: 1d4 + MD Rng: 1

### Rolling Pin



Value: 20

A heavy, blunt object good for baking or killing your next meal. Only uses one hand.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 2 Dmg: 1d8+MD Rng: 1

### Sap

Value: 1

A sap is a simple, one-handed weapon designed to knock someone unconscious. It is usually just a rock or some packed sand inside of an old tube of cloth, like a sock. Saps do not actually damage a target, and are only effective when targeting someone's head (treat this as a targeted shot to the eyes). A successful hit causes the target to lose consciousness for 1d10 rounds.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 5 W: 1 lb. Dmg: None Rng: 1

### Scalpel



Value: 140

The standard instrument for performing surgeries, this surgical-stainless steel knife

is small but incredibly sharp. Not the best tool for a melee fight, but it will do in a pinch. See also Equipment.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb. Dmg: (1d8+3) + MD Rng: 1

### Sharpened Pole

Value: 5

A basic piece of wood with a sharpened end, about 2 meters long. This two-handed weapon can also be thrown.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 3 W: 3 lbs. Dmg: (1d4+1) + MD Rng: 2

### Shiskebab

Value: 2000

The shiskebab is a custom made two-handed, sword constructed from materials in the wasteland.



This item is constructed from a lawnmower blade, a motorcycle gas tank, a motorcycle handbrake, and a pilot light. An enemy hit with this item will be set on fire whether or not they take damage.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 10 Dmg: 1d12+10 Rng: 2

### Shiv



Value: 2

A homemade knife that resembles an ice pick. A shiv is undetectable if your character is

holding it; however, it does not get a bonus for melee damage. Shivs can be constructed from the simplest of materials, are often used as basic assassination weapons.

Ammo: N/A



Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb Dmg: 1d4  
Rng: 1

### Shovel

Value: 30

Can you dig this, daddy-o? Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 15 lbs. Dmg:  
1d12 + MD Rng: 2

### Sledgehammer



Value: 120

A pole with a heavy metal chunk on the end, designed to crumble bones and

damage vital organs. Sledgehammers are about 70 cm long, and require two hands to use properly..

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 6 W: 12 lbs. Dmg: 3d4  
+ MD Rng: 2

### Spear

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end. Spears are simple weapons to construct, being a long (2 meter) wooden pole with some kind of metal or stone head tied to one end. This two-handed weapon can also be thrown.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 4 lbs. Dmg:  
(1d12+3) + MD Rng: 2

### Super Cattle Prod



Value: 1800

An upgraded cattle prod. Any biological critter hit with this tool has a 75%

chance of being knocked unconscious. The Super Cattle Prod requires two hands to use. Every time an attack is made, regardless of the attack's success, the Super Prod uses one charge. This weapon holds 25 charges of Small Energy Cell.

Ammo: Small Energy Cell

Rnds: 25 Burst: N/A Min. ST: 4 W: 5 lbs Dmg:  
(2d8+20) + MD Rng: 1

### Super Sledgehammer



Value: 3750

At first glance, this nifty little tool is indistinguishable from a regular sledgehammer,

except for the small bundle of machinery at the base of the head. It includes a kinetic energy storage device to increase knock back. The Super Sledge is a two-handed weapon.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 5 W: 12 lbs Dmg:  
(3d10+15) + MD Rng: 2

### Switchblade



Value: 50

The blade of this small knife is held by a spring. When a

button on the handle is pressed, the blade shoots out with a satisfying sound. Constructing one of these takes some skill with both metalworking and machinery, and they are usually found in the possession of gangs in larger cities.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 1 W: 1 lb. Dmg: 1d6 +  
MD Rng: 1

### Table Leg

Value: 40

If your table is broken, all is not lost. This simple, one-handed melee weapon is good in a pinch.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 3 Dmg:  
1d8+MD Rng: 1

### Tire Iron



Value: 80

With cars now out of fashion, enterprising wastelanders have

found a new use for this item. One-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. St: 2 W: 2 Dmg:  
2d8+MD Rng: 1

### Wakizashi Blade



Value: 200

The Wakizashi looks like a smaller Katana. Because these blades are so difficult to make, it is highly doubtful

that anyone makes these weapons in the wastes, and they are most likely tourist-store ripoffs from pre-War times. Of course, there are always exceptions. The Wakizashi is about 60 cm long, and slightly curved.

Ammo: N/A

Rnds: N/A Burst: N/A Min ST: 2 W: 2 lbs. Dmg:  
(1d12+4) + MD Rng: 1

### Wooden Club



Value: 20

Humans have used these tools to kill prey and bash each other since we came

down from the trees. This two-handed weapon is nothing more than a stick with some sharp points on it, or maybe a rusty nail or two driven through it to cause more pain and suffering to anyone unlucky enough to get hit with it.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 5 Dmg: 1d12+MD  
Rng: 2

#### Wooden Leg



Value: 20

Somewhere, someone is hobbling about while you use their leg as a baseball bat. Two-handed.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 4 W: 4 lbs. Dmg: 1d8+1+ MD Rng: 2

#### Wrench



Value: 65

This is probably more useful for repairing things.

Wrenches are pieces of solid metal that can double as one-handed clubs. The wrenches that are effective in combat are anywhere from 40 to 80 cm in length. See also Equipment.

Ammo: N/A

Rnds: N/A Burst: N/A Min. ST: 3 W: 4 lbs. Dmg: (1d6+2) + MD Rng: 1

### Small Guns Skill Weapons

#### Primitive Missile Weapons

One of the oldest "firearms" is the bow. Traces of these weapons have been found among excavations of the most primitive settlements, and Neanderthals used them over 30,000 years ago. The bow family of weapons is suddenly very popular in a world where they are easy to make and are better than a knife or sharpened stick. Bows all require two hands to use. Other kinds of primitive missile weapons are popular among tribals again as well, as they are far easier to construct and maintain than 100-year-old firearms. One-handed small guns attacks cost 3 AP for a single attack and 4 AP for a targeted attack. Two-handed small guns attacks cost 4 AP for a single attack and 5 AP for a targeted attack.

#### Blowgun

Value: 30

A blowgun is a hollow tube that the user blows a strong burst of air through, launching a small, feathered dart at an enemy. They can be made from anything hollow, including old metal pipes, reeds, and drinking straws. The darts that a blowgun fires don't do an extraordinary amount of damage, but many are coated with poisons. A favorite weapon of assassins, since it makes very little noise.

Ammo: Dart

Rnds: 1 Burst: N/A Min. ST: 1 W: 1 lb. Dmg: +0 Rng: 20

#### Composite Hunting Bow

Value: 600



This pre-War relic can still be found in some parts of the wastes. A system of wheels and a longer string was added, and the bow constructed from a carbon compound, adding accuracy and distance.

Ammo: Arrow

Rnds: 1 Burst: N/A Min. ST: 5 W: 8 lbs. DMG: +5  
Rng: 60

#### Composite Hunting Crossbow

Value: 900



These were rare before the war, and are even harder to find now. Composite hunting crossbows work on the

same principles composite bows do.

Ammo: Bolt

Rnds: 1 Burst: N/A Min. ST: 4 W: 12 lbs. DMG: +6  
Rng: 70

#### Sling



Value: 20

Not a bow, but a similar ancient weapon, slings have been around almost as long. A leather pouch attached to some long leather cords,

slings are designed to hurl rocks farther and more accurately than one can do by hand. The user spins the sling around in the air, gathering momentum, and then flicks his or her wrist to release the rock at the target. Note that slings do not require two hands to use.

Ammo: Rock

Rnds: 1 Burst: N/A Min. ST: 5 W: 2 lbs. Dmg: 1d10  
Rng: 10

#### Wooden Bow



Value: 50

Made from a cut piece of wood, bent into a "C" shape, with a length of string or animal sinew stretched between the ends to provide tension, bows are some of the simplest ranged weapons to construct. They can be unwieldy,

however, and can hurt the inexperienced user.

Ammo: Arrow

Rnds: 1 Burst: N/A Min. ST: 5 W: 2 lbs. DMG: +3 Rng: 40

## Wooden Crossbow



Value: 300

For a time, crossbows were part of every army on. After that, they became popular hunting weapons. Crossbows are wooden bows laid across a plank or flat surface, or

even the stock of a rifle. They have a wheel that winds the string tight, and a trigger mechanism that releases tension on the string, shooting the bolt at high velocity. Because the tension on the string is no longer limited by human strength, crossbows can shoot projectiles much farther, and with a far greater degree of accuracy, than a bow.

Ammo: Bolt

Rnds: 1 Burst: N/A Min. ST: 4 W: 10 lbs. DMG: +4  
Rng: 50

## Pistols

The smallest of the Small Guns, pistols are generally hand-held, low damage weapons. All pistols are one-handed and, therefore, cost 3 AP for a single attack and 4 AP for a targeted, triple, or burst attack.

### .22 Pistol



Value: 300

Produced in the 20th Century as an inexpensive solution to gun ownership, the tiny .22 pistol fires the relatively small .22 caliber slug. These guns simply don't have the stopping power of larger pistols, and a shot from one is more likely to upset the target than cause massive amounts of damage.

Ammo: .22

Rnds: 10 Burst: N/A Min. ST: 3 W: 4 lbs. Dmg: +4  
Rng: 12

### .223 Pistol

Value: 3500

This pistol began its days as a .223 rifle and has since been modified. These are rather unique, and are made with love and skill.

Ammo: .223

Rnds: 5 Burst: N/A Min. ST: 5 W: 7 lbs. Dmg: +20  
Rng: 30



### .357 Magnum Revolver

Value: 450

Although not as powerful as the .44, the .357 sports a longer barrel and is therefore more accurate at longer ranges. One of the oldest revolvers,

Smith and Wesson made the first .357 Magnums in the late 1800s.

Ammo: .357

Rnds: 6 Burst: N/A Min. ST: 5 W: 6 lbs Dmg: +8 Rng: 19

### .38 Special Snubnose Revolver



Value: 375

The .38 Special was the longtime favorite of police forces until the advent of newer, semi-automatic weapons. It has existed in one form or another

since the early 20<sup>th</sup> century, and although different companies manufactured it, the .38 Special is one of the most universal guns available. The short barrel length makes it ineffective except for very close range combat.

Ammo: .38

Rnds: 6 Burst: N/A Min. ST: 3 W: 4 lbs. Dmg: +7 Rng: 10

### .44 Magnum Revolver



Value: 600

Being that this is the most powerful handgun in the world, you've got to ask yourself one

question: Do I feel lucky? Well, do 'ya, punk?

Ammo: .44

Rnds: 6 Burst: N/A Min. ST: 5 W: 6 lbs. Dmg: +11  
Rng: 6

### 9mm Mauser



Value: 1500

The Mauser is an oldie but goodie, the favorite handgun of outlaws and gangster

bosses. This weapon does not use the traditional 9mm ammunition, but instead fires nasty 9mm balls.

Ammo: 9mm

Rnds: 8 Burst: N/A Min. ST: 3 W: 5 lbs Dmg: +4 Rng: 17



### Browning HP Pistol

Value: 650

The Belgian-made Browning high-powered pistol became a popular handgun in North America in the early part of the 21st century.

Ammo: 9mm

Rnds: 12 Burst: N/A Min. ST: 3 W: 6 lbs. Dmg: +6  
Rng: 22

### Calico M-950



Value: 900

Although not a powerful weapon, the Calico's unique helical feed system allows it to carry an amazing amount of ammunition.

Ammo: 9mm  
Rnds: 50 Burst: N/A Min. ST: 4 W: 6 lbs. Dmg: +6  
Rng: 22

#### Casull Revolver



Value: 1050  
This variation on the .44 magnum, rechambered to use the .45 ammo, was used in pre-war days to hunt

big game. Like rhinos. These guns were fairly rare before the War.

Ammo: .45  
Rnds: 6 Burst: N/A Min. ST: 4 W: 8 lbs. Dmg: +13  
Rng: 15

#### Colt .45 M1911A1 Pistol



Value: 425  
The M1911A1 was a popular military sidearm before the War. Not a unique pistol, but a powerful one. The

M1911A1 is the other standard-issue Desert Ranger weapon.

Ammo: .45  
Rnds: 7 Burst: 3 Min. ST: 3 W: 4 lbs. Dmg: +7 Rng: 17

#### Colt 6520 10mm Pistol



Value: 250  
An outloading pistol, each pull of the trigger will automatically reload the firearm until the magazine is empty. One of the simplest and most

inexpensive semiautomatics available.

Ammo: 10mm  
Rnds: 12 Burst: N/A Min. ST: 3 W: 4 lbs. Dmg: +6  
Rng: 19

#### Dart Gun



Value: 550  
The dart gun is a custom made weapon constructed from materials in the

wasteland. This item is constructed from a paint gun, a toy car, surgical tubing and a radscorpion poison gland. If an enemy takes damage from this weapon they will also be poisoned with d8 doses of poison Type E

Ammo: Darts  
Rnds: 1 Burst: N/A Min. St: 3 W: 4 Dmg: +2 Rng: 20

#### Desert Eagle 44



Value: 800  
The Israeli-made Desert Eagle pistol is an extremely powerful handgun. Interest in late 20th century films made this one of the most popular handguns

of all time.

Ammo: .44  
Rnds: 8 Burst: N/A Min. ST: 4 W: 5 lbs. Dmg: +10  
Rng: 19

#### Flamer Pistol



Value: 3000  
This modification of Flambe 450 flamethrower was an interesting but slightly misconceived weapon.

Attempting to make a portable flamethrower, the designer of this unique piece of equipment failed to take into account that flamers need the propelling power that larger models provide. The Flamer Pistol cannot be targeted.

Ammo: Flamer Fuel  
Rnds: 3 Burst: N/A Min. ST: 4 W: 8 lbs. Dmg: Varies  
Rng: 7 m

#### M-78 Grenade Launcher

Value: 5000  
A heavily modified flare gun, the M-78 grenade pistol is designed to fire 40mm grenades at intermediate range.  
Ammo: 40mm grenade  
Rnds: 1 Burst: N/A Min. ST: 6 W: 8 lbs. Dmg: Varies  
Rng: 12

#### Needler Pistol



Value: 2200  
One of the most interesting pieces of prewar tech, the Needler pistol actually fires small hypodermic needles into the target, which inject a serum that

causes a severe reaction in the surrounding skin. Of course, there may very well be slugs that inject all sorts of other nasty things out there.

Ammo: HN Needler  
Rnds: 8 Burst: N/A Min. ST: 3 W: 5 lbs. Dmg: +0  
Rng: 24

#### PPK-12 Gauss Pistol



Value: 5250  
Praised for its range and stopping power, the PPK-12 Gauss Pistol is of German design. This "Lil' Railgun" uses an electromagnetic field to propel slugs at tremendous speed and power through a target, any armor, and just about everything else. The PPK-12 looks like a normal automatic pistol, except for the unusual electromagnetic fins along the barrel. When fired, the Gauss Pistol leaves an unmistakable spiral trail of ionized particles through the air.

Ammo: 2mm EC  
Rnds: 12 Burst: N/A Min. ST: 4 W: 5 Dmg: +22 Rng: 30

### Scorpio VZ61 Machine Pistol



Value: 3400

Although relatively ineffectual as a sub machinegun, the Scorpio VZ61 nonetheless enjoys a place among assassins and gangsters who find that its small size and concealability makes up for its lack of power, range, and magazine.

Ammo: 9mm

Rnds: 32 Burst: 3 Min. ST: 4 W: 6 lbs. Dmg: +9 Rng: 20

### Shansei C96 Pistol



Value: 200

The standard sidearm for Chinese infantry during the Great War.

Ammo: 10mm

Rnds: 10 Burst: N/A Min. St: 3 W: 3 Dmg: +2 Rng: 20

### Sig-Sauer 14mm Pistol



Value: 1100

The Sig-Sauer 14mm automatic pistol fires the large 14mm slug. These pistols are known for their excellent craftsmanship, although ammo is fairly scarce.

Ammo: 14mm

Rnds: 6 Burst: N/A Min. ST: 4 W: 5 lbs. Dmg: +12 Rng: 18

### Sig-Sauer P220 9mm



Value: 1000

The 9mm Sig-Sauer P220 was developed by the Swiss in the late 20th Century. It fires the smaller 9mm bullet and does less damage than a normal semi-automatic, but it is smaller and lighter, making it a little easier to conceal.

Ammo: 9mm

Rnds: 9 Burst: 3 Min. ST: 3 W: 4 lbs. Dmg: +6 Rng: 24

### VP91Z (M9-FS) 9mm Beretta Pistol



Value: 400

One of the most common 9mm pistols. The Beretta is popular due to its reliability, 15 round magazine and good looks. The VP91Z was a standard-issue military sidearm, and is one of the two guns issued to Desert Rangers.

Ammo: 9mm

Rnds: 18 Burst: 3 Min. ST: 3 W: 4 lbs. Dmg: +6 Rng: 17

### Walther PPK



Value: 3000

The weapon of a true spy. The Walther PPK (Polizei Pistolen Kriminal) was originally made for plainclothes and undercover police officers. It since became the favorite weapon of spies.

Ammo: 7.65mm

Rnds: 8 Burst: N/A Min. ST: 2 W: 4 lbs. Dmg: +8 Rng: 20

### Zhu-Rong v418 Pistol



Value: 750

The Zhu-Rong was an experimental pistol being developed by an American company for the Chinese just before the Great War. Before the company was raided by the government, only a few of these weapons were made. Despite only using conventional 10mm rounds, the Zhu-Rong will ignite any target hit with this weapon.

Ammo: 10mm

Rnds: 10 Burst: N/A Min. St: 3 W: 3 Dmg: +2 Rng: 20

### Zip Gun



Value: 275

The zip gun is a single-shot, handmade pistol. Crafted from spare parts, zip guns are rather unreliable and shoot almost any kind of handgun ammunition. They have a very small range, and are prone to jamming and breaking easily. The chamber holds 1 shot of either .22, 9mm, 10mm or .45 caliber ammunition, depending on the gun.

Ammo: Varies

Rnds: 1 Burst: N/A Min. ST: 3 W: 5 lbs. Dmg: +4 Rng: 15

### Shotguns

Shotguns use 12-gauge ammunition and usually fire buckshot as opposed to a single bullet. They hurt a lot. They look a bit like rifles, and often take two hands to fire correctly. Shotguns fire either buckshot or slugs; buckshot is a shell full of little metal balls that isn't as accurate as a bullet, because the balls will begin to come apart in flight, and shells are large slugs, designed for hitting things as longer ranges and hurting them more than a pistol does. Note that using slug ammunition in a shotgun increases the range by 5 hexes, and firing a double shot (both barrels) decreases range by 3 hexes. All shotguns are two-handed

weapons. Attacks cost 4 AP for a single attack and 5 AP for a targeted, double, or burst attack.

#### Beretta 470 Silverhawk



Value: 1000

An inexpensive Italian-made shotgun, the Silverhawk was

second only to the Benelli among law enforcement officials before the War. It was fairly common in the United States, and many of them can still be found, thanks to its reliability. Single or double shot.

Ammo: 12 gauge

Rnds: 2 Burst: 2 Min. S: 4 W: 5 lbs. Dmg: +12 Rng: 14

#### H&K CAWS



Value: 4750

The CAWS, short for Close Assault Weapons System, is a useful tool

for short-range combat. An improvement over the Winchester Combat Shotgun, the CAWS' bullpup layout gives the weapon a short, easily manageable length while still retaining enough barrel length for its high velocity shells. Fires single shots and a 5-shot burst.

Ammo: 12 gauge

Rnds: 10 Burst: 5 Min. ST: 6 W: 6 lbs. Dmg: +15 Rng: 30

#### Neostead Combat Shotgun



Value: 2700

An automatic, 12 gauge military shotgun. It was a standard combat shotgun in

the US Army during the War. A modified version of this shotgun is also widely used in the Enclave. The weapon can fire a three round burst or semi-automatic.

Ammo: 12 gauge

Rnds: 12 Burst: 3 Min. ST: 6 W: 10 lbs. Dmg: +14 Rng: 22

#### Pancor "Jackhammer"



Value: 5500

The Jackhammer, despite its name, is an easy to control shotgun,

even when fired on full automatic. The popular bullpup design, which places the magazine behind the trigger, makes the weapon well balanced and easy to control.

Fires single shots or up to a 5-shot burst.

Ammo: 12 gauge

Rnds: 10 Burst: 5 Min. ST: 5 W: 12 lbs. Dmg: +19 Rng: 35

#### Pump-Action Shotgun



Value: 800

One of dozens of shotguns that were common the world over before the war, a

pump-action shotgun is a single-shot, semiautomatic weapon where the next shell is loaded into the chamber by pumping a mechanism along the bottom of the barrel. Many makes and models exist, but they are all almost the same.

Ammo: 12 gauge

Rnds: 5 Burst: N/A Min. ST: 4 W: 5 lbs. Dmg: +12 Rng: 15

#### Winchester 12-Gauge Shotgun



Value: 800

The Winchester "Widowmaker" double-barreled shotgun has a

short barrel with a mahogany grip. Considering these were mass-produced and sold at discount stores all over the United States before the war, they are quite common. Single or double shot.

Ammo: 12 gauge

Rnds: 2 Burst: 2 Min. ST: 4 W: 5 lbs. Dmg: +12 Rng: 14

#### Winchester Combat Shotgun



Value: 2750

The Winchester City-Killer 12-gauge Combat Shotgun with a bullpup variant. It

has the Desert Warfare environmental sealant modification for extra durability. Combat shotguns were common in almost every army and police force before the war. Thanks to their pump-action mechanism, combat shotguns can fire single shots or a 3-shot burst.

Ammo: 12 gauge

Rnds: 12 Burst: 3 Min. ST: 5 W: 11 lbs. Dmg: +15 Rng: 22

#### Winchester Sawed-Off Shotgun



Value: 800

A sawed off version of the "Widowmaker." Not exactly designed for

sniping, but will turn someone to ground round at short range. Single or double shot.

Ammo: 12 gauge

Rnds: 2 Burst: 2 Min. ST: 4 W: 5 lbs. Dmg: +14 Rng: 7

#### Submachine Guns

SMGs can fire single shots as well as bursts of bullets. Submachine guns were designed to put the stopping and suppressive power of early machine guns like the Gatling gun into the hands of infantry soldiers. Used as

early as late World War I, submachine guns soon changed the face of warfare in the 20th century. All submachine gun attacks cost 4 AP for a single attack and 5 AP for a targeted or burst attack.

### Calico Liberty 100



Value: 2000

A truly remarkable piece of equipment, the Calico Liberty 100 has a reasonable rate of

fire and holds a ludicrous amount of ammunition. Fires either a single shot or up to a 5-round burst.

Ammo: 9mm

Rnds: 100 Burst: 5 Min. ST: 6 W: 22 lbs. Dmg: +8

Rng: 20

### FN P90c



Value: 2800

The Fabrique Nationale P90c was just coming into use at the time of the war. The weapon's bullpup

layout, and compact design, makes it easy to control. The durable P90c is prized for its reliability, and high firepower in a ruggedly-compact package. Fires single shots or up to a 5-shot burst.

Ammo: 9mm

Rnds: 50 Burst: 5 Min. ST: 4 W: 8 lbs Dmg: +15 Rng: 22

### H&K MP-5



Value: 1100

An unusual design for a submachine gun, the MP-5 fires from a closed bolt and can have one more round than

the magazine capacity in the chamber. It is more accurate at single shots, tending to overheat in fully automatic fire.

Ammo: 9mm

Rnds: 30 Burst: 5 Min. ST: 4 W: 7 lbs. Dmg: +8 Rng: 25

### H&K MP-9 10mm SMG



Value: 1000

A medium-sized submachine gun, it is highly popular among people requiring a powerful but compact source of

firepower with low maintenance requirements. This weapon can fire a single shot as well as up to a 10 shot burst.

Ammo: 10mm

Rnds: 30 Burst: 10 Min ST: 4 W: 7 lbs. Dmg: +6 Rng: 25

### M3A1 "Grease Gun" SMG



Value: 1750

The "Grease Gun" filled National Guard armories after the Army replaced it with newer weapons. An old submachine gun, one of the variants on the MAC-10, "Grease Guns" got their name from the large amount of oil it took to maintain them. They are not uncommon in the post-War world, largely because there were armories full of them all over the United States, and most weapons storage facilities that housed more modern weapons also happened to be at ground zero or close by. The "Grease Gun" fires a single shot or up to a 10-shot burst.

Ammo: .45

Rnds: 30 Burst: 10 Min. ST: 4 W: 10 lbs Dmg: +10

Rng: 20

### MAC 17 SMG (M-17)



Value: 1050

An advanced version of the MAC-10, the MAC 17 is a small submachine gun that was used primarily by terrorist organizations in fast assaults. This weapon can fire single

shots as well as up to a 10 shot burst.

Ammo: .45

Rnds: 30 Burst: 10 Min. ST: 4 W: 6 lbs. Dmg: +7 Rng: 25

### MP-38



Value: 1650

The Schmeisser MP-38 was an early variant of the standard MP-40 submachine gun used by Nazi forces in World War II. Many of

them are in poor shape and are often prone to jamming. Valued more as a collectors item than an effective weapon. Fires either a single shot or a 3-shot burst.

Ammo: 9mm

Rnds: 30 Burst: 3 Min. ST: 4 W: 7 Dmg: +10 Rng: 20

### Ruger AC556F



Value: 1400

The Ruger AC556F is a different version of the popular Mini 14 assault rifle. Used mostly by

police forces, the AC556F was also popular in the open market among survivalists and homeowners. It can fire single shots or a 3-shot burst.

Ammo: 5.56mm

Rnds: 20 Burst: 3 Min. ST: 5 W: 8 Dmg: +15 Rng: 20

### Sten Gun



Value: 1500  
Developed by the British during World War II as a

cheaper alternative to the Thompson, the Sten Gun continued to be a popular weapon throughout the 20<sup>th</sup> Century due to its versatility and reliability. The Sten Gun's hardy craftsmanship allows it to operate well under adverse weather conditions, and it generally requires fewer repairs than other weapons. The Sten Gun fires a single shot or a 3-shot burst.

Ammo: 9mm  
Rnds: 30 Burst: 3 Min. ST: 6 W: 15 lbs. Dmg: +9 Rng: 24

### Steyr AUG



Value: 2300  
The Austrian-made AUG (Army Universal Gun) was one of the most widely used submachine

guns before the War. The bullpup design, large clip, and lightweight and portable design made it extremely popular among armies, police, and criminals alike. The AUG fires a single shot or a 10 shot burst.

Ammo: 5.56mm  
Rnds: 40 Burst: 10 Min. ST: 5 W: 7 lbs. Dmg: +8 Rng: 28

### Super Soaker



Value: 1900  
This brightly-colored squirt gun hides the fact that some enterprising individual coated the

tank with ceramic, allowing it to fire squirts of acid. And you thought peeing into a squirt gun was devious. The Super Soaker cannot be targeted.

Ammo: Acid  
Rnds: 15 Burst: N/A Min. ST: 2 W: 15 lbs. Dmg: +5 Rng: 10

### Thompson M1928 SMG



Value: 1200  
The "Tommy Gun" submachine gun is a sinister looking weapon.

When your character holds this gun, he or she experiences a strange sensation to wear a fedora hat and crack his or her knuckles. Originally designed by General John Thompson after the first World War, the Tommy Gun became the staple of law enforcement officers as well as organized crime and the IRA. Instead of a clip, the Thompson loads its unusual .45 caliber ammunition from a drum under the barrel. The Tommy Gun fires single shots or up to a 10-shot burst. You dirty rat.

Ammo: .45  
Rnds: 50 Burst: 10 Min. ST: 6 W: 12 lbs Dmg: +2 Rng: 32

### Uzi Mark 27 SMG



Value: 1200  
Originally designed for the Israeli armies, Uzis found their way into the hands of many terrorist organizations. The Uzi has a larger

magazine than other submachine guns, and therefore makes a good weapon for the ammo-conscious. The Uzi fires single shots or up to a 10 shot burst.

Ammo: 9mm  
Rnds: 40 Burst: 10 Min. ST: 4 W: 7 lbs. Dmg: +5 Rng: 20

### Uzi Mark 34 SMG



Value: 1300  
Variation of the Mark 27 version, Uzi Mark 34 was a classic amongst drug runners and elderly

folk during the early stages of the 21st century. It is cheap, light and jams only occasionally. Mark 34 has greater firepower than its predecessor, though it has smaller magazine, which holds 25 shots of 9mm ammunition. Fires single shot or up to 5-round burst.

Ammo: 9mm  
Rnds: 25 Burst: 5 Min. ST: 4 W: 7 Dmg: +9 Rng: 20

### Walther MPL



Value: 1800  
The Walther MPL is a medium submachine gun, popular among police and guard forces before the

war. Private investigators, bodyguards, and police all used this reliable weapon. The MPL fires a single shot or a 10-shot burst.

Ammo: 9mm  
Rnds: 30 Burst: 10 Min. ST: 4 W: 8 lbs. Dmg: +8 Rng: 40

### Rifles

Rifles are two-handed weapons designed to hit targets at long distances. A long barrel is connected to a metal or wooden stock, allowing for a greater degree of accuracy over longer distances. Rifles are usually fired from the shoulder, with the shooter looking down the barrel to aim. All rifles are two-handed weapons; attacks cost 4 AP for a single attack and 5 AP for a targeted or burst attack.



### **.22 Caliber Hunting Rifle**



Value: 300  
Used for squirrel and bunny hunting before the war, .22 rifles are common guns because they were

so inexpensive and prevalent. Every Boy Scout used one of these bolt-action weapons at summer camp.

Ammo: .22

Rnds: 1 Burst: N/A Min. ST: 3 W: 8 lbs. Dmg: +4 Rng: 30

### **BB Gun**



Value: 150  
A basic air-powered gun that

shoots little round balls called BBs. Not exactly known for dealing astronomical amounts of damage, but good for scaring off the neighbor's cat.

Ammo: BBs

Rnds: 100 Burst: N/A Min ST: 1 W: 15 lbs Dmg: +0 Rng: 25

### **Colt Hunting Rifle**



Value: 1000  
A Colt "Rangemaster" semi-automatic rifle in various calibers. Designed for hunting

cows and cute, furry bunnies. The magazine holds 10 shots of .223 caliber or 7.62mm ammunition.

Ammo: Varies

Rnds: 10 Burst: N/A Min. ST: 5 W: 11 lbs Dmg: +9 Rng: 40

### **DKS-501 Sniper Rifle**

Value: 2200

An excellent long-range projectile weapon, and one of the first all-metal sniper rifles. Originally a .308, these guns were rechambered to accommodate the more common .223. The DKS-501 comes equipped with a Scope (see Weapon Enhancements, below). Single shot only. The magazine holds 6 shots of .223 caliber ammunition.

Ammo: .223

Rnds: 6 Burst: N/A Min. ST: 5 W: 10 lbs Dmg: +14 Rng: 50

### **G3 Battle Rifle**



Value: 2600  
American soldiers trained on these in basic for nearly

half a century. The G3 is a perfect mixture between rifle and assault rifle, capable of firing a short burst without sacrificing accuracy. Fires single shots or up to a 5 shot burst.

Ammo: 7.62

Rnds: 20 Burst: 5 Min. ST: 6 W: 13 lbs. Dmg: +12 Rng: 45

### **Henry Repeating Rifle**



Value: 1600  
The Henry Repeating rifle was constructed

by the Volcanic Arms Company (later Winchester) from 1860 to 1866. It was a weapon of choice for soldiers on both sides of the civil war. This model has been modified to fire .44 magnum rounds.

Ammo: .44

Rnds: 15 Burst: N/A Min. St: 4 W: 7 Dmg: +18 Rng: 40

### **M1 Garand Rifle**



Value: 800  
There are certainly better guns out there, but the M1 Garand is one of the most

common carbines in existence. The bolt-action M1 can trace its roots back to Winchesters used in the American Civil War, and was the standard-issue weapon for doughboys after World War I. Later, it became very popular among civilians due to its low price and decent range. The mechanics of the gun require that the entire clip be used before the weapon can be reloaded.

Ammo: 30.06

Rnds: 8 Burst: N/A Min. ST: 4 W: 6 lbs. Dmg: +12 Rng: 40

### **M17-A Carbine**

Value: 500

The M-17A is not related to the popular M-16 assault rifle, but rather the M1 carbine. The shorter barrel means less range and damage capabilities, but much greater portability – and concealability. Used for home defense before the war.

Ammo: 7.62mm

Rnds: 10 Burst: N/A Min. ST: 4 W: 7 lbs. Dmg: +9 Rng: 20

### **M19 Rifle**

Value: 1100

The M19 is an improved version of the M17-A, sacrificing concealability and portability for range and accuracy.

Ammo: 7.62mm

Rnds: 8 Burst: N/A Min. ST: 5 W: 11 lbs. Dmg: +8 Rng: 35

### **M72 Gauss Rifle**



Value: 8250  
The final product of endless research in railgun technology,

the M72 Gauss Rifle comes from the laboratories of old Germany. It uses an electromagnetic field to propel rounds at tremendous speed. A shot can go through just about any material, including flesh. Stone, concrete, rock and thick metal are just about the only things that can stop a shot from this gun. There is a telltale spiral trail of ionized particles visible for a couple seconds after this gun is fired.

Ammo: 2mm EC

Rnds: 20 Burst: N/A Min ST: 6 W: 10 lbs Dmg: +33

Rng: 50

### Pipe Rifle



Value: 200

A handmade rifle, single-shot rifle

constructed from a length of pipe. These simple weapons are common among tribals with some technical skills.

Ammo: 10mm

Rnds: 1 Burst: N/A Min. ST: 5 W: 11 lbs Dmg: +6

Rng: 20

### PSG1 Sniper Rifle



Value: 2500

The PSG1 is perhaps the ultimate single shot sniper's weapon. The

semiautomatic mechanism means more shots off per minute, and the range is nearly unequaled. The PSG1 comes with a built-in Scope (see Weapon Enhancements, below).

Ammo: 7.62mm

Rnds: 20 Burst: N/A Min. ST: 5 W: 15 lbs. Dmg: +14

Rng: 120

### Railway Rifle



Value: 2000

The railway rifle fires railroad spikes at high speed. This item can be constructed from a

steam gauge assembly, a crutch, a pressure cooker, and a fusion battery. In case of a crit or max damage, a part of the target has been pinned to a nearby wall.

Ammo: Railroad spikes

Rnds: 8 Burst: N/A Min. St: 5 W: 12 Dmg: +8 Rng: 25

### Red Ryder LE BB Gun



Value: 3500

The ultimate name in BB guns, there

are only a few Red Ryders left in existence. Rumor has it that Red Ryder himself protects children armed with this gun. Of course, that could just be a myth.

Ammo: BBs

Rnds: 100 Burst: N/A Min. ST: 5 W: 15 lbs Dmg: +25

Rng: 32

### Spear Gun



Value: 1400

Before the war, these strange guns were used to hunt for fish and other game. Because

the mechanism relies only on tension to operate, and the special spears fired from these weapons are relatively easy to make, they are very popular in lower-technology areas.

Ammo: Speargun bolt

Rnds: 1 Burst: N/A Min. ST: 4 W: 10 lbs. Dmg: +0

Rng: 30

### SVD-4000

Value: 2400

The SVD-4000 was the precursor to the PSG1, and is a fine weapon in its own right. Unfortunately, a design flaw rendered a great deal of these guns inoperable, so a working version can usually only be found in the hands of a serious collector. Because of the flaw, these guns were never widely issued to armed forces in the developed world.

Ammo: 7.62mm

Rnds: 10 Burst: N/A Min. ST: 5 W: 15 lbs. Dmg: +14

Rng: 75

### Assault Rifles

Assault rifles are smaller machine guns designed to put the portability of a submachine gun and the range of a rifle into one neat package. Assault rifles are all two-handed weapons. Attacks cost 4 AP for a single attack and 5 AP for a targeted attack.

### AK-47 Assault Rifle



Value: 1000

The oldest rifle in the AK line, the AK-47 is possible the most famous, most reliable, and

best-built assault rifle ever. Originally used by the Soviets and their Warsaw Pact allies, the AK-47 was copied by manufacturers in almost every country on earth. These duplicates were often of inferior quality, however, and it is recommended that the discriminating shooter only use a Soviet model.

Ammo: 7.62

Rnds: 24 Burst: 5 Min. ST: 5 W: 7 Dmg: +14 Rng: 35

### AK-74 Assault Rifle

Value: 1600

A tweak on the Soviet era AK series, the AK-74 is also known as the "terrorist's hot dog" because every terrorist



organization in the late 20<sup>th</sup> Century and early 21<sup>st</sup> Century seemed to own a version of

these guns, regardless of where they came from and what the gun was made of.

Ammo: 5.56mm

Rnds: 30 Burst: 5 Min. ST: 5 W: 14 lbs. Dmg: +10

Rng: 45

#### AK-97 Assault Rifle

Value: 1400

Created in the image of the legendary AK-47, the AK-97 is a predecessor of AK-112. It was created for the Russian army in 2036, but saw large distribution throughout the world before the war and was widely used in battles against NATO and Chinese forces. This highly respected weapon is fairly commonplace.

Ammo: 7.62

Rnds: 30 Burst: 8 Min. ST: 5 W: 12 Dmg: +10 Rng: 45

#### AK-112 Assault Rifle



Value: 1300

The AK-112 Assault Rifle is an old military model of Soviet origin which

replaced the aging Kalashnikov AK-47 and AKM assault rifles that were in service during the late 20<sup>th</sup> century. Chambered for 5mm ammunition, it utilizes a 24-round magazine and is capable of firing single-shot or in bursts. This weapon was eventually considered aged and was scheduled to be replaced, just prior to Great War. Ammo: 5mm

Rnds: 24 Burst: 12 Min. ST: 5 W: 8 lbs. Dmg: +8 Rng: 45

#### Browning Automatic Rifle



Value: 1000

Bulky and sporting a rather small clip, the BAR was originally designed as a squad-

level support weapon. The 30.06 caliber ammo is uses can be hard to come by in the wastes. Fires a single shot or a 3 shot burst.

Ammo: 30.06

Rnds: 20 Burst: 3 Min. ST: 6 W: 25 lbs. Dmg: +12

Rng: 35

#### FN FAL



Value: 1500

The FN FAL has been more widely used by armed

forces than any other rifle in history. It's a reliable weapon for any terrain or situation, and its fine

construction of only the best materials ensures a working weapon every time. Fires a single shot or up to a 10 shot burst.

Ammo: 7.62

Rnds: 20 Burst: 10 Min. ST: 5 W: 11 lbs. Dmg: +8

Rng: 35

#### H&K G11 (E)



Value: 8000

The H&K G11 and the H&K G11E revolutionized assault weapon design. This gun

fires a caseless cartridge consisting of a block of propellant with a bullet buried inside. The resultant weight and space savings allow this weapon to have a very high magazine capacity. Fires single shots or up to a 10 shot burst.

Ammo: 4.7mm Caseless

Rnds: 50 Burst: 10 Min. ST: 4 W: 9 lbs Dmg: +12

Rng: 35

#### M14



Value: 1000

The first assault rifle issued to the United States Armed

Forces before the Second World War, the M14 was the predecessor to the legendary M16. Featuring a smaller magazine and slower rate of fire, the M14 was still popular among collectors and homeowners before the War because of its wide availability and low price. Fires a single shot or a 8-round burst.

Ammo: .303

Rnds: 20 Burst: 8 Min. ST: 5 W: 7 Dmg: +8 Rng: 40

#### M16A1



Value: 2000

The chief rifle used by the US army during the middle part of the 20<sup>th</sup> century.

Composed of durable aluminum alloy and hardy plastic. Very rare, since A2 version is more common. Fires a single shot or a 12 shot burst.

Ammo: 5.56mm

Rnds: 24 Burst: 12 Min. ST: 6 W: 15 lbs. Dmg: +6

Rng: 35

#### R91 Assault Rifle



Value: 3000

The R Series of combat assault rifles, produced

by civilian manufacturer Stent Security Solutions, was used reliably following the discontinuation of the M series in the early 21<sup>st</sup> century. The most common model found in the Wasteland is the R91 full-auto urban

assault rifle which was issued to urban pacification troops during the Great War.

Ammo: 5.56

Rnds: 24 Burst: 4 Min. St: 5 W: 11 Dmg: +8 Rng: 30

#### XL70E3



Value: 3000

This was an experimental weapon before the war, and is pretty rare.

Rumors are that it was issued to the Royal Canadian Mounted Police. Fires single shots or up to an 8 shot burst.

Ammo: 5mm

Rnds: 24 Burst: 8 Min. ST: 5 W: 9 lbs. Dmg: +12 Rng: 35

### Big Guns Skill Weapons

Big guns are just that – big guns. They always require two hands and do massive amounts of damage.

#### Machine Guns

These are weapons designed to hurl enormous volumes of bullets at a target or targets. They all require two hands to use, and many of them need a tripod for any degree of accuracy. All machine guns are two-handed weapons; attacks cost 5 AP for a burst attack and 4 AP if the weapon allows a single attack.

#### Avenger Minigun



Value: 5500

Rockwell designed the Avenger as the replacement for their aging CZ-53 Personal

Minigun. The Avenger's design improvements include improved gel-fin cooling and chromium-plated barrel-bores. This gives it a greater range and lethality. The Avenger fires a 40 shot burst only.

Ammo: 5mm

Rnds: 120 Burst: 40 Min. ST: 7 W: 31 lbs. Dmg: +10 Rng: 40

#### Bozar

Value: 5250

The Bozar is the ultimate refinement of the sniper's art. Although somewhat finicky and prone to jamming if not kept scrupulously clean, the big weapon's accuracy more than makes up for its extra maintenance requirements. This gun looks like a large sniper rifle, and was originally designed for SEALs and Special Forces to take out small vehicles like tanks. Bozars fire 15 shot bursts only.

Ammo: .223

Rnds: 30 Burst: 15 Min. ST: 6 W: 22 lbs. Dmg: +25 Rng: 75

#### Bren Gun



Value: 3500

This British adaptation of a Czech design served the Queen's forces through much

of World War II and beyond. It uses an unusual top-fed firing mechanism, and is terribly inaccurate if not fired from a tripod. The Bren Gun fires 15 shot bursts only.

Ammo: .303

Rnds: 30 Burst: 15 Min. ST: 7 W: 26 lbs. Dmg: +20 Rng: 45 (100)

#### Browning M2 Machine Gun



Value: 3000

Originally designed as a tripod-mounted weapon in the last stages of World War

I, the Browning was later adapted for infantry use. The fact that it uses a belt makes it somewhat awkward, and the weight makes it unwieldy if not fired from a stand.

These guns were so well made that many were serviceable 100 years after manufacture. The M2 was hoarded by survivalists before the War. Fires a 10-shot burst only.

Ammo: .50

Rnds: 50 Burst: 10 Min. ST: 7 W: 40 lbs. Dmg: +8 Rng: 20 (70)

#### CZ-53 Minigun



Value: 3800

The Rockwell CZ-53 Personal Minigun is a multi-barreled chaingun firing 5mm ammunition

at over 60,000 rounds per minute. Ouch. Fires a 20 shot burst only.

Ammo: 5mm

Rnds: 120 Burst: 20 Min. ST: 7 W: 31 lbs. Dmg: +5 Rng: 35

#### Lewis MK II



Value: 3400

The Cal Lewis MK II was a tweak on an American design adopted by the

British at the tail end of World War I. Used up until the 1940s, it offers considerable stopping power and a large ammo drum. Fires a 10 shot burst only.

Ammo: .308

Rnds: 50 Burst: 10 Min. ST: 6 W: 30 lbs. Dmg: +10 Rng: 30 (90)

### Light Support Weapon



Value: 4750

This squad-level support weapon has a bullpup design, making it difficult to

use while lying down. Because of this it was remanded to National Guard units. However, it earned a reputation as a reliable weapon that packs a lot of punch for its size. The LSW gains some accuracy when attached to a tripod. The light support weapon fires 10 shot bursts only.

Ammo: .223

Rnds: 30 Burst: 10 Min. ST: 6 W: 22 lbs. Dmg: +20

Rng: 40 (130)

### M249 SAW



Value: 4000

The Belgian-made FN Minimi, also called M249 Squad Automatic Weapon saw wide use before and

during the War. The M249 is best used on a tripod in a situation where the gunner can strafe bullets over a wide range. Fires a 20 shot burst only.

Ammo: 7.62mm

Rnds: 50 Burst: 20 Min. ST: 7 W: 35 lbs. Dmg: +15

Rng: 5 (80)

### M2HB



Value: 7500

The M2HB is perhaps the most powerful infantry weapon available. It uses the unique .50 BMG

ammunition; bullets designed to pierce the armor of tanks and to down helicopters. It can only be fired from a tripod because of its extreme kickback. The M2HB is not designed to be a mobile weapon; instead, it is often found in a semi-permanent machinegun nest or attached to a vehicle. The M2HB fires a 25 shot burst only.

Ammo: .50 BMG

Rnds: 100 Burst: 25 Min. ST: 6 W: 60 lbs. Dmg: +20

Rng: N/A (140)

### M60



Value: 3500

A belt-fed machine gun that is usually mounted on a tripod, although one can

carry it around, too. The M60 was prized by militaries for its high rate of fire. It can also be attached to vehicles.

Fires 10 shot bursts only. Ammo: 7.62mm

Rnds: 50 Burst: 10 Min. ST: 7 W: 26 lbs. Dmg: +18

Rng: 35 (120)

### MEC Gauss Minigun



Value: 20000

Developed in secret by the Chinese Army in the last days of the War, the MEC

Gauss Minigun is an experimental weapon of great destruction. Only the strongest soldiers could wield and control this mighty weapon, and it usually did so much damage that the Chinese questioned the ethics involved in issuing such a device to battlefield troops. The MEC's shots have the telltale spiral of ionized gas that is the trademark of other railguns. The MEC fires a 20 round burst only.

Ammo: 2mm EC

Rnds: 120 Burst: 20 Min. ST: 10 W: 50 lbs. Dmg: + 50

Rng: 10 (90)

### MG3



Value: 3600

Originally developed for use in machinegun nests in World War II, where it was employed by both Axis and Allied

forces, the MG3 is the world's most popular infantry machinegun. Later models were made more portable, but the MG3 is nearly uncontrollable if not used on a tripod. The MG3 fires 10 shot bursts only.

Ammo: 7.62mm

Rnds: 50 Burst: 10 Min. ST: 7 W: 30 lbs. Dmg: +15

Rng: 10 (110)

### PK Infantry Support Gun

Value: 5000

The PK Infantry Support Gun is a high powered machine gun designed to fire over the heads of entrenched infantry during assaults. The PK ISG comes with a tripod attached, making it unsuitable for up close attacks. The PK ISG fires 10 shots only per burst.

Ammo: 7.62mm

Rnds: 50 Burst: 10 Min. ST: 7 W: 35 lbs. Dmg: +18

Rng: N/A (100)

### Vindicator Minigun



Value: 15250

The German Rheinmetal AG Company created the Vindicator, the ultimate minigun. The Vindicator

throws 90,000 caseless shells per minute down its 6 carbonpolymer barrels. As the pinnacle of Teutonic engineering, it is the ultimate hand-held weapon. 25 shot burst only.

Ammo: 4.7mm Caseless

Rnds: 100 Burst: 25 Min. ST: 7 W: 30 lbs. Dmg: +14  
Rng: 30

### Grenade Launchers and Mortars

Grenade launchers sling small explosive rounds at a target. Often, they look a good deal like rifles, or even machineguns. Mortars fire explosive ordinance over much longer ranges. They are usually just tubes with a firing mechanism attached. Mortars aren't suitable for close-range combat, as they explode over a wide area, and are primarily used for long range (.5 KM or more) combat between squads and light vehicles. There are several types of grenades and mortar ordinance available to shoot; for more details, see the Ammunition section. Note that grenades and mortars cannot be targeted. Grenade launchers and personal mortars take two hands to use. All grenade launchers, mortars, missile launchers and artillery cost 5 AP for a single shot.

#### AGS-17 Grenade Launcher



Value: 10,500

The AGS-17 is an improved version of the MK-19, with a better computer for increased accuracy. The AGS-17 model

was in wide distribution before and during the war. Again, a tripod-mounted device.

Ammo: 40mm grenades

Rnds: 5 Burst: N/A Min. ST: 5 W: 30 lbs. Dmg: Varies  
Rng: (170)

#### BG-1 Grenade Launcher

Value: 2100

Although slightly smaller than the M203, the BG-1 looks more like a large shotgun than a grenade launcher.

Ammo: 40mm grenades

Rnds: 2 Burst: N/A Min. ST: 5 W: 10 lbs. Dmg: Varies  
Rng: 15 (25)

#### Heavy Incinerator



Value: 5000

The Heavy Incinerator is a weapon which was issued to

Enclave troops in the late 23<sup>rd</sup> century. The Incinerator works like a mortar, lobbing incendiary projectile blasts at the target in an arc. These blasts of fire have slight splash damage, and ignite any target in a meter radius of the blast.

Ammo: Flamer Fuel

Rnds: 24 Burst: N/A Min. ST: 5 W: 15 lbs. Dmg: +10  
Rng: 100

#### M203

Value: 2000



The M203 is a basic grenade launcher, essentially a modified M16A1 rifle fitted with a device to sling grenades a short distance. The

M203 is actually used with the Small Guns skill.

Ammo: 40mm grenade

Rnds: 1 Burst: N/A Min. ST: 5 W: 16 lbs. Dmg: Varies  
Rng: 20

#### M2 60mm Portable Mortar

Value: 14000

The M2 was widely used by UN forces in the Gulf War, and is one of the most common portable artillery devices. Although it has nowhere near the range of a tank or howitzer, its primary use was to bombard infantry with artillery, demoralizing them. It can also fire different kinds of chemical warfare, but we know the US would *never* do that. The M2 holds one 60mm mortar, and must be set up on a tripod, on the ground (not on the back of a vehicle).

Ammo: 60mm mortar

Rnds: 1 Burst: N/A Min. ST: 5 W: 40 lbs. Dmg: Varies  
Rng: 700

#### M79 Grenade Rifle



Value: 3000

The M79 is an improved version of the MK-1, with

better range and lighter weight. It can be fired with one hand, if necessary. The M79 is actually used with the Small Guns skill.

Ammo: 40mm grenade

Rnds: 1 Burst: N/A Min. ST: 5 W: 8 lbs. Dmg: Varies  
Rng: 20

#### MK-19 Personal Artillery Device



Value: 7000

The MK-19 is a tripod-mounted grenade launcher designed to throw explosives accurately over long distances. A small computer helps compensate for wind, terrain, and other factors.

Ammo: 40mm grenade

Rnds: 1 Burst: N/A Min. ST: 5 W: 25 lbs. Dmg: Varies  
Rng: (140)

#### PS-22 51mm Mortar

Value: 15000

An older model mortar, the PS-22 was used heavily in operations in Vietnam and Colombia (the "drug wars"). The PS-22 uses the unusual 51mm shells, and ammunition can be difficult to find. Its range and accuracy is slightly less than the M2.

Ammo: 51mm mortar

Rnds: 1 Burst: N/A Min. ST: 5 W: 45 lbs. Dmg: Varies  
Rng: 500

### Rocket Launchers

These are rocket launchers designed to destroy tanks, jeeps, cars, trucks, and other land-based vehicles. Using these on critters and other people can be fun, for the truly sadistic. Rocket launchers all require two hands. All grenade launchers, mortars, missile launchers and artillery cost 5 AP for a single shot.

### Fat Man



Value: 10,000  
A man portable nuclear catapult. The Fat Man pneumatically fires an extremely low yield nuclear warhead, which is ideal for

multiple, heavily armored targets. The resulting nuclear blast will irradiate an area for some time.

Ammo: Mini-Nuke

Rnds: 1 Burst: N/A Min. St: 6 W: 30 Dmg: +0 Rng: 150

### LAW-80 Rocket Launcher

Value: 1900

LAW stands for Light Antivehicle Weapon. Although the LAW rocket is relatively weak and can only be fired once, it packs quite a bit of a punch. The LAW-80 cannot be reloaded and comes with one LAW-80 rocket.

Ammo: N/A

Rnds: 1 Burst: N/A Min. ST: 6 W: 14 lbs. Dmg: 6d8+30  
Rng: 60

### MIRV Fat Man

Value: 25,000

The MIRV Fat Man was a multiple launch adaptation of the Fat Man nuclear catapult. The design was only perfected shortly before the culmination of the Great War, so only a few models can be found.

Ammo: Mini-Nuke

Rnds: 8 Burst: 8 Min. St: 6 W: 30 Dmg: +0 Rng: 70

### Rock-It Launcher



Value: 2000

This item can be constructed from a vacuum cleaner, a leaf blower, a firehose nozzle, and a conductor.

This weapon fires almost any object placed in its intake at high speed. It is an easy and fun trash disposal device.

Ammo: Special

Rnds: 12 Burst: N/A Min. St: 5 W: 12 Dmg: d8 per pound Rng: 25

### Rockwell L-72 Rocket Launcher



Value: 2300

A basic rocket launcher, and one of the few shoulder-fired models that can be reloaded.

The L-72 holds one Rocket.

Ammo: Rocket

Rnds: 1 Burst: N/A Min. ST: 6 W: 15 lbs. Dmg: Varies  
Rng: 50

### TOW-II Missile Defense System

Value: 15000

The TOW-II MDS is simply the most powerful anti-tank device available. It can only be fired from a tripod and will generally destroy any small vehicle it hits. The rockets the TOW-II fires are covered with a small amount of uranium, designed to melt through armor to reach the vulnerable parts underneath. Because of its pre-programmed firing computer, the TOW-II cannot target anything other than vehicles. Not that you would want to. Of course, someone out there could probably re-program it.

Ammo: TOW-II Rocket

Rnds: 1 Burst: N/A Min. ST: 6 W: 65 lbs. Dmg: 10d10+200 Rng: 150

### Flamethrowers

Flamethrowers are fairly self explanatory; they fire a high temperature substance called fire at targets to damage said target. Flamethrowers can also be re-fitted with different kinds of ammunition tanks, so they can shoot things other than fire. Very, very nasty things.

Flamethrowers fire a single burst for 5 AP

For rules about damage from flamethrowers and fire, see the Non- Conventional Weapons section under Combat. The flamer's backpack holds a tank of ammunition, and the number of "shots" varies from tank to tank.

### Flambe 450 Flamethrower



Value: 2000

Designed as a squad support weapon, the Flambe 450 was employed during the war to

take out nests of machineguns and to torch civilian villages as a form of terrorism. Its light weight and increased range make it a formidable weapon.

Ammo: Flamer Fuel

Rnds: 5 Burst: N/A Min. ST: 6 W: 20 lbs. Dmg: Varies  
Rng: 23

### M9E1-7 Flamethrower



Value: 2000  
Your basic flamethrower. A nozzle with a gun-like trigger is attached to a

hose which is in turn attached to a special backpack containing fuel. Useful for taking out large groups of people.

Ammo: Flamer Fuel

Rnds: 5 Burst: N/A Min. ST: 6 W: 28 lbs. Dmg: Varies  
Rng: 20

### Energy Weapons Skill Weapons

Energy weapons were developed in the early 21st century, and almost every major government employed them in their armed forces at the time of the war. There are two main kinds of energy weapons: laser and plasma. Lasers are highly concentrated beams of light that melt through pretty much anything. Plasma is superheated, ionized gas that melts through pretty much anything. There are other kinds of energy weapons as well. Note that damage from energy weapons is weapon-dependant, not ammo dependant. Energy pistols are one-handed weapons, but energy rifles and big energy weapons require two hands.

#### Pistols

The simplest energy weapons, and usually the weakest, are pistols. They are however, good for concealing and scaring people who have not dealt with energy weapons before. All energy pistols are one-handed and cost 3 AP for a single attack and 4 AP for a targeted attack.

### AEP7 Laser Pistol



Value: 2500  
The AEP7 Laser Pistol was the standard energy sidearm issued to American troops during the Great War. It is

significantly more powerful than the Wattz civilian models, but considerably more rare.

Ammo: Small Energy Cells

Rnds: 30 Burst: N/A Min. St: 3 W: 4 Dmg: 3d10  
Rng: 25

#### Alien Blaster



Value: 10000  
No one is sure where this weapon comes from, and there have been several unconfirmed reports from nomads that they fell from the skies inside of large

metal disks; disks that also contained the bodies of something not human. .

Ammo: Small Energy Cells

Rnds: 10 Burst: N/A Min. ST: 3 W: 29 lbs. Dmg: 5d10+30 Rng: 10

### Enclave Plasma Pistol

Value: 3000

This is a highly advanced, very powerful sidearm which was issued to Enclave troops in the latter half of the 23<sup>rd</sup> century.

Ammo: Small Energy Cells

Rnds: 16 Burst: N/A Min. St: 3 W: 4 Dmg: 3d10+15  
Rng: 25

### Firelance Alien Blaster



Value: 7500

Just as rare and mysterious as the alien blaster, the Firelance also has the odd benefit of lighting its target on

fire.

Ammo: Small Energy Cells

Rnds: 10 Burst: N/A Min. St: 3 W: 3 Dmg: 4d10+8  
Rng: 10

### Glock 86 Plasma Pistol



Value: 2750

Designed by the Gaston Glock Laboratories, this small gun shoots a small bolt of superheated

plasma.

Ammo: Small Energy Cells

Rnds: 16 Burst: N/A Min. ST: 4 W: 8 lbs. Dmg: 1d20+10 Rng: 20

### Mesmetron



Value: 5000

The mesmetron was an experimental interrogation tool invented shortly before the war designed to instantly

hypnotize a subject. On a successful hit, the target must make an IN roll. If successful, the target is stunned and extremely susceptible to suggestion during that period, if the roll is failed the target will go into a frenzy, attacking anything in sight, and on a critical failure the target's head explodes, killing them instantly.

Ammo: Small Energy Cells

Rnds: 5 Burst: N/A Min. St: 2 W: 3 Dmg: Special  
Rng: 15

### Solar Scorchers



Value: 2000

The Solar Scorchers is not named because it can actually damage the sun, but instead of ammo it

uses the sun's rays to recharge. Unfortunately, this makes its use in caves, buildings, and at night



somewhat limited. It recharges in about 30 seconds, but must be in direct sunlight to do so.

Ammo: Special

Rnds: 6 Burst: N/A Min. ST: 4 W: 10 lbs. Dmg: 4d10+20 Rng: 20

### Spasm Gun



Value: 1500

An adaptation of a stun gun, the spasm gun is an energy weapon that fires an electric burst at a target,

overwhelming the target's nervous system and rendering them immobile as well as causing massive internal damage. A target hit with the spasm gun will be unconscious for 1d10 rounds he, she, or it twitches hilariously on the ground.

Ammo: Small Energy Cells

Rnds: 10 Burst: N/A Min. ST: 4 W: 6 lbs. Dmg: 1d6+6 Rng: 30

### Wattz 1000 Laser Pistol



Value: 1200

The civilian model of the W-1600 pistol, The W-1000 is slightly weaker and has a shorter range. There are still

a few of these lying around the wastes, although they tend to be in pretty bad shape.

Ammo: Small Energy Cells

Rnds: 10 Burst: N/A Min. ST: 3 W: 6 lbs. Dmg: 1d8+10 Rng: 25

### Wattz 1600 Laser Pistol



Value: 1400

The Laser Pistol is perhaps the simplest of the energy weapons. It fires concentrated light at a target, exciting the molecules at the point of impact

and causing considerable damage.

Ammo: Small Energy Cells

Rnds: 12 Burst: N/A Min. ST: 3 W: 7 lbs. Dmg: 1d12+10 Rng: 35

### YK32 Pulse Pistol



Value: 12500

A weapon that fires high energy pulses of light and sound at an opponent, causing them to begin to disintegrate at the molecular level.

Fun and educational for the kiddies. It looks a little like a Buck Rogers gun.

Ammo: Small Energy Cells

Rnds: 10 Burst: N/A Min. ST: 3 W: 5 lbs. Dmg: 1d12+32 Rng: 15

## Rifles

The weapons of the elite military at the time of the war, these rifles are the backbone of the energy arsenal. All energy rifles are two-handed weapons; attacks cost 4 AP for a single attack and 5 AP for a targeted or burst attack.

### AER9 Laser Rifle



Value: 3800

The AER9 was the standard issue energy rifle for American forces during the Great War.

A rare but exceptionally sturdy weapon, examples of this can still be found throughout the wastes.

Ammo: Microfusion Cells

Rnds: 24 Burst: N/A Min. St: 5 W: 12 Dmg: 3d12+5 Rng: 35

### Enclave Plasma Rifle



Value: 7000

The plasma rifle issued to most Enclave ground forces is one of the most powerful armaments in the waste.

Ammo: Microfusion Cells

Rnds: 12 Burst: N/A Min. St: 5 W: 12 Dmg: 3d20+10 Rng: 25

### H&K 31415 Laser Carbine



Value: 3500

A laser rifle with a shorter barrel and limited range, this weapon is

about halfway between a laser pistol and laser rifle. Not widely distributed, these weapons are fairly rare.

Ammo: Microfusion Cells

Rnds: 20 Burst: N/A Min. ST: 6 W: 13 lbs. Dmg: 2d12+18 Rng: 20

### Metal Blaster

Value: 4500

This item is an AER9 Laser Rifle, permanently modified with a successful Repair check. The weapon has considerable penalties to range and accuracy, but now fires a shotgun-like burst. This weapon cannot be single fired.

Ammo: Microfusion Cells

Rnds: 24 Burst: 9 Min. St: 5 W: 12 Dmg: 3d12+5 Rng: 20

### Radiation Gun

Value: 3000

This hideous weapon fires an ionic burst with every pull of the trigger. In addition to the stated damage, the target receives 2d20 Rads per hit. The leaky device will also deliver 1d8 Rads to the firer and anyone adjacent to the target.

Ammo: Micro Fusion Cells

Rnds: 10 Burst: N/A Min. St: 5 W: 12 Dmg: 2d6+20  
Rng: 10

#### **Turbo Plasma Rifle**



Value: 10,000

An upgraded version of the Model P94 Plasma Rifle,

this model features an advanced cooling system for increased range and accuracy.

Ammo: Microfusion Cells

Rnds: 10 Burst: N/A Min. ST: 6 W: 17 lbs. Dmg: 2d20+30 Rng: 35

#### **Wattz 2500 Laser Rifle**

Value: 4500

An early model Laser Rifle, the L-2500 was never put into mass production because it was soon replaced by better weapons.

Ammo: Microfusion Cells

Rnds: 12 Burst: N/A Min. ST: 5 W: 12 Dmg: 3d8+22  
Rng: 45

#### **Wattz 3120b Laser Rifle**



Value: 5000

The Laser Rifle is a refinement of the pistol, with a longer barrel for

increased accuracy as well as the space for a larger, hotter energy beam.

Fusion Cell to recharge.

Ammo: Microfusion Cells

Rnds: 20 Burst: N/A Min. ST: 4 W: 7 lbs. Dmg: 2d12+23 Rng: 35

#### **Winchester Model P94 Plasma Rifle**



Value: 4000

An industrial-grade energy weapon that fires superheated bolts of

plasma down a superconducting barrel.

Ammo: Microfusion Cells

Rnds: 10 Burst: N/A Min. ST: 6 W: 17 lbs. Dmg: 2d20+25 Rng: 25

#### **YK42b Pulse Rifle**



Value: 17,500

This is a version of the Pulse Pistol, in rifle form, meaning

longer range and more damage. What more could you ask for from a weapon?

Ammo: Microfusion Cells

Rnds: 15 Burst: N/A Min. ST: 3 W: 14 lbs. Dmg: 2d12+54 Rng: 30

### **Big Energy Weapons**

These weapons were mostly in the developmental stage at the beginning of the war, and are very rare. These are, without a doubt, the most valuable weapons in the wastes. All of these weapons are two-handed weapons; attacks cost 4 AP for a single attack and 5 AP for a targeted or burst attack.

#### **Gatling Laser**



Value: 7500

Designed specifically for military use, the H&K L30

Gatling Laser were only

issued later in the war. Multiple barrels allow longer firing before overheating. The Gatling Laser only fires a 10-shot burst.

Ammo: Microfusion Cells

Rnds: 30 Burst: 10 Min. ST: 6 W: 29 lbs. Dmg: 1d20+20 Rng: 40

#### **Ion Beamer**

Value: 14,000

This was an experimental weapon at the beginning of the war. Somewhat awkward, the Ion Beamer is a subatomic particle-spewing hose attached to a backpack with a nuclear accelerator. The Ion Beamer showers a target with skin damaging ionized gas. The ions cause the atoms in the target's body to start losing or gaining electrons, eventually leading to the target's disintegration. Note that the Ion Beamer cannot be targeted.

Ammo: Microfusion Cells

Rnds: 20 Burst: N/A Min. ST: 5 W: 30 lbs. Dmg: 3d12+60 Rng: 30

#### **MESON Cannon**

Value: 16,000

Another experimental weapon, the MESON Cannon is a shoulder-fired weapon of incredible destructive power. It shoots MESONs, which are made up of two quarks – a quark and an antiquark. Since normal protons are made up of three quarks, the addition of a MESON into a normal proton causes the atom to begin exploding at close to the speed of light, leaving nothing but quarks. Note that the MESON Cannon cannot be targeted.

Ammo: Microfusion Cells

Rnds: 10 Burst: N/A Min. ST: 6 W: 30 lbs. Dmg: 5d10+100 Rng: 50

#### **Precision Gatling Laser**

Value: 10,000

The precision gatling laser is a marked improvement over the H&K L30 Gatling Laser. This weapon fires a much more refined arc adding, easing aim, and

subtracting 10 from the target's AC. This weapon only fires a 10-shot burst.

Ammo: Microfusion Cells

Rnds: 30 Burst: 10 Min. ST: 6 W: 29 lbs. Dmg: 1d20+20 Rng: 40

### Tesla Cannon



Value: 7500

The Tesla Cannon is an extremely powerful weapon that

fires extremely powerful blasts of electricity. The destructive power of this weapon enables it to be a man-portable anti-aircraft weapon. The means to create this weapon existed before the Great War, but it was first put into production during the Eastern Brotherhood's campaign against the Enclave in 2277.

Ammo: Microfusion Cells

Rnds: 1 Burst: N/A Min. ST: 5 W: 12 lbs. Dmg: 6d12+50 Rng: 50

## Throwing Skill Weapons

These are weapons that the user chucks with good old-fashioned muscle power. Note that grenades and other thrown explosives cannot be targeted. Throwing a weapon costs 4 AP and 2 AP to replace.

### Acid Grenade



Value: 300

A nasty weapon, acid grenades were designed to demoralize soldiers by permanently disfiguring them. When they

explode, acid grenades release a spray of acid that coats everything in a 2 hex radius. In addition, everything within two hexes of the explosion is subject to 1d6 points of concussion damage.

Min. ST: 4 W: 1 lb. Dmg: Varies Rng: 15

### Baseball

Value: 10

America's favorite pastime is unknown to all but a few wastelanders, but there's still one tradition that will never die: beaming someone in the face with a fastball

Min. ST: 1 W: 1 lb. Dmg: 1d6 + MD Rng: 20

### Bola

Value: 10

Originally designed by native peoples in Europe and the Americas, and adopted as recently as 100 years ago by ranchers in Argentina, a bola is a rope with two or three rocks tied to the ends. One uses a bola by swinging it over their head and tossing it at the target; if successful, the bola will wrap around the target, knocking it off its feet and rendering it immobile. Bolas do not actually do damage, but are a favorite weapon of slavers who do

not wish their goods harmed. Anything hit with a bola is automatically knocked down and immobile until freed; a successful roll against Strength allows the target to break out.

Min ST: 4 W: 5 lbs. Dmg: N/A Rng: 30

### Boom Bugs



Value: 200

A giant mutant strain of Lady Bug with unstable body chemistry.

Explodes when agitated,

disturbed, angry or bored. Often used as grenades.

Min. ST: 4 W: 1 lb. Dmg: d8+6 Rng: 15

### Boomerang



Value: 15

Although boomerangs are commonly associated with Australian aborigines, similar

devices have been found among indigenous peoples the world over. Contrary to popular belief, hunting boomerangs (the kind that hurt) do not return to the user. They are a cleverly designed wooden airfoil with a handle on one end, and can cause a surprising amount of damage for their relative size.

Min ST: 5 W: 1 lb. Dmg: 2d10 + MD Rng: 20

### Chakram



Value: 25

The chakram is a ring of metal filed to a razor-sharp edge. An inexpensive, light, and nasty weapon based on

innovations from practical experience and Hong Kong action movies.

Min. ST: 1 W: 10 lb. Dmg: 1d4+2 Rng: 15

### Combat Knife

Value: 165

A military-issued knife designed for melee combat. The serrated edges tend to tear instead of cut, and are a lot more painful than a normal knife.

Min. ST: 2 W: 2 lbs. Dmg: (1d12+3) + MD Rng: 7

### Dart

Value: 10

A simple weapon constructed from anything from wood to plastic to metal, a dart is a tiny object thrown into the flesh of a target. They aren't known for causing excessive amounts of damage, but when coated with the right substance, darts make a great poisoner's weapon.

Min. ST: 1 Dmg: 1d2 Rng: 8

### Flare

Value: 10

A basic phosphorous flare. This can cause a small amount of



damage if thrown at a target and can also illuminate the battlefield, removing light restrictions for about an hour.  
Min. ST: 3 W: 1 lb. Dmg: 1d4 Rng: 15

#### Flash Grenade



Value: 300

The flash grenade, known as the "flashbang" among counter-terrorist units, doesn't explode like a normal grenade but instead emits a bright flash of light. Anyone facing a flash grenade who doesn't know to look away will suffer blindness for 1d10 rounds after it explodes. Anything within two hexes is also subject to 1d6 of concussion damage.

Min. ST: 4 W: 1 Dmg: Special Rng: 15

#### Fragmentation Grenade



Value: 150

Frag grenades are designed to shatter upon detonation, peppering anything nearby with small fragments of metal. Anything in a hex adjacent to the grenade's point of explosion is subject to 1d6 points of frag damage. Anything within two hexes of the explosion suffers 1d6 points of concussion damage.

Min. ST: 3 W: 1 lb. Dmg: 1d12+22 Rng: 15

#### Gas Grenade

Value: 300

This grenade doesn't actually explode, but releases a cloud of gas in a radius of 6 hexes from the point of "detonation."

Min. ST: 4 W: 1 lb. Dmg: Varies Rng: 15

#### Incendiary Grenade



Value: 300

Essentially an improved Molotov cocktail, the incendiary grenade combines the explosive effects of a frag grenade with burning phosphorus. Ouch. Anything in a hex adjacent to the point of explosion is subject to 1d6 points of frag damage, and anything within 2 hexes suffers 1d6 points of concussion damage. Anything within 3 hexes of the explosion is covered with burning phosphorus and begins taking fire damage. Note that fire grenades do not need to be lit, unlike a Molotov Cocktail.

Min. ST: 4 W: 1 lbs. Dmg: 1d12+22 (+ fire) Rng: 15

#### Knife

Value: 40

A basic knife for cutting things, critters, or people.

Min. ST: 2 W: 1 lb. Dmg 1d10 + MD Rng: 5

#### Mini-Nuke

Value: 20,000

It's shaped like a football at least. The mini-nuke is a low-yield nuclear artillery shell which causes 10d20+100 damage to everything within 20 meters of explosion. It

also delivers 1d10 concussion and 1d6 fire to everything within 50 meters. The 20 meter zone will release 1 Rad per second until prevailing winds clear the area. The ordinance can be thrown, causing it to detonate on impact.

Min. St: 5 W: 1 lb. Dmg: 10d20+100 Rng: 10

#### Molotov Cocktail



Value: 50

The simplest grenade, a Molotov cocktail is a bottle full of gasoline, oil, or some other flammable substance, with an oil soaked rag as a fuse. Any target hit with a molotov cocktail is subject to fire damage. You have to light one with a fire source before you toss it.

Min. ST: 3 W: 1 lb. Dmg: 1d12+8 Rng: 12

#### Nuka-Grenade



Value: 300

This is a powerful hand grenade constructed from a bottle of Nuka-Cola Quantum, turpentine, abraxo cleaner, and a tin can. The blast zone will release 1 Rad per second until prevailing winds clear the area.

Min. St: 3 W: 1 Dmg: 4d20+70 Rng: 15

#### Phantasm (Fantasy) Ball



Value: 200

At first glance, this appears to be a solid metal sphere about the size of a baseball. When enough centrifugal force is applied – say, from throwing it or rolling it on the ground – metal spikes pop out of the ball, turning it into a sharp, deadly object. Its damage is relatively low, so phantasm balls are best used in conjunction with poison, as an assassin's tool, or as a caltrop to cause damage to a car tire.

Min. ST: 3 W: 3 lbs. Dmg: (1d12+5) + MD Rng: STR\*2

#### Plasma Grenade



Value: 300

The plasma grenade explodes and propels a large amount of superheated plasma into the surrounding area.

Anything in a hex adjacent to the grenade's point of explosion is subject to 1/3 of the damage from the plasma. Anything within two hexes of the explosion is subject to 1d6 of concussion damage.

Min. ST: 4 W: 1 lb. Dmg: 5d10+40 Rng: 15

#### Powder Bag



Value: 3

A tribal invention, a powder bag is a small sack filled with a fungal powder that causes a severe allergic reaction in living targets. Any target successfully hit with a powder bag

must roll against Endurance or else be overcome by blindness for 1d10 rounds.

Min. ST: 1 W: 1 lb. Dmg: None Rng: 10

#### **Pulse Grenade**



Value: 300

This grenade does not explode, but rather emits a neutron burst that heavily damages electronic equipment. The pulse grenade is useful against tanks,

cyborgs, robots, and rooms full of computers. Does not affect biologicals.

Min. ST: 4 W: 1 lb. Dmg: 5d10+100 Rng: 15

#### **Rock**

Value: N/A

It's a rock.

Min. ST: 1 W: 1 lb. Dmg: 1d4 + MD Rng: 10

#### **Sharpened Pole**

Value: 5

A basic piece of wood with a sharpened end. See also Melee Weapons.

Min. ST: 3 W: 3 lbs. Dmg: (1d4+1) + MD Rng: 10

#### **Smoke Grenade**

Value: 140

The smoke grenade doesn't actually explode, but a chemical reaction causes a cloud of smoke to be released in a radius of 5 hexes from the grenade's "detonation" point. The smoke causes blindness for 1d10 rounds to any biological critter within it. Min. ST: 4 W: 1 lb. Dmg: None Rng: STR\*2

#### **Spear**

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end.

Min. ST: 4 W: 4 lbs. Dmg: (1d12+3) + MD Rng: 5

#### **Tangle Grenade**

Value: 300

Another diabolical toy, the tangle grenade doesn't explode, but instead sprays a quick-drying liquid polymer that entangles any critter, character, or NPC in a three-hex radius of the explosion. A successful roll against Strength is required to break free of this chemical compound. Anything within two hexes also suffers 1d6 of concussion damage.

Min. ST: 4 W: 1 lbs. Dmg: None Rng: 15

#### **Throwing Knife**

Value: 100

A knife specifically designed for throwing. It has a hole cut out of the middle of it to make it hurt more when removed from flesh.

Min. ST: 2 W: 1 lb. Dmg: 1d6+MD Rng: STR\*2

#### **Throwing Stars**



Value: 30

These small, sharp pieces of metal are used primarily by Yakuza as assassination

tools. Some tribals use similar devices to hunt small game – and for self defense. An enterprising individual could coat them with poison to make them more painful. Min. ST: 1 W: 1 lb. Dmg: 1d6 Rng: 15

#### **Weapon Enhancements**

This section details some of the various weapon enhancements one can encounter in the wastes. Some of these are custom jobs, and the only place you can get them is from a knowledgeable weaponsmith. Others, like the night sight, can be bought or sold.

#### **Melee Weapon Enhancements**

Since the War, firearms have become much more scarce, and intelligent people have begun to innovate ways to make melee weapons more effective in combat. Below are some examples of melee weapon enhancements, along with the kinds of melee weapons that can be upgraded by each improvement.

#### **Barbed Point**

Barbs are pieces of twisted metal that hook a weapon inside of the target, like a fishhook. The target must then run around with a weapon sticking out of their body unless they take another 3d4 of damage to pull the weapon out. Very useful when hunting large game that needs to be worn down, or when making an example of a tough enemy.

#### **Dynamite**

Tying an explosive to a pole sure *sounds* like a good idea, right? The explosive detonates as normal.

#### **Festering Tip**

Smearing a piercing weapon with feces or a rotting carcass is an old idea, and one that is useful if you aren't interested in killing something right away. If the target fails a roll against Endurance with a -5 penalty *for each successful hit* with a festering weapon, they become ill in 1d10 days. In 1d10 days after that, the flesh around the wound becomes gangrenous and, if not removed, the target dies in another 1d10 days.

#### **Poison**

One of the most common enhancements is the addition of poison to a blade or needle. Only useful on weapons that pierce the skin, poison makes things die faster. For a complete list of poisons, see below.

### **Serrated Edge**

Serrating the blade of a slashing weapon greatly increases the surface area of the cutting edge, causing more damage and tearing flesh like a saw. Serrating a blade adds +4 to a weapon's damage.

### **Sharpened Blade**

An enhancement for bladed weapons only, a sharpened blade represents a weapon that has been meticulously filed with a sharpening stone or fine piece of flint. This process adds +4 to a weapon's damage.

### **Gun Enhancements**

Specifically designed for firearms, these additions will enhance the statistic of nearly every gun. Note that not all modifications will work with all guns: putting a stock on a rifle, for instance, is redundant.

### **Bayonet**

Value: 75

A bayonet is a sturdy knife attached to the business end of a rifle. The bayonet will subtract 10 from the effective skill of the weapon, but it will allow the attacker to make a melee attack of 1d12 + MD for 4 AP.

### **Brass Bin**

Value: 50

Brass bins can be used on all conventional belt-fed submachine guns, assault rifles, and machine guns. The brass components from all rounds fired is automatically deposited in the brass bin.

### **Expanded Magazine**

Value: 5000

Some rifles and assault rifles can have their magazines expanded by a knowledgeable weaponsmith. The volume of the expanded magazine varies from gun to gun and weaponsmith to weaponsmith.

### **Laser Sight**

Value: 3000

A small device that attaches directly under the barrel of a gun, the laser sight allows you to target areas of the body without taking penalties. Targeted rolls are made as a normal, single roll, and there are no penalties for targeting smaller body parts.

### **Night Sight**

Value: 2000

This is a scope attached to the top of the gun that shows the world in heatwaves (thermal) rather than normal light. When a weapon has a night sight, darkness modifiers are ignored.

### **Rifled Barrel**

Value: 1000

Rifled barrels are barrel extensions for pistols and submachine guns only. By increasing the length of the

barrel, the gun becomes much more accurate by reducing outside influences on the first critical moments of the bullet's path. Unfortunately, they also make the bullet travel slower. A rifled barrel will increase a gun's range by a full 20 meters, but will reduce the amount of damage the weapon does by 4.

### **Silencer**

Value: 500

One of the simplest modifications, a silencer fits over the end of the barrel of almost any weapon. Guns are loud because of the air that is suddenly pushed out of the way when a bullet fires, and silencers help the air escape as the bullet leaves the gun, effectively reducing or eliminating the loud "bang." A silenced weapon, when used, will not draw the attention of anyone but the target.

W: 1 lb.

### **Sniper's Scope**

Value: 3000

The sniper's scope allows a person to easily examine a target and effectively increases the range of the gun. Note that sniper rifles are already assumed to have sniper scopes. A scope increases the range of the weapon by 20 meters, but all rolls to hit must be made as if the shooter were making a targeted attack, whether the shooter is or not.

W: 1 lb.

### **Speed Loader**

Value: 3000

A speed loader is an enhancement designed only for a revolver. When a speed loader is attached, the pistol only takes 1 AP to reload.

### **Stock**

Value: 500

Stocks attach to pistols and submachine guns only (rifles and assault rifles already have stocks) and allow the shooter to place the gun firmly in the shoulder, allowing him or her to hold the weapon a little steadier. Pistols and SMGs with a stock have an increased range of 5 meters. Stocks can either be fixed pieces of wood or metal that screws onto the gun or a collapsible metal construction that folds up for easy carriage.

### **Tripod**

Value: 500

This isn't a modification per se, but a collapsible device used to balance and support larger weapons. If a weapon can benefit from a tripod, the weapon's description will include the statistics for improved range.

W: 7 lbs.

## Ammunition

This covers the various types of ammunition. The given volume of the ammunition is how many rounds are in each case. For purposes of gameplay, all trade of ammunition is done by the case and each case weighs 1 lb.

Abbreviations:

AC = Armor Class Modifier (Modifies the target's AC)

DR = Damage Resistance Modifier (Modifies the target's DR under the "normal" category)

Vol = Volume. How many rounds come in a box

FMJ: Full Metal Jacket

AP = Armor Piercing

JHP = Jacketed Hollow Point (also known as "cop killer" bullets)

Dmg = How much base damage the ammo type does

BH – Broadhead

TR – Training (normal)

## Ammunition

### .22

Value: 55

AC: 0 DR: 0 Vol: 50 Dmg: 1d6

### .223 AP

Value: 160

AC: -15 DR: 0 Ignores DT Vol: 20 Dmg: 1d6

### .223 JHP

Value: 275

AC: 0 DR: -20 Vol: 20 Dmg: 1d8

### .223 FMJ

Value: 155

AC: 0 DR: -10 Vol: 20 Dmg: 1d10

### .303

Value: 115

AC: 0 DR: 0 Vol: 50 Dmg: 1d10

### .308

Value: 500

AC: -15 DR: -20 Vol: 50 Dmg: 1d10

### .357 Magnum

Value: 420

AC: -10 DR: -10 Vol: 50 Dmg: 1d6

### .38 Caliber

Value: 20

AC: 0 DR: 0 Vol: 10 Dmg: 1d6

### .44 Magnum AP

Value: 160

AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d6

### .44 Magnum FMJ

Value: 80

AC: 0 DR: 0 Vol: 20 Dmg: 1d10

### .44 Magnum Ball

Value: 90

AC: 0 DR: 0 Vol: 20 Dmg: 1d8

### .44 Magnum JHP

Value: 130

AC: 0 DR: -10 Vol: 20 Dmg: 1d8

### .45 Caliber

Value: 170

AC: 0 DR: -5 Vol: 50 Dmg: 1d6

### .50 Caliber

Value: 70

AC: -10 DR: -10 Vol: 100 Dmg: 1d8

### .50 UC (Uranium Coated)

Value: 2425

AC: -30 DR: -50 Vol: 100 Dmg: 1d8

### .50 BMG

Value: 460

AC: -10 DR: -20 Vol: 100 Dmg: 1d6

### 2mm EC

Value: 105

AC: -20 DR: -20 Vol: 20 Dmg: 1d10

### 4.7mm Caseless

Value: 400

AC: -10 DR: -10 Vol: 20 Dmg: 1d10

### 5mm AP

Value: 190

AC: -10 DR: 0 Ignores DT Vol: 50 Dmg: 1d4

### 5mm FMJ

Value: 125

AC: 0 DR: 0 Vol: 50 Dmg: 1d8

### 5mm JHP

Value: 170

AC: 0 DR: -10 Vol: 50 Dmg: 1d6

### 5.56mm

Value: 90

AC: 0 DR: -20 Vol: 50 Dmg: 1d8

### 7.62mm

Value: 60

AC: 0 DR: 0 Vol: 50 Dmg: 1d10

### 7.65mm

Value: 95

AC: 0 DR: 0 Vol: 50 Dmg: 1d8

### 9mm JHP

Value: 130

AC: 0 DR: -10 Vol: 20 Dmg: 1d6

### 9mm AP

Value: 120

AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d4

### 9mm Ball

Value: 30

AC: 0 DR: 0 Vol: 20 Dmg: 1d6

**9mm FMJ**

Value: 25

AC: 0 DR: 0 Vol: 20 Dmg: 1d8

**10mm FMJ**

Value: 15

AC: 0 DR: 0 Vol: 20 Dmg: 1d8

**10mm JHP**

Value: 20

AC: 0 DR: -10 Vol: 20 Dmg: 1d6

**10mm AP**

Value: 20

AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d4

**12 Gauge Shotgun Shells (Buckshot)**

Value: 20

AC: 0 DR: 0 Vol: 20 Dmg: 1d10

**12 Gauge Shotgun Shells (Flechette)**

Value: 280

AC: 0 DR: -20 Vol: 20 Dmg: 2d8

**12 Gauge Shotgun Shells (Slugs)**

Value: 70

AC: -10 DR: 0 Vol: 20 Dmg: 1d8

**12 Gauge Shotgun Shells (EMP)**

Value: 555

AC: 0 DR: 0 Vol: 20 Dmg: 2d20 (nonbiological *only*)**12 Gauge Shotgun Shells (Rubber)**

Value: 470

AC: 0 DR: 0 Vol: 20 Dmg: 1d4

**14mm JHP**

Value: 80

AC: 0 DR: -10 Vol: 20 Dmg: 1d10

**14mm AP**

Value: 120

AC: -20 DR: 0 Ignores DT Vol: 20 Dmg: 1d8

**30.06**

Value: 150

AC 0 DR 0 Vol. 50 Dmg: 1d12

**Acid (HLC)**

Value: 50

AC -10 DR 0 Vol. 20 Dmg: 1d20

**Arrow BH**

Value: 10

AC: 5 DR: 0 Vol: 5 Dmg: 1d6

**Arrow TR**

Value: 5

AC: 0 DR: 0 Vol: 5 Dmg: 1d4

**BBs**

Value: 30

AC: 0 DR: 0 Vol: 100 Dmg: 1d4

**Bolt BH**

Value: 15

AC: 5 DR: 0 Vol: 5 Dmg: 1d8

**Bolt TR**

Value: 10

AC: 0 DR: 0 Vol: 5 Dmg: 1d6

**Dart**

Value: 5

AC: 0 DR: 0 Vol: 5 Dmg: 1d3

**HN Needler (Normal)**

Value: 1550

AC: 0 DR: 0 Vol: 10 Dmg: 3d10

**HN Needler AP (Normal)**

Value: 1700

AC: 0 DR: 0 Ignores DT Vol: 10 Dmg: 2d8

**HN Needler Poison**

Value: 20,100

AC: 0 DR: 0 Vol: 10 Dmg: Poison Type F, d4 doses

**HN Needler Biotoxin**

Value: 1800

AC: 0 DR: 0 Vol: 10 Dmg: 1d10 per round, for 10 rounds

**Railroad Spikes**

Value: 400

AC: 0 DR -5 Vol: 12 Dmg: 1d12

**Speargun Bolt**

Value: 30

AC: -10 DR: 0 Vol: 1 Dmg: 3d4

**Ordinance (Ammunition for Grenade Launchers, Mortars, Rockets, and Artillery Pieces)****20mm Explosive Shell**

Value: 1500

AC: 0 DR: 0 Vol: 1 Dmg: 8d10+40 to everything within 10 meters of the explosion, and 1d6 concussion damage for everything within 100 meters

**25mm Explosive Shell**

Value: 1510

AC: 0 DR: 0 Vol: 1 Dmg: 8d10+40 to everything within 10 meters of the explosion, and 1d6 concussion damage for everything within 100 meters

**40mm Fragmentation Grenade**

Value: 250

AC: 0 DR: 0 Vol: 5 Dmg: 1d12+22 (1d6 Conc., 1d6 Frag.)

**40mm Phosphorous Grenade**

Value: 300

AC: 0 DR: 0 Vol: 5 Dmg: 1d6 Conc., EN roll or blinded for 1d10 rnds, on fire if critical hit

**40mm Plasma Grenade**

Value: 1165

AC: 0 DR: 0 Vol: 5 Dmg: 5d10+40 (1d6 Conc.)

**40mm Pulse Grenade**

Value: 1910

AC: 0 DR: 0 Vol: 5 Dmg: 5d10+100 (Nonbiological only)

**51mm Explosive Mortar Shell**

Value: 630



AC: 0 DR: 0 Vol: 5 Dmg: 10d10 to everything within 20 meters of explosion; 1d6 concussion to all within 50 meters

#### **51mm Gas Mortar Shell**

Value: 880

AC: 0 DR: 0 Vol: 5 Dmg: 7d10 and unconsciousness to all within 100 meters of explosion

#### **60mm Explosive Mortar Shell**

Value: 4200

AC: 0 DR: 0 Vol: 5 Dmg: 10d10 to everything within 20 meters of explosion; 1d6 concussion to all within 50 meters.

#### **60mm Plasma Mortar Shell**

Value: 2500

AC: 0 DR: 0 Vol: 5 Dmg: 10d20 to everything within 20 meters of explosion.

#### **60mm Pulse Mortar Shell**

Value: 5000

AC: 0 DR: 0 Vol: 5 Dmg: 20d20 to all robots within 20 meters of explosion.

#### **105mm Explosive Shell**

Value: 6000

AC: 0 DR: 0 Vol: 1 Dmg: 15d20+30 to everything within 15 meters of explosion, and 1d6 concussion damage for everything within 100 meters

#### **152mm Explosive Shell**

Value: 7500

AC: 0 DR: 0 Vol: 1 Dmg: 20d20+50 to everything within 25 meters of explosion, 1d6 concussion damage to everything within 100 meters

#### **Flamer Fire Pack**

Value: 200

AC: 0 DR: -10 Vol: 10 Dmg: 3d8 plus fire

#### **Flamer Plasma Pack**

Value: 300

AC: -10 DR: -10 Vol: 10 Dmg: 5d10+40

#### **Flamer Poison Gas Pack**

Value: 250

AC: N/A DR: N/A Vol: 5 Dmg: 1 dose of Type F to all non-protected critters in 4 hexes of stream

#### **Mini-Nuke**

Value: 7500

AC: 0 DR: 0 Vol: 1 Dmg: 10d20+100 to everything within 20 meters of explosion. 1d10 concussion and 1d6 fire to everything within 50 meters. The 20 meter zone will release 1 Rad per second until prevailing winds clear the area.

#### **Rocket (Explosive)**

Value: 615

AC: 0 DR: 0 Vol: 1 Dmg: 6d8

#### **Rocket (AP)**

Value: 590

AC: -10 DR: 0 Ignores DT Vol: 1 Dmg: 6d6

#### **Rocket (EMP)**

Value: 1510

AC: 0 DR: 0 Vol: 1 Dmg: 3d20 (nonbiological only)

#### **TOW-II Rocket**

Value: 1700

AC: -20 DR: -20 Ignores DT Vol: 1

### **Cells for Energy Weapon**

#### **Small Energy Cell**

Value: 250

AC: N/A DR: N/A Vol: 20

#### **Micro Fusion Cell**

Value: 1000

AC: N/A DR: N/A Vol: 20

### **Types of Gas**

Below is a short list of chemical gasses one can encounter in the wastes.

#### **Acidic Cloud**

A nasty form of gas attack, an acidic cloud is essentially a very strong acid sprayed in a vaporous cloud. Inhaled and contact. Causes 1d10 points of inhaled damage per round in the cloud if inhaled, and 1d10 points of damage for 1d10 rounds after leaving the cloud. If it comes into contact with the skin, it causes an additional 2d20 points of damage.

#### **Mustard Gas**

Mustard gas was originally invented at the beginning of World War I, and was used heavily in trench warfare until it was banned as inhumane. Because it is relatively easy to manufacture, mustard gas is common in areas where pre-War supplies have run out. Inhaled only. Causes 1d10 points of damage per round spent in the cloud, and the effects last 1d10 rounds after the effected critter exits the cloud.

#### **Pepper Gas**

Another easy-to-manufacture chemical, pepper gas causes a great deal of pain to the eyes, nose, and throat without actually damaging the victim. It is instead designed to immobilize a target. Inhaled and contact (with eyes). If contact with the eyes is made, the target is blinded for 2d20 rounds. If inhaled, the target is immobilized by coughing for every round spent in the cloud, and for 1d10 rounds after leaving the cloud. While immobilized, all natural armor class is lost, and movement rates are doubled (it takes two AP to move one hex).

#### **Sleeping Gas**

Sleeping gas is fairly self-explanatory; it puts the victim to sleep. Sleeping characters cannot act, and their

armor class is reduced only to what they are wearing. The effects last 5d10 rounds. Sleeping gas is an inhaled gas.

#### **TK-BMI Antipersonnel Gas**

TK-BMI was developed as a humane alternative to mustard gas in the later parts of the 20th century. The deal is that it numbs the victim, so they do not have to deal with the intense pain of their insides burning up. TK-BMI deals 1d10 points of damage per round spent in the cloud, and the effects last for 2d6 rounds after leaving the cloud. TK-BMI is an inhaled gas.

### **Types of Acid**

Acid is a corrosive substance that melts through skin, metal, and rock. Usually, it is only made in labs where chemical reactions can be controlled.

#### **Type A**

Type A acid causes a mild rash, resulting in 1d4 points of damage per round. It can be washed off with water.

#### **Type B**

Type B acid is rather simple to make, being an extract of lye mixed with water. It melts through flesh and is extremely painful, resulting in 2d4 points of damage per round. The trick is that water does not wash it off; it only makes it worse. Vinegar is the only way to remove type B acid.

#### **Type C**

Type C acid is a much stronger mixture. It burns the target for 2d8 points of damage per round. Luckily, water will remove it.

#### **Type D**

The most potent and vile acidic chemical compound, Type D acid is designed to main and cause a great deal of pain. This is the most common type of acid found in chemical warfare, as it was deemed "humane" by the UN before the War. It causes 3d10 points of damage per round, and the effects last 1d10 rounds.

### **Types of Poison**

#### **Type A**

The most common kind of poison, type A is a mild infection often carried in the bite of some kinds of animals. Causes 1 HP of damage per round (roll Endurance for no damage)

#### **Type B**

A distilled version of the Type A poison, this irritant is used by tribals for hunting small game. In mass quantities, it could make a person very sick. Causes 2 HP of damage per hour (roll Endurance for no damage).

#### **Type C**

Type C poison causes severe abdominal cramps and sickness, incapacitating the victim for 2d10 hours minus EN. During this time the character's Strength, Perception, Agility and Endurance are reduced to 2 for 12 hours.

#### **Type D**

This is a far nastier kind of poison. Most often found in the sting of a radscorpion, it can easily kill the unprepared adventurer. A refined version of this poison is used to make antidote. Causes 4 HP of damage per round (roll Endurance for half damage).

#### **Type E**

Distilled radscorpion venom, used for hunting bigger game. Causes 5 HP of damage per round (roll Endurance for half).

#### **Type F**

Very rarely will an animal have a poison this bad, but it does happen. Certain spiders and snakes were known to have venom like this before the War, and it is likely that someone out there has it now, either naturally or chemically. Type F poison causes the victim to go into shock about 1 hour after contact, and they slip into a coma for 1d10 days. For each day the character spends in a coma and goes untreated by a doctor or an antidote, that character must successfully roll against Endurance or die.

#### **Type G**

The worst kind of poison. These are generally only made in laboratories, although there may be some species out there that carry them. Causes death 5 minutes after exposure, unless an antidote is administered.

### **Traps**

Below are some basic kinds of traps. Wily characters should let their imaginations run wild when cooking up new ones.

#### **Bullhorn Trap**

Value: 50 Wt: 3

This simple device is a loud warning siren attached to a trigger of some kind. When the trap is sprung, the alarm goes off, alerting anyone within hearing distance to the intrusion.

#### **Claymore Trap**

Value: 1000 Wt 4

The claymore is a combination of the bullhorn trap and an explosive trap. Not only does it blow up in your face, it lets everyone within 200 meters know you are there. Oops.

Damage: 2d20+10

### Detonator

Value: 150 Wt: 1

This is a small electronic device which is necessary to trigger radio bombs, unless you'd like to do it by hand.

### Dynamite

Value: 275 Wt: 2

An explosive device consisting of several sticks of dynamite, a detonator, and a timer to set it off. Setting dynamite takes a successful roll against the Traps skill; an unsuccessful roll means the timer was not set correctly, and will not go off on time (in other words, you might not be able to run fast enough). Dynamite does 1d20+30 points of damage to anything in its hex and all adjacent hexes when it goes off, and 1d6 points of concussion damage to anything within 4 hexes of the explosion.

Damage: 1d20+30 (1d6 concussion)

### Explosive Trap

Value: 275 Wt: 3

An explosive device wired to a trigger, this trap sets off a bomb when sprung. Depending on the crafty nature of the trapper, it may set off other traps, too.

Damage: 3d8 +10

### Gas

Value: 100 Wt: 4

This trap is simply a gas canister attached to a trigger. When sprung, a cloud of gas 5 hexes in diameter is released.

### Poison Needle

When triggered, this trap shoots a needle covered with poison into the skin of the victim.

### Pit of Spikes

A nasty little trap, the pit of spikes is a well-disguised pit filled with – you guessed it – spikes. The hapless soul who falls into this little trap takes 3d10 points of damage.

### Plastique (C-14 Plastic Explosive)

Value: 400 Wt: 2

C-14 is an improved version of the classic C-4 plastic explosive. A gummylike substance that can be rigged to detonate, plastique is useful because it can be molded to any shape, to detonate in a concentrated area or spread along a wider surface. C-14 is a white or gray substance that looks and feels a lot like Silly Putty™. Setting it takes a successful roll against Traps; like dynamite, if the roll fails, the timer is not set correctly, and will blow at the wrong time, or not at all. Plastique does 2d20+30 damage to anything within the hex in which it detonates, half damage to everything in adjacent hexes, and 1d6 concussion damage to anything within 4 hexes of the explosion. C-14 can be compounded on itself to make bigger bombs, too.

Damage: 2d20+30 (1d6 concussion)

### Radio Bomb

Value: 1275 Wt: 5

Special: Radio bombs have a 5 Difficulty to set and a 10 Difficulty to disarm. They are triggered by remote control on a radio frequency specified by the user (the remote control has to be capable of broadcasting on that frequency to set it off). Once a radio bomb is activated to receive a transmission, its tiny battery will remain active for 1 hour. After that time, it will not detonate.

Damage: 6d6+14

### Silent Alarm

When triggered, this electronic alarm alerts someone in another room or area to the presence of an intruder. The unlucky victim may not even be aware that they set off the trap.

### Steel Trap

Value: 100 Wt: 5

Steel traps have a 25 difficulty to set and disarm. They are triggered by pressure on their hex, set by the trapper for between 5 and 4000 lbs. When a steel trap is sprung, it automatically hits and causes a crippled leg. A steel trap on a character's leg causes all movement rates to cost an additional AP until it is removed

Damage: 2d8

### Mines

#### Bottlecap Mine

Value: 2000 Wt 1



This is a homemade, powerful, explosive device constructed from a lunchbox, a cherry bomb, a sensor module, and 10 bottlecaps. The bomb will be triggered when anything comes within

1 meter of the mine. Anyone in a hex adjacent to the explosion gets 1d10 points of frag damage, and anyone within 3 hexes gets 1d10 points of concussion damage.

Dmg: 5d20+50

#### EMP Mine



Value: 2200 Wt 1

This proximity mine will damage or disable nearby machines. In addition to the target area, robots within 3 hexes of ground zero will

receive 5d10 EMP damage.

Dmg: 5d12+15 (Machines only)

### Plasma Mine



Value: 1700 Wt 1  
The plasma mine is an advanced weapon used by Enclave forces. The mine is triggered by any movement within 1 meter and released a

powerful burst of plasma. Outside of ground zero, anyone within 4 hexes of the explosion is subject to 2d10 splash damage.

Dmg: 5d10+22

### Puffer

Value: 700 Wt 3

Low tech tribal weapon made from a fungus. It releases a cloud of toxic spores when compressed. Damage is based on gas, not explosion. Delivers d20 doses of poison Type B

Dmg: 1d20+22

### T13 Antipersonnel Mine

Value: 1000 Wt 4

The T13 is a basic pressure-sensitive mine, set in the ground so unsuspecting dolts can set it off and blow off a limb or two. Anyone in a hex adjacent to the explosion gets 1d6 points of frag damage, and anyone within 3 hexes gets 1d6 points of concussion damage.

Dmg: 1d20+20

### T45-SE Antivehicle Mine



Value: 1500 Wt 4 lb  
Designed to take out tanks and other armored vehicles, the T45 series of land mines is incredibly destructive.

Anyone within 2 hexes of the explosion is subject to 1d6 points of frag damage, and anyone within 4 hexes of the explosion is subject to concussion damage.

Dmg: 3d20+20

### T86 Acid Sprayer

Value: 1200 Wt 4 lb

This is a focused mine designed to destroy personnel and machinery. Splash damage is negligible.

Dmg: 1d20+25

## Armor

This section deals with the various methods of protecting oneself in the wastes. The divided modifiers are Damage Threshold / Damage Resistance. Note that armor effects CAN take stats above and below racial maximums and minimums.

Abbreviations:

W = Weight

AC = Armor Class Modifier

N = Normal Damage Modifier

L = Laser Damage Modifier

F = Fire Damage Modifier

P = Plasma Damage Modifier

E = Explosion Damage Modifier

### Advanced Power Armor

Value: 20000

Advanced Power Armor is an improvement on normal Power Armor, made mostly by technicians after the war.

It is extremely rare and can only be found in organizations that can trace their roots back to the American Armed Services, such as the Enclave. This armor enhances the Strength of the wearer by 4 points. It also gives the wearer a 60% bonus to Radiation Resistance, a 20% bonus to Poison Resist, and filters 100/100 of gas attacks. This armor already has a helmet. Advanced power armor has a built-in night vision system, so any negative modifiers from light are ignored. When wearing Advanced Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.  
W: 30 AC: 30 N: 15/55 L: 19/90 F: 16/70 P: 15/60 E: 20/65

### Advanced Power Armor MK II

Value: 35000



An improved version of the Advanced Power Armor, the MK II model offers slightly better protection in addition to the 100/100 gas filtration and +4 Strength enhancements that earlier Advanced Power Armors did. The only group known to have this armor is the Enclave. This armor also gives the user a 75% bonus to Radiation

Resistance, a 100/100 bonus to Gas Resistance, and a 40% bonus to Poison Resistance. Since this is the final word in armor, it already has a helmet. This suit also has a built-in night vision system, so any negative modifiers from light are ignored. When wearing the ultimate suit of Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 50 AC: 35 N: 18/60 L: 19/90 F: 16/70 P: 18/60 E: 20/70

### Advanced Radiation Suit

Value: 7500

A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area. While wearing a radiation suit, a person is protected from the harmful effects of radioactivity and radioactive materials



(40% Radiation Resistance). Another added bonus is that these suits give 100/100 gas resistance as well. Needless to say, these suits are rare – and valuable. You cannot wear a helmet with a radiation suit. Wearing a rad suit reduces your chances to Sneak by 20%.  
W: 19 lbs. AC: 20 N: 5/30 L: 0/30 F: 12/80 P: 0/20 E: 5/40  
**Armored Vault jumpsuit**  
Value: 1800

This item is a vault uniform which has been equipped with elements of leather and metal armor in order to combat the threats of the wastelands. The suit's design provides +5 to the user's Energy Weapons and Small Guns skills.

W: 8 lbs. AC: 6 N: 1/25 L: 0/20 F: 0/20 P: 0/10 E: 0/20

#### **Bone Armor**

Value: 1000

This is a suit of armor constructed entirely from pieced together human skeletons. What it lacks in protection it more than makes up for with intimidation.

W: 15 lbs. AC: 10 N: 2/20 L: 1/5 F: 2/15 P: 1/5 E: 1/10

#### **Brahmin-Skin Outfit**

Value: 175

The most basic postwar fashion. Found on the corpse of many wastelanders. The sturdy, all-weather construction endows a +1 to EN and AG.

W: 5 lbs. AC: 1 N: 0/25 L: 0/20 F: 12/70 P: 12/70 E: 0/20

#### **Brotherhood Advanced Power Armor**



Value: 20000

An advanced form of the Brotherhood's own power armor. This armor gives a 60% Radiation Resist bonus and a 100/100 Gas

Resist bonus with a 20% Poison Resist bonus. It also comes with a helmet. Wearing this armor gives the user a +4 bonus to Strength, but a -2 penalty to Perception. When wearing Advanced Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 50 lbs. AC: 35 N: 18/60 L: 17/55 F: 15/65 P: 17/55 E: 10/50

#### **Brotherhood Combat Armor**



Value: 4800

This combat armor is standard-issue for combat-members in the Brotherhood of Steel. This is an advanced version of the Combat

A armor, and can occasionally be found for sale in large cities. This suit of armor already has a helmet. Wearing combat armor gives the user a +20% Radiation Resistance bonus.

W: 25 lbs. AC: 20 N: 8/40 L: 8/70 F: 7/50 P: 7/60 E: 8/40

#### **Brotherhood Environmental Armor**

Value: 9000



The Brotherhood of Steel developed this advanced Hostile Environment suit for operatives in special situations. Combining the

protection of a radiation suit with the gas-filtration system of power armors, this armor also offers the user some protection against attacks. Perfect for the Knight fighting off ghouls – or the adventurer who killed the Knight and is now fighting off ghouls. This armor filters all gas attacks (gas resist 100/100) and offers the user a 60% bonus to Radiation Resistance and a 50% bonus to Poison Resistance. This suit of armor already has a helmet. When wearing Environmental Armor, the user gains a 50% penalty to sneak; a 10% penalty to Doctor, Lockpick, Steal, and Repair; and a 5% penalty to First Aid and Science due to the clunky nature of the suit.

W: 30 lbs. AC: 10 N: 5/40 L: 5/55 F: 4/40 P: 5/55 E: 6/40

#### **Brotherhood Environmental Armor MK II**

Value: 10000



An advanced version of the Brotherhood's Environmental Armor. It gives a 90% Radiation

Resist bonus, a 100/100 Gas Resistance bonus, and a 75% Poison Resistance bonus. This suit of armor has a helmet. Wearing this armor confers a -1 Penalty to Perception; a 50% penalty to Sneak; an 11% penalty to Doctor and Lockpick; a 10% penalty to Repair and Steal; a 7% penalty to First Aid; a 5% penalty to Science; and a 2% penalty to Pilot. Such is the price of decent protection. Needless to say, only the highest ranking officers in the Brotherhood have access to this kind of armor.

W: 35 lbs. AC: 10 N: 6/40 L: 6/60 F: 5/42 P: 6/60 E: 9/45

#### **Brotherhood Leather Armor**

Value: 900



The standard leather armor issued to members of the Brotherhood of Steel. If a non-member is caught

wearing this by a member of the Brotherhood, expect a rigorous questioning – if the Knight bothers to ask questions at all before shooting.

W: 10 lbs. AC: 15 N: 2/25 L: 0/25 F: 0/15 P: 0/25 E: 0/20

### Brotherhood Leather Armor MK II



Value: 1100

An improved version of the Brotherhood's Leather Armor.

W: 10 lbs. AC: 20 N: 3/25 L: 1/30 F:

1/17 P: 1/30 E: 1/25

### Brotherhood Metal Armor



Value: 1500

The standard suit of metal armor issued to members of the Brotherhood of Steel. Even rarer than

the Brotherhood's leather armor, this finely made suit will keep the wearer safe from many different attacks.

Wearing this armor reduces your Sneak skill by 25%.

W: 35 lbs. AC: 15 N: 4/30 L: 3/37 F: 4/15 P: 3/37 E: 4/25

### Brotherhood Metal Armor MK II



Value: 2100

An advanced version of the Brotherhood of Steel's Metal Armor.

Wearing this armor reduces your Sneak skill by 20%.

W: 35 lbs. AC: 15 N: 4/35 L: 4/45 F: 4/20 P: 4/45 E: 4/30

### Brotherhood Power Armor



Value: 17000

This suit of power armor was manufactured by the

Brotherhood of Steel for its

Paladins after the War. It is amazingly resilient, and fairly stylish, too. It offers a 30% Radiation Resist bonus and a 100/100 Gas Resistance with a 15% Poison Resistance bonus. This fancy suit of armor comes with a helmet. When wearing Brotherhood Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair. The wearer also gains a +3 bonus to Strength, but takes a -1 penalty to Perception.

W: 42 lbs. AC: 30 N: 13/50 L: 16/70 F: 13/60 P: 16/70 E: 20/60

### Brotherhood Robe

Value: 120

This heavy robe is worn only by the Brotherhood of Steel Elders and Scribes, though many scribes prefer metal armors (especially Tesla).

W: 11 lbs. AC: 6 N: 1/20 L: 0/25 F: 0/10 P: 0/20 E: 0/20

### Brotherhood Tesla Armor

Value: 4800

The Brotherhood of Steel manufactured this improved version of the Tesla Armor. It is usually only worn by Brotherhood technicians. Wearing this armor reduces your Sneak skill by 20%.

W: 35 lbs. AC: 15 N: 4/20 L: 15/85 F: 7/45 P: 15/85 E: 4/20

### Bullet-proof Shirt

Value: 800

A simple "shirt" made of carbon polymers that can stop some low velocity rounds fired at the user. It can be worn under casual clothes without anyone noticing.

W: 10 lbs. AC: 10 N: 3/30 L: 0/20 F: 0/15 P: 0/10 E: 0/20

### Combat Armor



Value: 6500

The standard military-issue armor for ground troops before the war, there are still quite a few suits of combat armor lying around. Most are used by police forces in large cities, or by gangsters with lots of money. This suit of armor already has a helmet, and confers a +20% Radiation Resistance bonus.

W: 20 lbs. AC: 20 N: 5/40 L: 8/60 F: 4/30 P: 4/50 E: 6/40

### Combat Armor MK II



Value: 8000

Originally issued to soldiers in the advanced stages of the war, this offers far better protection than basic combat armor. This suit of armor already has a helmet. Wearing this protection gives you an extra +20% radiation resist bonus.

W: 20 lbs. AC: 25 N: 6/40 L: 6/65 F: 5/35 P: 5/50 E: 9/45

### Combat Leather Jacket



Value: 1000

This leather jacket has been padded and reinforced for better protection. You just can't find anything more fashionable in the post-nuclear world.

W: 7 lbs. AC: 20 N: 2/30 L: 0/20 F: 2/25 P: 0/10 E: 0/20

### Deathclaw Hide Armor

Value: 1100

This armor has been made of tanned Deathclaw hide. It is not a usual sight, since you have to take it from the Deathclaw first.

W: 15 lbs. AC: 15 N: 5/20 L: 3/20 F: 0/0 P: 3/20 E: 2/20

### Dog Armor

Value: 1100

Some crazy fool finally did it. This set of leather armor is specifically designed to be worn by a dog.

W: 10 lbs. AC: 20 N: 3/25 L: 1/30 F: 1/17 P: 1/30 E: 1/25

### Duster

Value: 250

This is a long leather trenchcoat. It adds +5 to your small guns skill and +1 to your Charisma because you look goddamn hardcore.

W: 5 lbs. AC: 5 N: 0/20 L: 0/15 F: 0/15 P: 0/5 E: 0/15

### Environment Suit

Value: 1000

This is a chemically treated suit which provides protection against environmental hazards. It provide +30 Radiation Resistance +30 and +5 to Doctor and First Aid

W: 20 lbs. AC: 15 N: 4/30 L: 0/30 F: 10/80 P: 0/20 E: 4/40

### Football Padding

Value: 1000

Prewar sports padding adapted for use in postwar combat. Though its effectiveness is limited, it's better than nothing.

W: 15 lbs. AC: 15 N: 2/25 L: 1/25 F: 2/25 P: 5/25 E: 5/20

### Gamma Shield Armor

Value: 1500

The apex of barbarian technology. This metal armor has been insulated in such a way to provide noticeable resistance to radiation. Wearing this armor reduces your Sneak by 25% but adds 15% to your Radiation Resistance.

W: 35 lbs. AC: 10 N: 4/30 L: 6/75 F: 4/10 P: 4/20 E: 4/25

### Ghoul Armor



Value: 1300

A small set of armor designed for ghouls and by ghouls, but not of ghouls. It is light, and provides only the most basic protection. Only ghouls and very small

humans can wear this armor.

W: 10 lbs. AC: 10 N: 0/20 L: 0/25 F: 0/10 P: 0/25 E: 0/20

### Greater Banding

Value: 2200

Manufactured by the Reavers, this excellent banding is made of metal and Kevlar encased in canvas and leather. Economical and sturdy, it is one of the finest armor money can buy in the wastes. Wearing this armor reduces your Sneak skill by 15%.

W: 18 lbs. AC: 25 N: 4/35 L: 4/45 F: 4/20 P: 4/45 E: 4/30

### Hardened T-51b Power Armor

Value: 15000

There is a chemical process that makes normal Brotherhood Power Armor harder and better, and this is the result of that process. Like the normal Power Armor, this suit enhances the Strength of the wearer by 3 points, and offers a 30% bonus to Radiation Resistance as well as 100/100 gas resistance and a 15% bonus to Poison Resistance. This armor already has a helmet. When wearing Hardened Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 50 AC: 25 N: 13/50 L: 19/90 F: 14/70 P: 13/50 E: 20/60

### Hei Gui Armor



Value: 6500

The Hei Gui is the apex of prewar infiltration equipment which was used by Chinese special forces in deep operations on American soil. In addition to being a viable combat armor, the Hei Gui provides +15 to the Sneak skill due to camouflage. The Hei Gui is also equipped with the first generation of Stealthboys and can obscure the target for one hour, providing +75 Sneak, before needing

recharge. The natural motion of the suit recharges the Stealthboy's battery, but this process takes close to 5 hours.

W: 11 lbs. AC: 18 N: 4/40 L: 6/60 F: 3/30 P: 5/50 E: 5/40

### Hellfire Power Armor

Value: 12500

Enclave Hellfire Power Armor is the most advanced form of power armor used by the Enclave. It is used by the elite Hellfire Troopers and others. The power of the armor adds +4 Strength to the wearer. This armor offers 100/100 gas resistance and gives the user a 15% bonus to Radiation Resistance and a +15% bonus to Poison Resistance. This body suit already includes a helmet. When wearing Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 35 AC: 25 N: 12/40 L: 18/80 F: 30/90 P: 10/40 E: 20/50

### Kevlar Suit

Value: 3200

Full body kevlar armor. Though it doesn't limit wearer movements, it only provides limited protection against high velocity rounds.

W: 20 lbs. AC: 20 N: 4/40 L: 3/20 F: 4/20 P: 1/20 E: 4/30

### Kevlar Vest

Value: 1200

A basic bullet proof vest. Though it can be worn underneath regular clothing, the thick Kevlar padding makes it very noticeable.

W: 20 lbs. AC: 15 N: 4/30 L: 2/20 F: 4/20 P: 1/20 E: 3/30

### Leather Armor



Value: 700

A shirt made of leather and padded for extra protection.

W: 8 lbs. AC: 15 N: 2/25 L: 0/20 F: 0/20 P: 0/10 E: 0/20

### Leather Armor MK II

Value: 1000

Reinforced leather armor that covers the arms, groin, and torso.

W: 10 lbs. AC: 20 N: 3/25 L: 1/30 F: 1/17 P: 1/30 E: 1/25

### Leather Jacket

Value: 250



A snappy addition to any ensemble, the leather jacket is the most basic protection you can use. And it looks pretty cool, too.  
W: 5 lbs. AC: 8 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/20

### Medic Power Armor



Value: 12500

This modified T-45d power armor never went past the prototype phase and is thusly very rare. The Medic Power Armor possesses a gruff, military AI and will automatically dispense loaded Med-X and Stimpaks.

W: 30 lbs. AC: 25 N: 12/40 L: 18/80 F: 12/60 P: 10/40 E: 20/50

### Metal Armor



Value: 1100

A jacket of armor made from pieces of scrap metal welded together. Wearing this armor reduces your sneak skill by 25%.

W: 35 lbs. AC: 10 N: 4/30 L: 6/75 F: 4/10 P: 4/20 E: 4/25

### Metal Armor MK II

Value: 1900

This is a truly fine suit of armor, crafted by a skilled metalworker. Usually only found in highly populated areas. Wearing this armor reduces your Sneak skill by 20%.

W: 35 lbs. AC: 15 N: 4/35 L: 7/80 F: 4/15 P: 4/25 E: 4/30

### Mutant Leather Jacket

Value: 500

This leather jacket has been tailored to match the size of Super-mutant. It isn't much harder to make than normal leather jacket, though it is more expensive, as it requires more leather to create.

W: 12 lbs. AC: 8 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/20

### Mutant Plate Armor

Value: 3000

One of the few suits of armor a mutant can wear, this "suit" consists mostly of strips of leather and metal that forms a crude protective covering. Only mutants can wear this armor.

W: 40 lbs. AC: 10 N: 4/30 L: 3/37 F: 4/15 P: 3/37 E: 4/25

### Pseudo-Chitin Armor

Value: 10000

This experimental armor was made using genetic engineering. Basically, this armor affords its wearer a complete biological exoskeleton, protecting against a good deal of normal attacks. It also affords the user a 20% bonus to Radiation Resistance. You cannot wear a helmet with this strange suit of armor.

W: 20 lbs. AC: 30 N: 10/50 L: 4/20 F: 10/60 P: 4/20 E: 5/50

### Radiation Suit

Value: 5000

A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area. While wearing a radiation suit, a person is protected from all the harmful effects of radioactivity and radioactive materials (30% Radiation Resistance). Another added bonus is that these suits give 100/100 gas resist as well. Needless to say, these suits are rare – and valuable.

You cannot wear a helmet with a radiation suit. Wearing a rad suit reduces your chances to Sneak by 30%.

W: 20 lbs. AC: 15 N: 4/30 L: 0/30 F: 10/60 P: 0/20 E: 4/40

### Raider Armor

Value: 700

Named because of the groups that wear it, raider armor is a collection of leather and metal plates connected with metal wires, forming a loose-fitting banding. Not the best protection available, but it'll do in a pinch, especially when materials are short.

W: 10 lbs. AC: 8 N: 2/25 L: 0/25 F: 0/15 P: 0/25 E: 0/20

### Raider Badlands Armor

Value: 1000

This is a rough collection of hardy clothes, leather padding, and metal scraps combined into a flexible, durable outfit.

W: 8 lbs. AC: 10 N: 2/25 L: 0/25 F: 0/20 P: 0/25 E: 0/20

### Reaver Banding

Value: 1200

Manufactured by the Reavers, this armor is banded together from cloth and metal.

W: 10 lbs. AC: 20 N: 3/25 L: 2/30 F: 3/17 P: 2/30 E: 3/25

### Recon Armor

Value: 1800

This is the padding for a suit of power armor outfitted to provide protection by itself. The armor adds +5 to the user's Sneak skill.

W: 11 lbs. AC: 18 N: 4/40 L: 6/60 F: 3/30 P: 5/50 E: 5/40



### Robe

Value: 90

A robe made from fine material. Although this garment can be awkward to fight in, it offers some basic protection against some kinds of attacks. More of a fashion statement than an actual piece of armor.

W: 10 lbs. AC: 5 N: 0/20 L: 0/25 F: 0/10 P: 0/10 E: 0/10

### Scav Outfit

Value: 1100

These are all mismatched pieces of armor, leather, metal, debris, and what's probably skin slapped together into an "outfit".

W: 15 lbs. AC: 2 N: 1/10 L: 1/10 F: 1/10 P: 1/20 E: 1/10

### Spiked Mutant Plate Armor

Value: 4200



An improvement on normal mutant plate armor, this suit offers better protection, better craftsmanship, and weights a lot more. Only mutants can wear this armor.

W: 50 lbs. AC: 15 N: 4/35 L: 4/45 F: 4/20 P: 4/45 E: 4/30

### Street-sign Plate

Value: 1200

This is extremely primitive armor constructed from road signs. The armor provides only limited protection.

W: 12 lbs. AC: 2 N: 1/10 L: 1/15 F: 1/10 P: 1/20 E: 1/10

### Superior Ghoul Armor

Value: 1400



Leather and metal strips held together by rubber straps. This light armor provides decent protection. Only ghouls and very small humans can wear this armor.

W: 10 lbs. AC: 20 N: 3/15 L: 1/25 F: 1/15 P: 1/25 E: 1/20

### T-45d Power Armor

Value: 12000



This is a metal suit of body armor enhanced with various powered features. This was the first series of armor used by the United States military. It is crude, cumbersome, and otherwise inferior to the later T-51b Armor. It is notable that T-45d Armor was standard issue to the Capital Wasteland Brotherhood of

Steel. The power of the armor adds +2 Strength to the wearer while also causing a -2 to AG. This armor offers 100/100 gas resistance and gives the user a 10% bonus to Radiation Resistance and a +15% bonus to Poison Resistance. This body suit already includes a helmet. When wearing Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 40 lbs. AC: 25 N: 12/40 L: 18/80 F: 12/60 P: 10/40 E: 20/50

### T-51b Power Armor

Value: 12500



This is a metal suit of body armor enhanced with various powered features. Power armor is often the final word in personal protection in the wastes, and is usually only worn by Knights of the Brotherhood of Steel, and other organizations with access to prewar tech. The power of the armor

adds +3 Strength to the wearer. This armor offers 100/100 gas resistance and gives the user a 30% bonus to Radiation Resistance and a +15% bonus to Poison Resistance. This body suit already includes a helmet. When wearing Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 35 lbs. AC: 25 N: 12/40 L: 18/80 F: 12/60 P: 10/40 E: 20/50

### Tesla Armor

Value: 4500



This metal suit of armor is enhanced with electromagnetic coils to aid in protection against energy attacks. Usually found only in high-tech areas.

Wearing this special armor reduces your Sneak skill by 20%.

W: 35 lbs. AC: 15 N: 4/20 L: 19/90 F: 4/10 P: 10/80 E: 4/20

### Tire Armor

Value: 950

Suitable armor constructed from discarded tires.

W: 17 lbs. AC: 12 N: 3/30 L: 2/25 F: 0/10 P: 5/25 E: 5/25

### Utility Jumpsuit

Value: 100

This jumpsuit was designed for mechanics and technicians. Its utilitarian design provides +5 to the wearer's Repair and Lockpick skills.

W: 1 lb. AC: 4 N: 0/20 L: 0/25 F: 1/10 P: 0/20 E: 0/20

### Vandal Armor

Value: 800

An improved version of the raider's hodgepodge banding, vandal armor is thick leather strips reinforced with metal and a little Kevlar.

W: 25 lbs. AC: 15 N: 3/25 L: 1/30 F: 1/17 P: 1/30 E: 1/25

### Helmets

Helmets can be worn independently of armor. Many of them are already part of a suit; combat helmets go with combat armor, and so forth. Taking off a helmet results

in a slight loss of AC and, in some cases, a loss of certain resistances. Damage Resistance and Damage Threshold from helmets are used only in targeted attacks in the head. These numbers do not stack with body armor for general DT/DR. Explosion DT/DR is not included, since explosion attacks cannot be targeted. If a helmet doesn't provide eye protection, DR and DT for targeted shots in the head are always 0/0.

#### **Advanced Power Armor Helmet**

Value: 2000

This is a superior version of the basic Power Armor Helmet and is a part of more advanced power armor versions. Advanced Power Armor Helmet provides also eye protection.

W: 10 lbs. AC: 15 N: 15/55 L: 17/75 F: 15/65 P: 15/60

#### **Advanced Power Armor Helmet Mk2**

Value: 2250

This helmet is designed to be integrated with the Enclave's Power Armor Mark 2. Advanced Power Armor Helmets provides also eye protection.

W: 10 lbs. AC: 13 N: 12/65 L: 14/85 F: 12/70 P: 12/70

#### **Combat Helmet**

Value: 500

Part of a suit of combat armor, this helmet is made of Kevlar and reinforced plastics. It provides also eye protection.

W: 5 lbs. AC: 9 N: 5/40 L: 8/60 F: 4/30 P: 4/50

#### **Combat Helmet MK II**

Value: 700

An advanced version of the Combat Helmet. It provides eye protection and is part of Combat Armor MK II and Brotherhood Combat Armor suit.

W: 5 lbs. AC: 10 N: 7/40 L: 8/70 F: 5/35 P: 5/50

#### **Construction Helmet**

Value: 150

This bright plastic safety helmet is intended to provide some minimal protection from falling objects and other workplace accidents. Similarly, it provides some small resistance to an incoming club.

W: 3 lbs. AC: 4 N: 2/20 L: 2/20 F: 2/15 P: 2/25

#### **Deathclaw Skull Helmet**

Value: 250

A helmet made from the skull of a Deathclaw. Very intimidating if you imply you made it instead of bought it.

W: 4 lbs. AC: 5 N: 5/30 L: 3/10 F: 0/10 P: 3/20

#### **Environmental Helmet**

Value: 900

Part of a suit of environmental armor, this helmet provides a minimum amount of protection but is key in filtering out gasses. Environmental Helmet provides also

eye protection. Will not provide gas or fire protection without the corresponding suit.

W: 7 lbs. AC: 11 N: 5/30 L: 5/55 F: 4/40 P: 5/55 GR: 100/10

#### **Eyebot Helmet**



Value: 250

This is a helmet constructed from the outer shell of an eyebot. This improvised fashion statement provides moderate protection.

W: 12 lbs. AC: 6 N: 4/30 L: 6/75

F: 4/10 P: 4/20

#### **Football Helmet**

Value: 1000

A sturdy sports helmet made of metal and plastic. Good for preventing concussions for a while.

W: 5 lbs. AC: 6 N: 2/25 L: 1/25 F: 2/25 P: 5/25

#### **Hardened Leather Cap**

Value: 120

Cap made of padded and reinforced Brahmin hide.

W: 2 lbs. AC: 4 N: 2/30 L: 1/30 F: 1/20 P: 1/30

#### **Head Banding**

Value: 300

Strips of cloth and metal worn by Reavers, covering whole head. It is part of reaver banding suit. It provides also eye protection.

W: 4 lbs. AC: 7 N: 4/30 L: 3/40 F: 1/40 P: 3/20

#### **Hellfire Power Armor Helmet**

Value: 1500

This is the corresponding helmet for a suit of Hellfire Power Armor. The helmet defers a -1 Charisma due to the unsightly appearance of the armor. Power Armor Helmet provides also eye protection. Will not provide gas or fire protection without the corresponding suit.

W: 10 lbs. AC: 13 N: 12/40 L: 16/70 F: 30/90 P: 16/70 GR: 100/20

#### **Hockey Mask**

Value: 125

This is a full face mask which provides some protection against blunt objects and projectiles. The intimidating nature of the mask provides +3 to the user's Unarmed skill

W: 2 lbs. AC: 2 N: 2/40 L: 4/60 F: 2/30 P: 2/50

#### **Kevlar Derby**

Value: 350

This Kevlar hat provides good protection against low velocity weapons and is part of Kevlar suit.

W: 4 lbs. AC: 7 N: 4/30 L: 3/20 F: 4/20 P: 1/20

#### **Leather Cap**

Value: 90

A simple cap, made from tanned Brahmin hide.

W: 1 lbs. AC: 3 N: 1/25 L: 0/20 F: 0/20 P: 0/10

### **Metal Helmet**

Value: 200

A metallic helmet that provides some protection to the head and face. These can be crafted from almost any kind of metal, but can be dangerous if not made and worn properly.

W: 5 lbs. AC: 6 N: 4/30 L: 6/75 F: 4/10 P: 3/35

### **Metal Helmet MK II**

Value: 250

Finely crafted metal helmet, made of good quality metal.

W: 5 lbs. AC: 6 N: 4/35 L: 7/80 F: 4/20 P: 4/25

### **Motorcycle Helmet**

Value: 225

Popular with everyone but bikers, this insulated metal helmet is good enough to save your life while flying at the pavement at 80 miles per hour. It should be good enough for a 2x4 being cracked across your face.

W: 4 lbs. AC: 6 N: 4/30 L: 6/75 F: 4/10 P: 4/20

### **Mutant Horned Helmet**

Value: 350

This helmet made of thick metal can be worn only by super-mutants. It is part of mutant plate armor suit.

W: 10 lbs. AC: 6 N: 4/30 L: 4/45 F: 4/20 P: 3/35

### **Raider Helmet**

Value: 100

Helmet made of leather and metal plates, worn usually by raiders. It is part of Vandal Armor suit.

W: 4 lbs. AC: 3 N: 3/25 L: 0/25 F: 1/15 P: 0/25

### **Raider Wastehound Helmet**

Value: 250

This is a simple leather mask with goggles which provides basic protection in the wastes.

W: 3 lbs. AC: 1 N: 0/25 L: 0/20 F: 0/20 P: 0/10

### **Recon Armor Helmet**

Value: 500

This helmet is an attachment for the Recon Armor. It provides a +5 bonus to the Sneak skill.

W: 7 lbs. AC: 6 N: 4/40 L: 6/60 F: 3/50 P: 3/50

### **T-45d Power Armor Helmet**

Value: 1250

This is the intimidating helmet that corresponds to a suit of T-45d power armor. Will not provide radiation, or fire protection without the corresponding suit.

W: 10 lbs. AC: 12 N: 12/40 L: 16/70 F: 12/60 P: 16/70

### **T-51b Power Armor Helmet**

Value: 1500

They come in many shapes and sizes, but power armor helmets are some of the most easily recognized headgears in the wastes. Power Armor Helmet

provides also eye protection. Will not provide gas or fire protection without the corresponding suit.



W: 10 lbs. AC: 13 N: 12/40 L: 16/70 F: 12/60 P: 16/70

GR: 100/20

### **Tesla Helmet**

Value: 1500

This is the corresponding helmet for a suit of Tesla Armor. It provides the same excellent protection against energy attacks.

W: 5 lbs. AC: 12 N: 9/80 L: 15/90 F: 12/70 P: 15/80 GR: 100/20

### **Welding Mask**

Value: 250

Originally used for industrial work, this welding mask has now been repurposed for combat. It can still weld in a pinch. The welding mask provides +5 to the Traps and Big Guns skills.

W: 5 lbs. AC: 2 N: 1/30 L: 2/75 F: 1/10 P: 10/40

## **Miscellaneous Apparel**

### **Eyeglasses**

Value: 50

Roll Luck upon putting these on. On a 10 these glasses have such an odd prescription that they cause -2 PE, if the luck roll fails they don't do much for you except look stylish, if the luck roll succeeds the glasses provide +1 PE, and if the you roll a 1 the glasses provide +3 PE. Turns out you needed glasses.

### **Ghoul Mask**

Value: 500

A mask made from tanned ghoulish hide designed to allow one to safely infiltrate feral ghouls. Wear it around a regular ghoulish, though, and expect racial tension.

Provides +1 AC

W: 1 lb.

### **Negligee**

Value: 125

Not armor by any stretch of a definition, this slinky number is meant for seduction. Provides +1 CH.

W: 1 lb.

### **Surgical Mask**

Value: 55

There's no better way to do surgery than with a surgical mask, or at least you'll look like you know what you're doing. Provides +5 to Poison Resistance, Radiation Resistance, and the Doctor Skill

### **Vault Jumpsuit**

Value: 125

The standard issue clothing for almost all vault dwellers. The suit is vivid blue with bright yellow accents. The number of the vault this came from is inscribed on the back.

## Equipment

Equipment is any item that is not a weapon, ammunition, armor, or weapon enhancement. These are common (or semi-common), useful items in the wastes.

### Back Pack

Value: 150

A simple, sturdy bag strapped to one's back. Having this on your person increases your carry weight by 10%  
W: 5 lb.

### Bio Cell

Value: 750

This is the bio-electric gland of an electro-beetle. With a science roll, the cell can be used to refill d100 micro-fusion cells or 5d20 small energy cells.

W: 1 lb.

### Bobby Pin

Value: 1

An extremely simple tool to assist with lockbreaking. Provides +1 to Lockpick skill.

### Boots

Value: 80

A set of reinforced rubber and Kevlar boots. They will protect the wearer from harsh chemicals for a short time, although they tend to wear out easily.

W: 5 lbs.

### Claw Hammer



Value: 40

A useful implement, the claw hammer can pound nails into things, or remove nails from

things. Use it to hang all those velvet Elvis paintings you find in the wastes.

W: 4 lbs.

### Doctor's Bag



Value: 450

The Doctor's Bag contains various sawbones instruments for diagnosing and treating various maladies. If a character has a Doctor's Bag, it effectively raises

the Doctor skill by 10% for the purposes of treating only crippled limbs, blindness, and other critical damage. Health will also be raised by amount of skill roll success. Make a luck roll after every use to see if supplies are exhausted.

W: 10 lbs.

### Dog Repellant

Value: 100

This noxious salve is invaluable when traveling through territory controlled by feral dogs, annoying when not, and somewhat self defeating when a dog. When applied, this substance has several effects. The user

will receive a -20 to hit in unarmed combat for every point of PE the attacker has above 7. Additionally, dogs will be at -50 Outdoorsman to track the user.

### Electronic Lockpick



Value: 250

This valuable device is required to open electronic locks. It is crafted to overload or override the computer security on electronic doors.

Provides +20 to unlock electronic locks.

W: 3 lbs.

### Electronic Lockpick Mark II



Value: 500

An improved Electronic Lockpick. With this tool, not only can a character open any electronic lock, but it contains a

variety of interfaces for other electronic devices.

Provides +40 to unlock electronic locks.

W: 5 lbs.

### Expanded Lockpick Set



Value: 150

This little kit contains everything the aspiring thief needs to break into just

about anything protected by a traditional lock. Gives a +40% bonus to the Lockpicking skill when used.

W: 1 lb

### Field Kit



Value: 300

The Field kit contains bandages, wraps, antiseptic spray, and other basic medical supplies to assist with the First Aid skill.

Using the First Aid kit adds 20% to a First Aid Roll.

Health will also be raised by amount of skill roll success.

Make a luck roll after every use to see if supplies are exhausted.

W: 6 lbs.

### Fire Extinguisher

Value: 125

This is a prewar tube of fire retardant foam which should, theoretically, smother flames. Flame effects immediately halt when the foam is sprayed on a target. When used in combat, this device costs 4 AP and has a range of 3. This hasn't been serviced since the Great War, so it will only function with a successful Luck roll.

W: 6 lbs.

### First Aid Kit



Value: 300

The First Aid kit contains bandages, wraps, antiseptic spray, and other basic medical supplies to assist with the First Aid skill. Using

the First Aid kit adds 10% to a First Aid Roll. Health will also be raised by amount of skill roll success. Make a luck roll after every use to see if supplies are exhausted. W: 5 lbs.

#### Flare



Value: 10

A chemical-packed stick that, when ignited, will provide light for about an hour. W: 1 lb.

#### Flashlight

Value: 15

A small flashlight (torch) that runs off of a special energy cell. Usually provides about 30 hours of light before going out. W: 1 lb.

#### Gas Mask

Value: 150

This mask protects against harmful gas by conferring a 100/0 Gas Resistance bonus to the wearer. Useful when someone lobs a mustard gas shell at the party. Note that it does not block radiation.

W: 3 lbs.

#### Geiger Counter



Value: 300

This useful little device not only detects how much radiation is in a person, it can detect harmful radiation in the surrounding area. Useful when you are

wondering if that big glowing crater in the ground is dangerous.

W: 5 lbs.

#### Lighter

Value: 10

When you need to get that molotov cocktail going, or burn that particular bridge.



#### Lil' Lab

Value: 2000

A Lil' Lab is a just about portable laboratory for basic science needs. Having a Lil' Lab available adds 25% to the Science skill for the purpose of item creation.

W: 50 lb.

#### Lil' Shop

Value: 2000

A Lil' Shop is a just about portable workshop for basic fabrication and construction. Having a Lil' Shop available adds 25% to the Repair skill for the purpose of item creation.

W: 50 lb.

#### Lockpick



Value: 40

Gives the user a +20% bonus to Lockpick ability for the purposes of picking basic locks. Some locks require one of these (or a key) to

open.

W: 1 lb.

#### Motion Sensor



Value: 250

Detects movement from a distance using a tuned radar device. Having this equipped will bestow +1 PE and +20 Outdoorsman

W: 5 lb.

#### Night Vision Goggles

Value: 250

Eliminates darkness modifiers when equipped. The device is powered by a single micro fusion cell which burns out after an hour of use.

W: 2 lbs.

#### Paramedic's Bag



Value: 650

The Paramedic's Bag contains various instruments for diagnosing and treating various maladies. If a character has a

Paramedic's Bag, it effectively raises the Doctor skill by 20% for the purposes of treating only crippled limbs, blindness, and other critical damage. Health will also be raised by amount of skill roll success. Make a luck roll after every use to see if supplies are exhausted.

W: 12 lbs.

#### Rope

Value: 25



What role playing game would be complete without a rope? Perhaps one of the most useful items in the world.

Consider this to be about 10 meters long.

W: 10 lbs.

#### Scalpel



Value: 140

The standard instrument for performing surgeries, this

surgical-stainless steel knife is small but incredibly sharp. Not the best tool for a melee fight, but it will do in a pinch. If a character has a scalpel, it adds +10% to his Doctor skill. See also Melee Weapons.

W: 1 lb.

#### Shovel

Value: 30

Can you dig this, daddy-o?

W: 15 lbs.

### Slave Collar

Value: 50

The origins of the Slave Collar are unknown. It is possible that they are fabricated by the slavers since their design seems relatively simple, though it's more likely that they are pre-war in origin. Some models send out a frequency to a base transmitter to keep track of where every collar (and therefore slave and slaver) is located. The Collar is equipped with explosives triggered to detonate should the lock be picked. A Traps role is required to successfully diffuse the bomb. Otherwise it will explode for 1d20+15 damage.

W: 1 lb

### Stealthboy



Value: 1800

The Stealthboy is a highly advanced piece of infiltration technology. The wrist worn device creates a modulated field which transmits light around the wearer making

them nearly invisible. In this way, when activated, a Stealthboy provides +75 to the Sneak skill. The device is powered by a single micro fusion cell which burns out after an hour of use. Additionally, repeated long term exposure can cause mental instability such as paranoia and schizophrenia.

W: 3 lbs.

### Super Tool Kit



Value: 100

A set of basic tools for basic repairs.

Provides a +10 to Repair Skill.

Appropriate items receive normal healing

plus amount of skill success. Critical failure indicates the tool kit's supplies have been exhausted.

W: 10 lbs.

### Swiss Army Knife

Value: 75

Never bring a knife to a bigger knife fight. While being almost useless in combat, the multi-functional knife provides a +5 to Repair Skill when applicable.

### Tool Kit



Value: 50

A set of basic tools for basic repairs. Provides a +5 to Repair Skill. Appropriate items receive

normal healing plus amount of skill success. Critical failure indicates the tool kit's supplies have been exhausted.

W: 5 lbs.

### Vehicle Repair Kit

Value: 500

A toolbox containing some necessary equipment for repairing a vehicle (actually, it can be used on any complex mechanical device). Contains a computer for interfacing with the vehicle to analyze the problem and a lot of repair tools.

W: 20 lbs.

## Chems (Drugs)

There are plenty of ways to chemically alter one's body in the wastes, and not all of them are entirely beneficial. Chems always have some kind of effect on a person. Sometimes, a chem is not easily identifiable, so when you come across a big crate of syringes and want to know what they are, there is no choice but to shoot one and see what it does. NOTE: The creator of this game does **not** recommend this course of action in the real world. Note: All chems can change a character's stats above and below racial limits. When a drug's positive effects have worn off, stats return to normal and are then effected by the negative effects.

### Advanced Antidote

Value: 250

This antidote is produced by more technologically advanced people, like Brotherhood of Steel, the Enclave, or the NCR. It comes in small syringes and removes 150 points of poisoning. Not addictive.

Initial Effects: 50 points of poison removed

10 minutes: 50 points of poison removed

20 minutes: 50 points of poison removed, no further effect

W: 1 lb

### After Burner Gum



Value: 350

After Burner was an attempt to legalize a "safe" form of meth in the early 21<sup>st</sup> century. Tiny methamphetamine

crystals were mixed in with chewing gum by some enterprising corporation. The result was a moderate dose of the drug that lasted for only a few minutes, but produced an intense high in that time.

Initial Effects: ST +1, PE +1, AP +2

After 1d10 minutes: ST -2, PE -2

After 1 hour: Stats return to normal

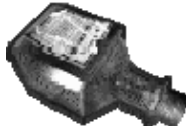
Withdrawal: ST -3, PE -3, AP -2

Addiction Chance: 40%

### Antidote

Value: 125

Made from a variety of distilled poisons and antibodies, each dose of Antidote removes one level of poisoning.



Antidote tastes and looks like cough syrup, and comes in little bottles. There is no official Antidote company in the wastes, and it is

often something that country doctors and traveling quacks will sell for far more than it's worth. Not addictive.

Initial Effects: 25 points of poison removed

10 minutes: 25 points of poison removed

20 minutes: 25 points of poison removed, no further effect

#### **Ant Nectar**

Value: 100

Ant Nectar is a hormone found in giant ants of all types and in all places. It has a profound effect on human biochemistry, temporarily increasing mental acuity and strength. About 1 dose can be harvested from an ant's body.

Initial Effects: IN +2, Cha +2, Str +4

After 1 Hour: Stats return to normal

Withdrawal: IN -1, Cha -1, Str -2

Addiction Chance: 25%

W: 1 lb

#### **Ant Queen Pheromones**

Value: 3750

Ant Queen Pheromones are a powerful hormone found in the corpse of a queen of a colony of giant ants. Harvesting the pheromones is an extremely tricky proposition as an entire colony of ants will attempt to protect its queen. The Pheromones are renowned for the persuasive abilities it gives the user.

Initial Effects: CH +3, Int -3, PE -3, +50 Speech

After 1 Hour: Stats return to normal

W: 1 lb

#### **Brotherhood of Steel Trauma Pack**



Value: 600

Chemical concoctions made by the Brotherhood for use in battle, Trauma Packs send the cellular

reproduction process into overdrive.

Initial Effects: 6d10+60 HP

After 1 Hour: 2d10+30 Damage

W: 1 lb

#### **Buffout**



Value: 200

Buffout pills are a kind of temporary steroid, increasing mitochondrial activity in muscles for a brief period of time. Unfortunately, these same

chemicals also impair brain function. Taking this drug is fine so long as you are about to slug it out in a boxing

ring, but not recommended for operating a tank in combat.

Initial Effects: ST +2, AG +2, EN +3 for six hours

6 hours after dose: -2 Str, -1 End, -2 AG

18 hours after dose: Stats return to normal

Withdrawal: ST -4, EN -4, AG -4 for 12 hours

Addiction Chance: 30%

#### **Glow Ointment**

Value: 700

Glow ointment is a homemade drug often made and traded by saavy wastelanders and tribals. Glow ointment acts as a crude form of Rad-X, providing enhanced radiation resistance, but with some side effects. One dose of glow ointment can be made from 3 flora components, 1 fauna component, 1 medical component and 1 chemical component and a successful Outdoorsman roll made at -40.

Initial Effects: +50 Radiation Resistance, -2 IN, -1 CH

After 24 Hours: Stats return to normal

#### **Healing Powder**



Value: 50

This is a simple healing powder that, when ingested, helps ease pain from minor wounds. It heals 1d10+5 HP when eaten, and causes the user to lose 1 Perception for

1 hour after consumption. Not addictive. The negative effects of this powder are cumulative.

W: 1 lb

#### **Jet**



Value: 25

Jet is the biggest street drug of the post-nuclear world. Jet comes in an inhaler, much like asthma medicine.

Initial Effects: ST +1, PE, +1, AP +2

After 1d10 hours: ST -3, PE -3, AP -2

After 1 day: Stats return to normal

Withdrawal: ST -3, PE -3, AP -2

Addiction Chance: 80%

#### **Med-X**

Value: 25

Med-X was the prewar replacement for the drug morphine. Unlike its predecessor, Med-X actually increases the body's durability after injection, making the drug a viable safety measure. Like its predecessor, however, the drug lowers one's perceptions and is a carrier for the "soldier's disease".

Initial Effects: PE -1, DR (all) +15

After 1 hour: Stats return to normal

Withdrawal: IN -1, AG -1

Addiction Chance: 10%

### Mentats



Value: 280

Mentats increase the user's awareness for a short period of time, but are dangerous because of the intense aftereffects and high addiction rate. An experimental drug for the military at one time, these pills became popular in the prewar streets because of the intense high.

Initial Effect: IN +2, PE +2, CH +1 for one day

24 hours after dose: IN -4, PE -4, CH -3

96 hours after dose: Stats return to normal

Withdrawal effects: -4, PE, -4 CH, -4 IN

Addiction Chance: 50%

### Mutie



Value: 700

Mutie is a chemical that reproduces the effects of the Forced Evolutionary Virus for a short time. Three hours after injecting this drug, the user must make a successful roll against Endurance; if the roll fails, they take 4d10 points of damage. Note that super-mutants will experience no effects from taking Mutie.

Initial Effect: +4 ST, +4 EN, +4 PE, -4CH, -4 IN, +25 DR, +25 RR

3 Hours after dose: -2 ST, -2 EN, -50 DR, -10 HP

7 Hours after dose: Stats return to normal

Withdrawal Effect: -20% RR

Addiction Chance: 20%

### Nuka Cola



Value: 20

Nuka-Cola was invented in 2044 by John Caleb-Bradberton. Its unique taste gained widespread popularity quickly, ending with it becoming the most popular soft drink with an extremely dedicated following. The widely known Dazzling Blue bottle color was adopted as standard in 2052, after market research programs indicated that the blue color was the favorite in 86 people out of a hundred polled. By 2067, vending machines with ice-cold Nuka-Cola could be found on virtually every street in America. The company's main factory was located in Washington, DC, which used cutting edge equipment to keep the world's most popular soft drink in full production 24 hours a day.

Most varieties of Nuka-Cola have the same physical effects, but varying cost based on rarity. Cherry Nuka Cola costs 25, Classic Nuka Cola costs 30, and Clear Nuka Cola costs 40.

Initial Effect: +2 Health, +1 AP

1 Hour After dose: Stats return to normal

Withdrawal Effect: -1 EN

Addiction Chance: 15%

W: 1 lb

### Nuka Cola Fusion



Value: 2100

This bottle contains the concentrated essence of countless nuka-cola dregs, combined with a form of "fusion". Fusion was a highly experimental beverage at the time of the Great War. Only a few bottles were ever created at the bottling plant in Newton, Kansas.

Initial Effect: +2 St, +3 PE, +5 EN, -2 CH, -2 INT, +3 AGL, +20, +1 HP, +5 DT, +30 DR

After 5 minutes: +1 St, +1 PE, +2 EN, -1 CH, -1 IN, +1 AG

After 38 hours: Stats return to normal

Addiction chance 100%

W: 1 lb

### Nuka Cola Quantum



Value: 50

Nuka Cola Quantum was the latest and greatest in the Nuka-Cola product line before the bombs fell. Quantum boasted twice the sugar and caffeine as Nuka-Cola Classic and also used a distinctive isotope in order to give the beverage an attractive blue glow. Quantum was only first being test marketed in 2077. Only rarely can bottles be found outside of the Capital Wasteland.

Initial Effect: +4 Health, +3 AP

1 Hour After dose: Stats return to normal

Withdrawal Effect: -2 EN

Addiction Chance: 20%

W: 1 lb

### Psycho



Value: 400

Psycho is an intravenous drug that is much like a combination of Mentats and speed. This chemical cocktail is highly addictive and has horrible side effects, but the high it produces and trademarked psychotic rage is worth it to many users.

Initial effects: DR +50%, AG +3, IN -3

Six hours after dose: DR +25%, IN -2, ST -3, PE -3, CH -3, AG -3,

12 hours after dose: Stats return to normal

Withdrawal Effects: +1 IN, -3 AG, -25% DR

Addiction chance: 35%

### Radaway

Value: 1500

Radaway, an obscure drug from prewar times, became one of the





most useful after the bombs went off. It comes in an IV bag and must be taken through a drip IV over the period of about an hour. The Radaway works in the user's system to bond with radioactive particles and wash them out.

Initial effects: -25 Rads

24 hours after dose: -25 Rads, No further effects.

Withdrawal Effect: -20% Rad Resistance

Addiction chance: 15%

#### Rad-X



Value: 2000

An ounce of prevention is worth a pound of cure, and that was the idea behind these tablets. Although they were never marketed for consumer

use before the war, enough were made for militaries so that they are not unknown in the postwar world. Not addictive.

Initial Effect: Increase Radiation Resistance by 50%

One day later: Increased Radiation Resistance by 25%, no further effect

#### Stimpak



Value: 150

Stimpaks are small syringes with healing chems that ease pain and encourage cellular mitosis, helping

cells restore themselves at an increased rate. Quite common before the war, they can be found, in one form or another, almost everywhere. When injected, the stimpak heals 1d10+10 HP. Not addictive.

#### Super Stimpak



Value: 500

This is an incredible melange of healing chems designed to aid wounded soldiers on the battlefield in crucial moments of combat. Super

stimpaks come in a large clamp that fit around the arm and inject the chemicals into the user at various times, maximizing the effects of the chemicals. The whole injection process still takes less than a second. Super stimpaks heal 5d10+50 HP, but the user loses 1d10 HP after an hour from the aftershock. It is a good idea to get some other form of healing should the user's HP drop to dangerous levels again. Not addictive.

#### Ultra Stimpak



Value: 1000

The most powerful healing substance on the planet, Ultra Stimpaks turn cellular

reproduction into a frenzy of activity, healing 10d10+50 HP immediately upon injection. In 1d10 hours, the user must make a roll against Endurance. If that roll fails,

they lose every hit point the Ultra Stimpak healed; if the roll succeeds, the user loses half of those hit points.

Ultra Stimpaks are only available in technology-rich organizations like the Brotherhood of Steel or the Enclave.

W: 1 lb

#### Venom Heart

Value: 40

The Venom Heart is a mutated plant native to the Southwest. The juicy roots of this plant are a powerful drug which leaches poison from the body, but also hampers one's perceptions. In nature, a search can be made for the Venom Heart with a Survival roll.

Initial Effects: -2 PE -50 Poison

After 4 Hours: Stats return to normal

Wt: 1 lb

#### Voodoo



Value: 50

A tribal concoction made from parts of dead critters. Eating this powder makes someone feel invincible.

Initial Effect: +2 AG, +3 LK, +20 CC, +20 DR

After 1 hour: -1 AG, -3 LK, -20 DR

After 2 hours: Stats Return to Normal

Withdrawal Effect: -1 CH, -1 IN

Addiction chance: 20%

#### Yao Guai Meat

Value: 150

Though gamy, the flesh of the Yao Guai has profound biochemical properties which enhance the fighting potential of the consumer.

Initial effects: DR +25%, AG +1, IN -1

3 hours after dose: DR +10%, IN -1, ST -1, PE -1, CH -1, AG -1,

6 hours after dose: Stats return to normal

W: 1 lb

## Vehicles

This is a brief summary of vehicles in the Fallout universe. It should be noted that most vehicles have been damaged, modified, or otherwise changed in the hundred-plus years since the war. New vehicles, and new vehicle parts, have not been manufactured for a long time, and perishable parts like tires are especially hard to find. Vehicles are powered by energy cells, can use either Small Energy Cells or Micro Fusion Cells to recharge themselves. This is only a sample of vehicles; when a vehicle is encountered in an adventure, the appropriate statistics should be given at that time, using these as reference points. Vehicles are not "traded" on the same level as other goods, so they have no cash value per se. If the vehicle has a gun, it is noted below

the vehicle's stats. For more information on the use of a vehicle's statistics, see Vehicle Combat, above.

Abbreviations:

TS = Top Speed in KPH (Kilometers/Hour)

AR = Rate of Acceleration (in KPH/Round)

BR = Braking Rate (in KPH/Round)

TR = Turning Radius (in meters)

DR = Driving Range on a full charge (in Kilometers)

NP = Number of Passengers

CW = Carry Weight (in the trunk, on the roof, etc.) – the most weight the car can carry.

HP = Hit Points, in S (Structural), E (Engine), C (Controls), D (Drive System) and T (Tires/Treads – with multiplier indicating how many).

[DR N: L: F: P: E:] = Damage Resistance, or the vehicle's "Armor." It is the same for every system, and covers the same forms of damage that armor does (Normal, Laser, Fire, Plasma, and Explosion). DR is given in a percentage.

### Cars, Trucks and Common Vehicles

Not necessarily military vehicles, cars and trucks are probably going to be the most common vehicles in the wastes.

#### Cars

##### Army Jeep



Jeeps were the basic light transport for military units from the Second World War on. Unmodified jeeps are light and flimsy with no protection at all. Despite

this, they can be very dependable vehicles. As General Patton would tell you, the jeep's light weight is extremely dangerous on sharp turns. The vehicle causes -10% to the Pilot skill for turning rolls. Jeeps typically lack weapons, but a variety of Big Guns can be mounted for the sacrifice of 2 passenger spaces. Jeeps take 20 cells to recharge.

TS: 90 AR: 30 BR: 40 TR: 4 DR: 250 NP: 4 CW: 800 lbs.

HP: S: 75 E: 50 C: 30 D: 20 T: 10 (x 4)

[DR N: 5 L: 0 F: 0 P: 0 E: 5]

##### Caesar's Chariot



Caesar's Chariot is the term for a variety of custom made, high speed vehicles used by Caesar's Legion. The chariot is an open air vehicle which

sacrifices most of its protection, even for its engine, for

speed. These will not be mounted with weapons, but its occupants usually are. The chariot uses 25 cells to fully recharge.

TS: 180 AR: 50 BR: 40 TR: 8 DR: 300 NP: 3 CW: 1500 lbs.

HP: S: 250 E: 25 C: 30 D: 40 T: 10 (x 4)

[DR N: 10 L: 0 F: 0 P: 0 E: 5]

##### Corvega "Highwayman"

The Highwayman was the combination sportscar and family car that became the staple of American life in the years before the war. It is roomy and can travel over most kinds of flat terrain. The basic highwayman does not have a weapon, and holds 30 charges of fuel. Most sedans can be presumed to have these stats.

TS: 160 AR: 60 BR: 50 TR: 5 DR: 480 NP: 5 CW: 2500 lbs.

HP: S: 175 E: 50 C: 40 D: 40 T: 10 (x 4)

[DR N: 10 L: 0 F: 0 P: 0 E: 10]

##### Dune Buggy



Put together from bits and pieces of other vehicles, these flimsy cars are the most common motor vehicles in the wastes. Raiders will often use these to run hit-and-fade

operations, as they are decent medium-range vehicles. Buggies are no match for other vehicles in speed, armament, toughness, or range. Buggies are not normally equipped with any weapons, and hold 20 charges of fuel. Buggies reduce terrain penalties for the Pilot roll by 10%.

TS: 130 AR: 80 BR: 60 TR: 4 DR: 100 NP: 1 CW: 500 lbs.

HP: S: 50 E: 50 C: 30 D: 20 T: 10 (x 4)

[DR N: 5 L: 0 F: 0 P: 0 E: 0]

##### Homemade Car

Vehicles can greatly enhance the quality of life for someone eking out survival in the wasteland whether used in trade, flight, agriculture, or any number of tasks. Some people with the know-how have scavenged together their own vehicles. The custom jobs are typically sloppy affairs, but they'll get the driver from point A to point B. No two homemade cars are identical and any model may have a mounted weapon if the creator felt it necessary. Homemade cars take 25 cells to recharge.

TS: 60 AR: 25 BR: 35 TR: 6 DR: 200 NP: 1-6 CW: 1000-5000 lbs.

HP: S: 90 E: 40 C: 40 D: 30 T: 10 (x 4)

[DR N: 5 L: 0 F: 0 P: 0 E: 5]

### Police Interceptor



These vehicles were once high-speed pursuit vehicles used by pre-war law enforcers. Interceptors are high performance vehicles which were

modified for dangerous and harsh police service. Interceptors, in addition to their top of the line, high-speed engines, are equipped with respectable armor for combat situations. The optimization takes its toll on mileage, however, and the vehicle takes 35 cells to fully charge. Interceptors are very difficult to arm.

TS: 350 AR: 40 BR: 50 TR: 8 DR: 275 NP: 4 CW: 2000 lbs.

HP: S: 225 E: 115 C: 40 D: 40 T: 10 (x 4)

[DR N: 20 L: 5 F: 5 P: 5 E: 10]

### Roadrunner Muscle Car



In the late 1960s and early 1970s, muscle cars became very popular in the United States. These cars had enormous

engines – 427s and above – and were designed to drive fast and hard. They were fairly sturdy, and a fair amount survived the War. Almost every one of these you'll find is a custom job. They are not equipped with weapons and holds 30 charges of fuel

TS: 200 AR: 40 BR: 50 TR: 8 DR: 300 NP: 4 CW: 2500 lbs.

HP: S: 200 E: 100 C: 40 D: 40 T: 10 (x 4)

[DR N: 17 L: 5 F: 5 P: 5 E: 10]

### Sport Utility Vehicle



Sport Utility Vehicles were popular before the War due to their rugged appearance and relative safety compared to smaller cars. They are

somewhat sluggish, but quite a few managed to survive at least partially intact. An SUV is not normally equipped with a weapon, and takes 50 charges of fuel to recharge.

TS: 140 AR: 40 BR: 50 TR: 7 DR: 300 NP: 5 CW: 4000 lbs.

HP: S: 250 E: 70 C: 40 D: 40 T: 15 (x 4)

[DR N: 10 L: 5 F: 0 P: 5 E: 10]

### Trucks

#### ½ Ton Truck



This is a basic pickup truck, with a bed in the back for carrying people and equipment. They can travel over

some fairly rough terrain, depending on the kind of tires and suspension the truck has. Trucks do not normally have weapons attached. It takes 30 cells to recharge. TS: 160 AR: 50 BR: 40 TR: 6 DR: 400 NP: 2 in cab, 5 in bed. CW: 3000 lbs.

HP: S: 190 E: 60 C: 40 D: 40 T: 15 (x4)

[DR N: 10 L: 5 F: 0 P: 5 E: 10]

#### 2 ½ Ton Truck



This is a much larger truck, used for carrying troops and supplies before the war. These trucks generally

travel only on roads or flat terrain and suffer an additional -5% penalty on rough terrain. These trucks usually have no weapons, and take 50 cells to recharge. TS: 130 AR: 30 BR: 30 TR: 15 DR: 320 NP: 2 in cab, 15 in back. CW: 10,000 lbs.

HP: S: 300 E: 100 C: 40 D: 40 T: 25 (x6)

[DR N: 30 L: 10 F: 7 P: 10 E: 28]

### Bus

Buses, or coaches in Europe, are large vehicles designed to haul a lot of people in relative comfort. They aren't really designed for hauling cargo, but if someone were to tear all the seats out of a bus, there would be plenty of room inside. Busses are not equipped with weapons, and fully charge with 100 charges of fuel.

TS: 100 AR: 30 BR: 30 TR: 20 DR: 300 NP: 60-70 CW: 50,000 lbs.

HP: S: 550 E: 175 C: 50 D: 50 T: 25 (x 6)

[DR N: 25 L: 10 F: 0 P: 10 E: 20]

### Humvee

A sturdy military transport designed to carry small groups of people over rough terrain, and to engage light infantry in combat. Humvees can travel over many kinds of



terrain at relatively high speeds. In fact, Humvees reduce terrain penalties for the Pilot roll by 20%. The Humvee takes 30 cells to completely

recharge.

TS: 95 AR: 60 BR: 40 TR: 8 DR: 600 NP: 5 CW: 2500 lbs.

HP: S: 300 E: 100 C: 50 D: 50 T: 40 (x 4)

[DR N: 50 L: 30 F: 27 P: 30 E: 45]

### Steam Truck

Steam Trucks are a crude, but durable means of postwar transport. Coal or timber are incinerated to heat water powering the engine's vehicle. While the Master threatened the West, Unity mass-produced steam trucks in order to support the logistics of the mutant army. Steam trucks are typically used for freight, but can be mounted with weapons. Fusion is not used to power the vehicle, rather propellant and water.

TS: 50 AR: 15 BR: 25 TR: 5 DR: 280 NP: 2 in cab, 5 in bed CW: 4000 lbs.

HP: S: 200 E: 20 C: 40 D: 35 T: 10 (x 4)

[DR N: 15 L: 5 F: 0 P: 5 E: 10]

### Truck Cab

Trucks were used extensively for hauling freight before the War. They are rough, tough customers and can take a lot of punishment. There aren't many left, but since truck cabs are relatively easy to repair and maintain, those that are left are in good working order. Trailers



can be attached for extra space. Truck cabs take 100 cells to fully recharge.

TS: 120 AR: 40 BR: 40 TR: 15 DR: 320 NP: 2-3 CW: 50,000 lbs.

HP: S: 300 E: 130 C: 50 D: 50 T: 30 (x 10)

[DR N: 45 L: 15 F: 30 P: 15 E: 30]

### Trailer

Trailers attach to truck cabs for extra carrying space. Trailers can be outfitted to haul many different things, from dry goods to oil and gas to liquid nitrogen. The statistics below refer to a truck cab and trailer together.

TS: 100 AR: 30 BR: 20 TR: 20 DR: 200 NP: 40-45 CW: 50,000 lbs.

HP: S: 600 E: 130 C: 50 D: 50 T: 30 (x 18)

[DR N: 45 L: 15 F: 30 P: 15 E: 30]

### Cycles

Cycles are two-wheeled vehicles which emphasize speed and independence. Quite a few motorcycles managed to survive, due largely to the fact that they are relatively easy to maintain and require fewer parts than other vehicles. Motorcycles do not have weapons, and all add a -10% penalty to any Pilot rolls made while riding.

### Bicycle



Bicycles are a simple but dependable method of transport. While lacking the speed or protection of other vehicles, a single individual can trust their own muscle power alone instead of hard to find power sources.

TS: AG x 5 AR: AG BR: (AG + PE)/2 TR: 2 DR: TS x EN NP: 1 CW: carry weight

HP: S: 20 E: 5 C: 5 D: 40 T: 5 (x 2)

[DR N: 0 L: 0 F: 0 P: 0

E: 0]

### Crotchrocket

Crotchrockets sacrifice the style and range of their larger brothers for speed and maneuverability. They



are sleek bikes, and are much more difficult to maintain as they require high-end components. Crotchrockets are fairly rare, mostly because it is impractical to ride them on any but the flattest surface. Crotchrockets add an extra -10% penalty for terrain when determining Pilot rolls. They take 20 charges of fuel to recharge.

TS: 300 AR: 120 BR: 60 TR: 4 DR: 100 NP: 1 CW: 300 lbs.

HP: S: 40 E: 35 C:

10 D: 10 T: 8 (x 2)

[DR N: 0 L: 0 F: 0

P: 0 E: 0]

### Chopper

Choppers are custom-bikes with extra support in the handlebars and front suspension. They tend to



handle a little better than smaller bikes, but are definitely designed for larger people. Choppers take 20 charges of fuel to recharge.

TS: 220 AR: 80 BR: 40 TR: 5 DR: 280 NP: 1 CW: 400 lbs.

HP: S: 60 E: 40 C: 15 D: 15 T: 9 (x 2)

[DR N: 10 L: 0 F: 0 P: 0 E: 0]

### Indian Chief



Possibly the greatest bike ever made, the Indian Chief is the perfect marriage of substance and

style. A relatively fast bike, the Chief performs well and gives the rider a smooth, comfortable ride while guaranteeing that eyes will turn. Indian Chiefs take 20 charges to recharge.

TS: 230 AR: 100 BR: 40 TR: 6 DR: 200 NP: 1 CW: 500 lbs.

HP: S: 55 E: 40 C: 15 D: 15 T: 14 (x 2)

[DR N: 15 L: 0 F: 0 P: 0 E: 15]

### Sport Hawg



The sport hawg is a good all-around motorcycle, offering comfort and utilitarian speeds and range. These are by far the most common types of bikes in the wastes, as they can be

assembled in a matter of days from old components by a knowledgeable mechanic. Sport hawks take 20 charges to fully recharge.

TS: 200 AR: 80 BR: 40 TR: 6 DR: 300 NP: 1 CW: 400 lbs.

HP: S: 50 E: 30 C: 10 D: 10 T: 5 (x 2)

[DR N: 10 L: 0 F: 0 P: 0 E: 0]

### Boats

Believe it or not, there are still pockets of humanity that make their living from the water in the post-War universe. Many watercraft must rely either on muscle power or the wind for propulsion.

### Canoe

Canoes were used in one form or another by native peoples all over the world. They are unfortunately restricted to smaller bodies of water, as they will capsize in high waves. Part of the canoe's design is that they are



very difficult to sink; you can tip one over, but they tend to float near the top of the water. It is even possible to sit in and paddle a canoe that is completely filled with water. Canoes do not use energy to recharge.

TS: 10 AR: 10 BR: 10 TR: 1 DR: N/A NP: 3

CW: 1200 lbs. HP: 40

[DR N: 0 L: 0 F: 0 P: 0 E: 0]

### Catamaran

Catamarans are keel-less sailboats. Instead of a dagger-like piece of wood or metal keeping the boat upright, a catamaran is two pontoons attached together, with a sail in the middle. Since they use triangular rigging, catamarans can tack and outperform square-rigged ships, especially in windy conditions. Catamarans are nearly impossible to turn over, unless they happen to be sailing through a hurricane. They do not use fuel. The numbers below represent average winds.

TS: 70 AR: 30 BR: 30 TR: 20 DR: N/A NP: 4-20

CW: 4000-50,000 lbs. HP: 290

[DR N: 0 L: 0 F: 0 P: 0 E: 0]

### Jet Ski



Neptune's motorcycle, the Jet Ski is an extremely simple, short range boat emphasizing speed above protection, durability, or

even dependability. The vehicle takes 5 cells to fully recharge. It is impractical to mount weapons on a jet ski.

TS: 100 AR: 50 BR: 25 TR: 20 DR: 180 NP: 1

CW: 300 lbs. HP: S: 35

[DR N: 0 L: 0 F: 0 P: 0 E: 0]

### Aircraft

There are still a few working aircraft out there. Usually, the only people who have the skills required to fly these aircraft are members of paramilitary organizations like the Enclave. Flying an aircraft requires that the Pilot roll be made with a -50% penalty.

## Airship



Airships are an advanced flying machine available to only a few organizations in the wastes,

such as the Brotherhood of Steel, and only then at the extreme effort of production. Airships have large compliments, cargo capacities, and range. They have very poor maneuverability, however, and cause an additional -25% to the pilot roll when facing hazards. Airships take 250 cells to fully charge and weapons can be mounted if necessary.

TS: 150 AR: 20 BR: 10 TR: 35 DR: 3000 NP: 150 CW: 100,000 lbs.

HP: S: 750 E: 200 C: 75 D: 80

## Airtruk



An airtruk is a simple, small cargo plane. Though exceedingly rare, these

dependable craft are second to none for speedy transport or buzzing innocent drifters. It takes 100 cells to fully recharge. Mounted weapons are impractical.

TS: 200 AR: 40 BR: 40 TR: 45 DR: 1000 NP: 3 CW: 2500 lbs.

HP: S: 150 E: 40 C: 25 D: 15

[DR N: 5 L: 0 F: 0 P: 0 E: 5]

## Autogyro

An autogyro is a one-man helicopter. These devices are quite capable of being made in the wastes provided supplies, mechanical know-how, and a thorough understanding of the science involved. Though good for scouting and one-man transport, autogyros have only limited utility and are extremely fragile. It takes 15 cells to fully charge an autogyro. Weapons cannot be mounted.

TS: 150 AR: 40 BR: 60 TR: 0 DR: 100 NP: 1 CW: 250 lbs.

HP: S: 50 E: 35 C: 10 D: 10

[DR N: 5 L: 0 F: 0 P: 0 E: 5]

## Bubble Copter



This vehicle is any one of dozens of models of simple helicopters. What few exist no doubt survived due to

their straightforward design and ease of maintenance. +10% is afforded to all repair rolls on these steel beats.

Quite possibly the ultimate in postwar reconnaissance and strategic transport, the greatest detractor for this vehicle is its incredible rarity. That and finding an uncracked replacement glass dome after the apocalypse. These vehicles require 60 cells to recharge. Weapons cannot be mounted on the vehicle itself.

TS: 160 AR: 40 BR: 70 TR: 0 DR: 300 NP: 3 CW: 1000 lbs.

HP: S: 175 E: 40 C: 20 D: 15

[DR N: 10 L: 5 F: 0 P: 0 E: 0]

## Hot Air Balloon

Not as uncommon as one might think, hot air balloons work on a principle discovered by the Greeks: hot air rises faster than cooler air. By filling a large bag with hot air, a person can rise above their station in life – so to speak. Hot air balloons are equipped with a burner to create hot air, and have a basket or gondola tied under the balloon where the aeronaut and his crew stand.

Weapons are not standard on a hot-air balloon, but they would make fine bombing vehicles as well as recon craft. Unfortunately, balloons are flimsy and can easily be destroyed. Note that hot air balloons aren't actually controllable except for the amount of hot air in the balloon, which controls altitude. The burner takes 20 charges to recharge completely.

TS: 40 AR: N/A BR: N/A TR: N/A DR: 60

NP: 4 CW: 2000 lbs. HP: 20

## Ultra-Light



Ultralights are tiny, one-person aircraft and are probably the most impressive

working, motorized, heavier-than-air vehicles in the wastes that aren't controlled by paramilitary organizations. Though they might be used for recon or intimidation, ultralights could easily succumb to antiaircraft flak – or a well-placed rock. Ultralights take 30 charges of fuel to recharge completely.

TS: 180 AR: 40 BR: 40 TR: 30 DR: 150

NP: 1 CW: 600 lbs. HP: 90

## Vertibird



The VB-02 Vertifbird was expected to be the premiere military support vehicle of the 21<sup>st</sup>

century but it was still in its prototype stage when the bombs fell. The Enclave perfected the vertibird's design and mass-produced the war machines, giving their forces undeniable air superiority. The vertibird is a versatile vehicle with sturdy armor, a long range, and a winch system which can add another 5000 lbs to its already impressive carrying capacity. The vertibird is also heavily armed, sporting a nose mounted gatling laser, twin rocket launchers and a bomb rack for mini-nukes. Not counting its armament, a vertibird requires 175 cells to fully charge.

TS: 350 AR: 90 BR: 100 TR: 0 DR: 550 NP: 40  
 CW: 12,750 lbs. HP: S: 450 E: 80 C: 60 D: 50  
 [DR N: 30 L: 15 F: 60 P: 15 E: 45]

### **Rail**

Rail travel isn't dead, or at least it wasn't before the nation's infrastructure was nuked. In the post-war world, the logistical possibilities of widespread rail travel is not lost on any merchant or warlord seeking to expand their territory. Trains do have one basic drawback, however. One can't steer a train, only follow the tracks, even if it leads off a cliff or into an ambush.

### **Fusion Locomotive**



Fusion trains were the result of the massive industrial capability of the pre-war world. They are capable of hauling extremely large

loads anywhere the rails can take them. These fickle machines were hard to maintain even when the supplies were available so finding a working engine now would be quite a trial. Fusion locomotives require 375 cells to recharge. Weapons can be mounted to tethered cars or to the engine itself, if necessary.

TS: 140 AR: 40 BR: 3 DR: 1000 NP: 4 in cab CW: 2.8 mil lbs.  
 HP: S: 400 E: 80 C: 70 D: 40 T: 40 (x 8 on cab)  
 [DR N: 70 L: 40 F: 50 P: 40 E: 50]

### **Handcar**

These muscle-powered vehicles are surprisingly widespread across the wastes. Handcars are extremely democratic



vehicles allowing individuals and not just oligarchical nations to utilize rail transport. Weapons cannot be mounted to these.

TS: ST x 4 AR: ST BR: (ST + PE) DR: TS x EN NP: 4  
 CW: carry weight x 3 HP: S: 100 E: 20 C: 30 D: 20 T: 30 (x 4)

[DR N: 0 L: 0 F: 0 P: 0 E: 0]

### **Steam Locomotive**



The backbone of the United States' industrial expansion and continental hegemony, the steam

locomotive is making a massive comeback in an age where more complex power sources are hard to come by. Steam engines are occasionally salvaged, but more often are built by industrious nation states such as the New California Republic. Steam trains are refueled with water and propellant, and require occasional refueling stations for sustained industrial use. Like the more advanced fusion locomotives, gun emplacements can be hauled though the steam engine itself cannot be mounted with a weapon.

TS: 110 AR: 15 BR: 2 DR: 600 NP: 2 in cab CW: 280,000 lbs.

HP: S: 350 E: 70 C: 60 D: 25 T: 40 (x 8 on cab)

[DR N: 70 L: 40 F: 50 P: 40 E: 50]

### **APCs (Armored Personnel Carriers)**

APCs are usually lightly armed, heavily armored vehicles that transport troops through and near the front lines. Some use tires, and are designed for roads, and some use treads, like tanks.

### **Brotherhood APC**



These hand-made vehicles were constructed by the Midwestern Brotherhood of Steel with love and slave labor. The Brotherhood APC was a vital

support vehicle for the organization's larger scale operations against the Calculator and the remains of the super mutant army. Though ultimately reliable, the tracked vehicle's poor speed made it a poor choice in a fight. Lacking mounted weaponry, ports allowed passengers to freely fire from the vehicle while still

maintaining cover. These APCs only needed 40 cells to fully recharge.

TS: 60 AR: 30 BR: 35 TR: 8 DR: 700 NP: 12 CW: 10,000 lbs.

HP: S: 350 E: 75 C: 30 D: 30 T: 60 (x 2)

[DR N: 75 L: 45 F: 75 P: 45 E: 60]

### **Dragoon APC**



The Dragoon isn't a single vehicle, but a family of wheeled, armored vehicles designed to meet most military and paramilitary needs. The Dragoon is totally

amphibious, and can support guerilla-style operations. The Dragoon APC can be armed either with an AGS-17 Grenade Launcher or an MG3 machine gun turret. The Dragoon takes 40 cells to fully recharge. Its large wheels mean that it is most effective on flat or relatively flat land, or in amphibious operations.

TS: 116 AR: 60 BR: 30 TR: 9 DR: 885 NP: 8 CW: 8,000 lbs. HP: S: 300 E: 75 C: 30

D: 30 T: 50 (x 4) [DR N: 75 L: 45 F: 60 P: 45 E: 60]

### **Mobile Artillery**

Mobile artillery are cannons, such as Howitzers and the like, that are set up on two wheels so they can be towed behind trucks, jeeps, humvees, or APCs. Although tanks nearly replaced these guns in the 20th Century, they are far more common weapons in the wastes than their high-maintenance, mobile, armored cousins. Each one is basically like the other: a really big gun mounted to a mobile tripod, with two wheels on it. The statistics for these weapons are exactly the same for the tank versions, except that tanks can move and have a *lot* more armor. Note that none of these weapons can be targeted, and that there is only one kind of shell available for each (for now). Using these weapons take a roll against Big Guns skill. Ammunition for these weapons is very difficult to come by, and each weapon fires its own shells: 20mm, 25mm, etc.

### **20mm Cannon**

W: 1000 lbs. Dmg: 8d10+40 to everything within 10 meters of the explosion, and 1d6 concussion damage for everything within 100 meters. Rng: 0.5 KM AP S: 4 T: N/A B: N/A

### **25mm Cannon**

W: 1300 lbs. Dmg: 8d10+40 to everything within 10 meters of the explosion, and 1d6 concussion damage for everything within 100 meters. Rng: 0.5 KM AP S: 4 T: N/A B: N/A

### **152mm Shillelagh Missile System**

W: 3000 lbs. Dmg: 20d20+50 to everything within 25 meters of explosion, 1d6 concussion damage to everything within 100 meters. Rng: 3 KM AP S: 6 T: N/A B: N/A

### **M68 105mm Cannon**

W: 2500 lbs. Dmg: 15d20+30 to everything within 15 meters of explosion, and 1d6 concussion damage for everything within 100 meters. Rng: 1 KM AP S: 5 T: N/A B: N/A

### **Tanks**

Tanks were invented in the early 20<sup>th</sup> Century as military personnel realized the great effectiveness of improved cannon (artillery pieces), and the invention of the automobile allowed these pieces of machinery to become relatively mobile. Tanks are basically artillery cannons operated by a heavily protected crew, and their treads allow them to move over all sorts of terrain. Tanks are definitely the rarest vehicles in the wastes, and if any still work, they are probably in the possession of large organizations, or technology mongers like the Enclave or the Brotherhood of Steel.

### **M1A1 Abrams**



The M1 Abrams is the finest vehicle in the US Cavalry going into the 21st century. The unequalled range and reloading speed of the

Rheinmetall 120mm gun, and the thickest, most effective armor of any tank, make the Abrams the most feared vehicle on the battlefield. In addition to the cannon, the Abrams has 2 M2HB support machine guns, and a TOW-II missile defense system built-in. There are rumors of M1A1s constructed with energy weapons, but these are unconfirmed. The M1A1 takes 70 cells to fully recharge.

TS: 60 AR: 60 BR: 60 TR: 2 DR: 100 NP: 5 CW: 4000 lbs. HP: S: 500 E: 75 C: 30

D: 30 T: 60 (x 2) [DR N: 95 L: 60 F: 98 P: 60 E: 85]

### **M551 Sheridan**

The Sheridan was designed as a light support tank that had the firepower to destroy a main battle tank. It is also a major failure, as far as its design is concerned. The





Sheridan was equipped with a 152mm Shillelagh Missile System, a surface to surface defense system designed to kill tanks at long range, without having to endanger the Sheridan's crew. The US completely overhauled

these tanks in the last few years of the 20th Century, and the Shillelagh system works – nominally. Sheridan tanks were common on the homefront, as they were regulated to National Guard duties. In addition to the 152mm Shillelagh system, the Sheridan is armed with two MG3 machine guns, and takes 60 cells to fully recharge.

TS: 60 AR: 30 BR: 60 TR: 2 DR: 120 NP: 5 CW: 2000 lbs. HP: S: 375 E: 70 C: 30

D: 30 T: 85 (x 2) [DR N: 90 L: 45 F: 95 P: 45 E: 75]

#### **M60A2 Main Battle Tank**



The M60, the “destroyer from Detroit,” was introduced into the American armed forces in the 1960s and remained an important part of the military

until the very end of the 20th century, when it was regulated to National Guard armories. The M60 is well-armored and is equipped with a M68 105mm Cannon and two MG3 machine guns. The M60 takes 60 cells to fully recharge.

TS: 50 AR: 20 BR: 50 TR: 2 DR: 100 NP: 4 CW: 3000 lbs. HP: S: 400 E: 75 C: 30

D: 30 T: 90 (x 2) [DR N: 85 L: 45 F: 95 P: 45 E: 70]

#### **Vehicle Enhancements**

Vehicle enhancements are very rare in the wastes. They are often very costly and parts can be almost impossible to come by. These are some examples of vehicle enhancements.

##### **Antigrav Plates**

Cost: 25,000

Forget tires and tracks. Antigrav plates allow the vehicle to hover a few feet over the ground, so it can effectively pass over all but the rockiest ground at top speeds.

Antigrav plates remove terrain restrictions (except obviously the car can't careen over canyon walls) and increases the vehicle's top speed by 50 miles per hour. Note that antigrav plates are ineffective over water, and driving over more than 1 foot of H2O will result in a very wet car that cannot be moved except by a tow chain.

##### **Fuel Cell Converter**

Cost: 10,000

A fuel cell converter makes the energy that a vehicle runs off of more efficient. It extends a vehicle's range by 50%.

##### **NOz Booster**

Value: 5000

A NOz (Nitrous Oxide) booster allows a vehicle to accelerate at an incredibly fast rate. When a NOz booster is used, the vehicle reaches its top speed in 1 round. Unfortunately, NOz boosters require Nitrous tanks to operate, and they are very hard on the engine – every use causes 5 HP of damage to that system.

##### **Reinforced Struts**

Cost: 9000

Reinforcing the struts on a vehicle increases the amount of weight it can carry by 50%. Of course, it doesn't increase the *size* of the vehicle.

##### **Slicks**

Value: 2000

Racing slicks are special tires either for cars or motorcycles that will increase the vehicles AR by 10 and TS by 20%. Unfortunately, they reduce the BR by 10 and increase the TR by 5 meters. Slicks also add an extra –10% penalty to the Pilot roll. Slicks also have only 5 hit points each.

#### **Books**

To gain skill points from reading a book, 5 hours must be devoted to study. A roll against the character's intelligence must then be made. If successful, the character adds 1d6 skill points for the relevant skill. Example skill books and their values are below. Additional books can be added by the Overseer's discretion. Each book weights 2 lb.

##### **Big Book of Science**

Skill: Science Value: 300

##### **Big Fat Liars**

Skill: Speech Value: 100

##### **Chinese Army: Special Ops Training Manual**

Skill: Sneak Value: 300

##### **D. C. Journal of Internal Medicine**

Skill: Doctor Value: 300

##### **Dean's Electronics**

Skill: Repair Value: 300

##### **Don't Steal This Book!**

Skill: Steal Value: 200

##### **Duck and Cover!**

Skill: Traps Value: 300

**First Aid Book**

Skill: First Aid Value: 200

**Grogna the Barbarian**

Skill: Melee Value: 300

**Guns and Bullets**

Skill: Small Guns Value: 300

**Home Security**

Skill: Lockpick Value: 100

**Hot Pursuit!**

Skill: Pilot Value: 150

**Infiltration Techniques**

Skill: Sneak Value: 100

**Lying, Congressional Style**

Skill: Speech Value: 300

**Maddock's Tricks & Traps**

Skill: Traps Value: 100

**Making Friends**

Skill: Speech Value: 50

**Medieval Weaponry Today**

Skill: Melee Value: 100

**Nikola Tesla and You**

Skill: Energy Value: 300

**Pugilism Illustrated**

Skill: Unarmed Value: 300

**Scout Handbook**

Skill: Outdoorsman Value: 200

**Tales of a Junktown Jerky Vendor**

Skill: Barter Value: 300

**Tumblers Today**

Skill: Lockpick Value: 300

**U.S. Army: 30 Handy Flamethrower Recipes**

Skill: Big Guns Value: 300

**Paradise Lost**

Skill: Speech Value: 50

**Zen & The Art of Piloting**

Skill: Pilot Value: 100

**Item Components**

Some items in the waste are primarily used for constructing new equipment. These items are components, and are listed below. All components weight 1 lb and, sometimes, can be created by breaking down finished goods. A list of items and the components necessary for their construction can be found on pages 71-75. If a player wishes to construct an item not listed, it is up to the Overseer's discretion.

**Animal Components** – Value: 10. Bone, leather, and sinew are usable in a wide variety of products as they have been throughout human history.

**Brass Components** – Value: 15. Primarily used for making ammunition.

**Ceramics Components** – Value: 30. Ceramics are used for some body armor and other durable goods.

**Chemical Components** – Value: 25. Used in various chemical goods.

**Circuitry** – Value: 30. Circuitry is used for the control systems of various technological items. Usable circuitry is found few and far between.

**Cloth** – Value 10. Much like medieval times, rag merchant is a viable profession. General cloth is used numerous items.

**Explosive Components** – Value: 25. These are highly volatile chemicals which can be used for fuel and explosives.

**Fusion Components** – Value: 30. Fusion Components are highly advanced components and radioactives that were used in state of the art technology before the Great War

**Medical Components** – Value: 30. These are chemicals and sterile components which can be used for special medical items like stimpacks and drugs.

**Plant Components** – Value: 15. These components are fibers, chemicals, and other products derived from plant life.

**Plastic Components** – Value: 20. Plastics are refined petroleum products which became ubiquitous to prewar life. Plastics are used in several advanced objects or as nonconductors.

**Propellant** – Value: 15. Solid fuels usable for munitions and other explosives.

**Pulley Components** – Value: 25. Occasionally useful, these metal components are good for refined machines.

**Scrap Metal** – Value: 15. Scrap metal has become a basic commodity in the wastes. Metal is easily obtainable from widespread use in civilized society and can now be repurposed for a variety of metal objects.

**Springs** – Value: 15. Small, precise springs can be used in a lot of guns and some other items.

**Vacuum Components** – Value: 25. In addition to their own uses, any circuitry tech can be subbed with 3x the amount of vacuum tech (to resist EMPs) but the item weight is also increased by 25%.

**Wood Components** – Value: 15. Timber has been the building block of human habitation since hunter gatherer times. It is no less useful now.

Unarmed Skill Weapon Quicklist									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Boxing Gloves	250	N/A	N/A	N/A	1	5	1d4+MD	1	Unarmed
Brass Knuckles	40	N/A	N/A	N/A	1	1	1d10+MD	1	Unarmed
Clawed Gloves	1000	N/A	N/A	N/A	1	2	3d6+3+MD	1	Unarmed
Deathclaw Gauntlet	1100	N/A	N/A	N/A	2	10	1d10+10+ME	1	Unarmed
Impact Glove	900	N/A	N/A	N/A	1	9	1d10+8+MD	1	Unarmed
Lacerators	100	N/A	N/A	N/A	1	2	1d8+2+MD	1	Unarmed
Mace Glove	150	N/A	N/A	N/A	1	4	1d6+4+MD	1	Unarmed
Mega Power Fist	2200	Small Energy Cells	25	N/A	1	10	3d10+20+MD	1	Unarmed
Plated Boxing Gloves	300	N/A	N/A	N/A	1	10	1d4+5+MD	1	Unarmed
Power Fist	1800	Small Energy Cells	25	N/A	1	10	2d8+10+MD	1	Unarmed
Punch Dagger	300	N/A	N/A	N/A	1	4	1d10+2	1	Unarmed
Punch Gun	600	12 gauge	1	N/A	2	7	1d4+ammo+MD	1	Unarmed
Sapper	80	N/A	N/A	N/A	3	4	1d6+MD	1	Unarmed
Shredders	90	N/A	N/A	N/A	1	1	1d4+2+MD	1	Unarmed
Spiked Knuckles	250	N/A	N/A	N/A	1	1	1d10+4+MD	1	Unarmed
Tiger Claw	75	N/A	N/A	N/A	1	1	1d2+MD	1	Unarmed

Melee Skill Weapon Quicklist									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Arc Welder	450	Small Energy Cells	40	N/A	4	5	1d10+10	1	Melee
Auto-Axe	2200	Small Energy Cells	25	N/A	6	20	2d12+10+MD	2	Melee
Ax	45	N/A	N/A	N/A	4	4	2d8+MD	1	Melee
Baseball Bat	250	N/A	N/A	N/A	4	4	1d10+2+MD	2	Melee
Bone Knife	5	N/A	N/A	N/A	1	1	1d4+MD	1	Melee
Broken Bottle	2	N/A	N/A	N/A	1	1	1d6+MD	1	Melee
Bull Whip	250	N/A	N/A	N/A	3	4	1d10+8+MD	3	Melee
Cattle Prod	600	Small Energy Cells	25	N/A	4	5	2d6+10+MD	1	Melee
Chainsaw	3000	Small Energy Cells	25	N/A	4	10	3d10+20+MD	1	Melee
Chain Whip	300	N/A	N/A	N/A	5	4	1d12+8+MD	3	Melee
Chinese Sword	450	N/A	N/A	N/A	4	6	2d12+MD	1	Melee
Claw Hammer	40	N/A	N/A	N/A	5	3	1d8+2+MD	1	Melee
Cleaver	110	N/A	N/A	N/A	4	1	1d8+10+MD	1	Melee
Combat Knife	165	N/A	N/A	N/A	2	2	1d12+3+MD	1	Melee
Crowbar	65	N/A	N/A	N/A	5	5	1d12+3+MD	1	Melee
Deco-Filament	2000	N/A	N/A	N/A	1	1	4d10+MD	2	Melee
Discharge Hammer	4500	N/A	N/A	N/A	5	12	3d10+15+MD	2	Melee
Faux-tana	100	N/A	N/A	N/A	3	2	1d6+4+MD	1	Melee
Fire Axe	50	N/A	N/A	N/A	3	1	2d10+MD	1	Melee
Hatchet	25	N/A	N/A	N/A	2	2	1d12+MD	1	Melee
Hockey Stick	40	N/A	N/A	N/A	2	2	1d8+2+MD	2	Melee

Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Kaiser Blade	60	N/A	N/A	N/A	5	3	1d12+3+MD	2	Melee
Kitchen Knife	30	N/A	N/A	N/A	1	1	1d6+MD	1	Melee
Knife	40	N/A	N/A	N/A	2	1	1d10+MD	1	Melee
Laser Saw	50	Small Energy Cells	20	N/A	3	2	3d6+5	1	Melee
Machete	100	N/A	N/A	N/A	4	1	1d10+7+MD	1	Melee
Metal Pipe	10	N/A	N/A	N/A	5	10	1d10+MD	1	Melee
Micro Sledgehammer	500	N/A	N/A	N/A	4	8	1d12+8+MD	1	Melee
Nail Board	60	N/A	N/A	N/A	5	6	2d10+MD	2	Melee
Parking Meter	100	N/A	N/A	N/A	7	12	2d8+MD	2	Melee
Pool Cue	30	N/A	N/A	N/A	2	2	1d8+MD	2	Melee
Plunger	10	N/A	N/A	N/A	4	2	1d4+MD	2	Melee
Police Baton	30	N/A	N/A	N/A	3	3	1d10+MD	1	Melee
Proton Ax	3500	N/A	N/A	N/A	5	15	3d10+10+MD	1	Melee
Ripper	1000	Small Energy Cells	25	N/A	4	5	1d10+15+MD	1	Melee
Rock	N/A	N/A	N/A	N/A	1	1	1d4+MD	1	Melee
Rolling Pin	20	N/A	N/A	N/A	2	2	1d8+MD	1	Melee
Sap	1	N/A	N/A	N/A	5	1	Stun only	1	Melee
Scalpel	140	N/A	N/A	N/A	1	1	1d8+3+MD	1	Melee
Sharpened Pole	5	N/A	N/A	N/A	3	3	1d4+1+MD	2	Melee
Shishkebab	2000	N/A	N/A	N/A	2	10	1d12+10	2	Melee
Shiv	2	N/A	N/A	N/A	1	1	1d4	1	Melee
Shovel	30	N/A	N/A	N/A	5	15	1d12+MD	2	Melee
Sledgehammer	120	N/A	N/A	N/A	6	12	3d4+MD	2	Melee
Spear	80	N/A	N/A	N/A	4	4	1d12+3+MD	2	Melee
Super Cattle Prod	1800	Small Energy Cells	25	N/A	4	5	2d8+20+MD	1	Melee
Super Sledgehammer	3750	N/A	N/A	N/A	5	12	3d10+15+MD	2	Melee
Switchblade	50	N/A	N/A	N/A	1	1	1d6+MD	1	Melee
Table Leg	40	N/A	N/A	N/A	2	3	1d8+MD	1	Melee
Tire Iron	80	N/A	N/A	N/A	2	2	2d8+MD	1	Melee
Wakizashi Blade	200	N/A	N/A	N/A	2	2	1d12+4+MD	1	Melee
Wooden Club	20	N/A	N/A	N/A	4	5	1d12+MD	2	Melee
Wooden Leg	15	N/A	N/A	N/A	4	4	1d8+1+MD	2	Melee
Wrench	65	N/A	N/A	N/A	3	4	1d6+2+MD	1	Melee

Primitive Small Guns Quick List									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Blowgun	30	Dart	1	N/A	1	1	+0	20	Small Guns
Composite Hunting Bow	600	Arrow	1	N/A	5	8	+5	60	Small Guns
Composite Hunting Crossbow	900	Bolt	1	N/A	4	12	+5	70	Small Guns
Sling	20	Rock	1	N/A	5	2	1d10	10	Small Guns
Wooden Bow	50	Arrow	1	N/A	5	2	+3	40	Small Guns
Wooden Crossbow	300	Bolt	1	N/A	4	10	+4	50	Small Guns

Small Guns Quick List for Pistols										
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill	
.22 Pistol	300	.22	10	N/A	3	4	+4	12	Small Guns	
.223 Pistol	3500	.223	5	N/A	5	7	+20	30	Small Guns	
.357 Magnum Revolver	450	.357	6	N/A	5	6	+8	19	Small Guns	
.38 Snubnose Revolver	375	.38	6	N/A	3	4	+7	10	Small Guns	
.44 Magnum Revolver	600	.44	6	N/A	5	6	+11	6	Small Guns	
9mm Mauser	1500	9mm	8	N/A	3	5	+4	17	Small Guns	
Browning HP	650	9mm	12	N/A	3	6	+6	22	Small Guns	
Calico M-950	900	9mm	50	N/A	4	6	+6	22	Small Guns	
Casull Revolver	1050	.45	6	N/A	4	8	+13	15	Small Guns	
Colt M1911A1	425	.45	7	3	3	4	+7	17	Small Guns	
Colt 6520	250	10mm	12	N/A	3	4	+6	19	Small Guns	
Dart Gun	550	Dart	1	N/A	3	4	+2	20	Small Guns	
Desert Eagle	800	.44	8	N/A	4	5	+10	19	Small Guns	
Flamer Pistol	3000	Flamer Fuel	3	N/A	4	8	Varies	7	Small Guns	
M-78 Grenade Launcher	5000	40mm Grenade	1	N/A	6	8	Varies	12	Small Guns	
Needler Pistol	2200	HN Needler	8	N/A	3	5	+0	24	Small Guns	
PPK-12 Gauss Pistol	5250	2mm EC	12	N/A	4	5	+22	30	Small Guns	
Scorpio VZ61 Machine Pistol	3400	9mm	32	3	4	6	+9	20	Small Guns	
Shansei C96	200	10mm	10	N/A	3	3	+2	20	Small Guns	
Sig-Sauer 14mm	1100	14mm	6	N/A	4	5	+12	18	Small Guns	
Sig-Sauer P220 9mm	100	9mm	9	3	3	4	+6	24	Small Guns	
VP91Z Beretta	400	9mm	18	3	3	4	+6	17	Small Guns	
Walther PPK	3000	7.65mm	8	N/A	2	4	+8	20	Small Guns	
Zhu-Rong v418	750	10mm	10	N/A	3	3	+2	20	Small Guns	
Zip Gun	275	Varies	1	N/A	3	5	+4	15	Small Guns	

Small Guns Quicklist for Submachine Guns									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Calico Liberty 100	2000	9mm	100	5	6	22	+8	20	Small Guns
FN P90c	2800	9mm	50	5	4	8	+15	22	Small Guns
H&K MP-5	1100	9mm	30	5	5	7	+8	25	Small Guns
H&K MP-9	1000	10mm	30	10	4	7	+6	25	Small Guns
M3A1 "Grease Gun"	1750	.45	30	10	4	10	+10	20	Small Guns
MAC 17 (M-17)	1050	.45	30	10	4	6	+7	25	Small Guns
MP-38	1650	9mm	30	3	4	7	+10	20	Small Guns
Ruger AC556F	1400	5.56mm	20	3	5	8	+15	20	Small Guns
Sten Gun	1500	9mm	30	3	6	15	+9	24	Small Guns
Steyr AUG	2300	5.56mm	40	10	5	7	+8	28	Small Guns
Super Soaker	1900	Acid	15	N/A	2	15	+5	10	Small Guns
Thompson M1928	1200	.45	50	10	6	12	+2	32	Small Guns
Uzi Mark 27	1200	9mm	40	10	4	7	+5	20	Small Guns
Uzi Mark 34	1300	9mm	25	5	5	7	+9	20	Small Guns
Walther MPL	1800	9mm	30	10	4	8	+8	40	Small Guns

Small Guns Quicklist for Shotguns									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Beretta 470 Silverhawk	1000	12 gauge	2	2	4	5	+12	14	Small Guns
H&K CAWS	4750	12 gauge	10	5	6	6	+15	30	Small Guns
Neostead Combat Shotgun	2700	12 gauge	12	3	6	10	+14	22	Small Guns
Pancor "Jackhammer"	5500	12 gauge	10	5	5	12	+19	35	Small Guns
Pump-Action Shotgun	800	12 gauge	5	N/A	4	5	+12	15	Small Guns
Winchester 12-Guage	800	12 gauge	2	2	4	5	+12	14	Small Guns
Winchester Combat Shotgun	2750	12 gauge	12	3	5	11	+15	22	Small Guns
Winchester Sawed-Off Shotgun	800	12 gauge	2	2	4	5	+14	7	Small Guns

Small Guns Quicklist for Assault Rifles									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
AK-47	1000	7.62	24	5	5	7	+14	35	Small Guns
AK-74	1600	5.56	40	5	5	14	+10	45	Small Guns
AK-97	1400	7.62	30	8	5	12	+10	45	Small Guns
AK-112	1300	5mm	24	12	5	8	+8	45	Small Guns
Browning Automatic	1000	30.06	20	3	6	25	+12	35	Small Guns
FN FAL	1500	7.62	20	10	5	11	+8	35	Small Guns
H&K G11	8000	4.7	50	10	4	9	+12	35	Small Guns
M14	1000	.303	20	8	5	7	+8	40	Small Guns
M16A1	2000	5.56	24	12	6	15	+6	35	Small Guns
R91 Assult Rifle	3000	5.56	24	4	5	11	+8	30	Small Guns
XL70E3	3000	5mm	24	8	5	9	+12	35	Small Guns

Small Guns Quicklist for Rifles									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
.22 Caliber Hunting Rifle	300	.22	1	N/A	3	8	+4	30	Small Guns
BB Gun	150	BBs	100	N/A	1	15	+0	25	Small Guns
Colt Hunting Rifle	1000	.223 or 7.62	10	N/A	5	11	+9	40	Small Guns
DKS-501 Sniper Rifle	2200	.223	6	N/A	5	10	+14	50	Small Guns
G3 Battle Rifle	2600	7.62	20	5	6	13	+12	45	Small Guns
Henry Repeating Rifle	1600	.44	15	N/A	4	7	+18	40	Small Guns
M1 Garand Rifle	800	30.06	8	N/A	4	6	+12	40	Small Guns
M17-A Carbine	500	7.62	10	N/A	4	7	+9	20	Small Guns
M19 Rifle	1100	7.62	8	N/A	5	11	+8	35	Small Guns
M72 Gauss Rifle	8250	2mm EC	20	N/A	6	10	+33	50	Small Guns
Pipe Rifle	200	10mm	1	N/A	5	11	+6	20	Small Guns
PSG1 Sniper Rifle	2500	7.62	20	N/A	5	15	+14	120	Small Guns
Railway Rifle	200	Railroad spikes	8	N/A	5	12	+8	25	Small Guns
Red Ryder LE BB Gun	3500	BBs	100	N/A	5	15	+25	32	Small Guns
Spear Gun	1400	Speargun bolt	1	N/A	4	10	+0	30	Small Guns
SVD-4000	2400	7.62	10	N/A	5	15	+14	75	Small Guns

Big Guns Quicklist for Machine Guns									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Avenger Minigun	5500	5mm	120	40	7	31	+10	40	Big Guns
Bozar	5250	.223	30	15	6	22	+25	75	Big Guns
Bren Gun	3500	.303	30	15	7	26	+20	45 (100)	Big Guns
Browning M2	3000	.50	50	10	7	40	+8	20(70)	Big Guns
CZ-53 Minigun	3800	5mm	120	20	7	31	+5	35	Big Guns
Lewis MK II	3400	.308	50	10	6	30	+10	30 (90)	Big Guns
Light Support Weapon	4750	.223	30	10	6	22	+20	40 (130)	Big Guns
M249 SAW	4000	7.62	50	20	7	35	+15	5 (80)	Big Guns
M2HB	7500	.50 BMG	100	25	6	60	+20	N/A (140)	Big Guns
M60	3500	7.62	50	10	7	26	+18	35 (120)	Big Guns
MEC Gauss Minigun	20000	2mm EC	120	20	10	50	+50	10 (90)	Big Guns
MG3	3600	7.62	50	10	7	30	+15	10 (110)	Big Guns
PK Infantry Support Gun	5000	7.62	50	10	7	35	+18	N/A (100)	Big Guns
Vindicator Minigun	15250	4.7	100	25	7	30	+14	30	Big Guns

Big Guns Quick List for Flame Throwers									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Flambe 450	2,000	Flamer Fuel	5	N/A	6	20	+0	23	Big Guns
M9E1-7	2000	Flamer Fuel	5	N/A	6	28	+0	20	Big Guns

Quicklist for Grenade Launchers									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
AGS-17 GL	10,500	40mm	5	N/A	5	30	+0	(170)	Big Guns
BG-1 GL	2100	40mm	2	N/A	4	10	+0	15 (25)	Big Guns
Heavy Incinerator	5000	Flamer Fuel	24	N/A	5	15	+10	100	Big Guns
M203	2000	40mm	1	N/A	5	16	+0	20	Small Guns
M2 60mm Portable Mortar	14,000	60mm	1	N/A	5	40	+0	700	Big Guns
M79 Grenade Rifle	3000	40mm	1	N/A	5	8	+0	20	Small Guns
MK-19 Personal Artillery Device	7000	40mm	1	N/A	5	25	+0	(140)	Big Guns
PS-22 51mm Mortar	15000	51mm	1	N/A	5	45	+0	500	Big Guns

Big Guns Quick List for Rocket Launchers									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
Fat Man	10,000	Mini-Nuke	1	N/A	6	30	+0	150	Big Guns
LAW-80	1900	N/A	1	N/A	6	14	6d8+30	60	Big Guns
MIRV Fat Man	25,000	Mini-Nuke	8	8	6	30	+0	70	Big Guns
Rock-It Launcher	2,000	Special	12	N/A	5	12	d8/lb	25	Big Guns
Rockwell L-72	2300	Rocket	1	N/A	6	15	+0	50	Big Guns
TOW-II	15,000	TOW-II	1	N/A	6	65	10d10+200	150	Big Guns

Energy Weapons Quick List for Pistols									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
AEP7	2,500	SEC	30	N/A	3	4	3d10	25	Energy Weapons
Alien Blaster	10,000	SEC	10	N/A	3	29	5d10+30	10	Energy Weapons
Enclave Plasma Pistol	3,000	SEC	16	N/A	3	4	3d10+15	25	Energy Weapons
Firelance Alien Blaster	7,500	SEC	10	N/A	3	3	4d10+8	10	Energy Weapons
Glock 86 Plasma Pistol	2750	SEC	16	N/A	4	8	1d20+10	20	Energy Weapons
Mesmetron	5,000	SEC	5	N/A	2	3	Special	15	Energy Weapons
Solar Scorcher	2000	Special	6	N/A	4	10	4d10+20	20	Energy Weapons
Spasm Gun	1500	SEC	10	N/A	4	6	1d6+6	30	Energy Weapons
Wattz 1000	1200	SEC	10	N/A	3	6	1d8+10	25	Energy Weapons
Wattz 1600	1400	SEC	12	N/A	3	7	1d12+10	35	Energy Weapons
YK32 Pulse Pistol	12500	SEC	10	N/A	3	5	1d12+32	15	Energy Weapons



Energy Weapons Quicklist for Rifles and Big Guns									
Item	Cost	Ammo	Rnds	Burst	Min ST	W	Dmg	Rng	Skill
AER9	3,800	MF Cell	24	N/A	5	12	3d12+5	35	Energy Weapons
Enclave Plasma Rifle	7,000	MF Cell	12	N/A	5	12	3d20+10	25	Energy Weapons
Gatling Laser	7500	MF Cell	30	10	6	29	1d20+20	40	Energy Weapons
H&K 31415 Laser Carbine	3,500	MF Cell	20	N/A	6	13	2d12+18	20	Energy Weapons
Ion Beamer	14,000	MF Cell	20	N/A	5	30	3d12+60	30	Energy Weapons
MESON Cannon	16,000	MF Cell	10	N/A	6	30	5d10+100	50	Energy Weapons
Metal Blaster	4,500	MF Cell	24	9	5	12	3d12+5	20	Energy Weapons
Precision Gatling Laser	10,000	MF Cell	30	10	6	29	1d20+20	40	Energy Weapons
Radiation Gun	3000	MF Cell	10	N/A	5	12	2d6+20	10	Energy Weapons
Tesla Cannon	7500	MF Cell	1	N/A	5	12	6d12+50	50	Energy Weapons
Turbo Plasma Rifle	10,000	MF Cell	10	N/A	6	17	2d20+30	35	Energy Weapons
Wattz 2500	4500	MF Cell	12	N/A	5	12	3d8+22	45	Energy Weapons
Wattz 3120b	5000	MF Cell	20	N/A	4	7	2d12+23	35	Energy Weapons
Winchester Model P94 Plasma Rifle	4000	MF Cell	10	N/A	6	17	2d20+25	25	Energy Weapons
YK42b Pulse Rifle	17500	MF Cell	15	N/A	3	14	2d12+54	30	Energy Weapons

Throwing Weapons Quicklist						
Item	Cost	Min ST	W	Dmg	Rng	Skill
Acid Grenade	300	4	1	Varies	15	Throwing
Baseball	10	1	1	1d6+MD	20	Throwing
Bola	10	4	5	N/A	30	Throwing
Boom Bugs	200	5	1	1d8+6	15	Throwing
Boomerang	15	5	1	2d10+MD	20	Throwing
Chakram	25	1	10	1d4+2	15	Throwing
Combat Knife	165	2	2	1d12+3+MD	7	Throwing
Dart	10	1	-	1d2	8	Throwing
Flare	10	3	1	1d4	15	Throwing
Flash Grenade	300	4	1	Special	15	Throwing
Fragmentation Grenade	150	3	1	1d12+22	15	Throwing
Gas Grenade	300	4	1	Varies	15	Throwing
Incendiary Grenade	300	4	1	1d12+22	15	Throwing
Knife	40	2	1	1d10+MD	5	Throwing

Item	Cost	Min ST	W	Dmg	Rng	Skill
Mini-Nuke	20,000	5	1	10d20+100	10	Throwing
Molotov Cocktail	50	3	1	1d12+8	12	Throwing
Nuka-Grenade	300	3	1	4d20+70	15	Throwing
Phantasm Ball	200	3	3	1d12+5+MD	10	Throwing
Plasma Grenade	300	4	1	5d10+40	15	Throwing
Powder Bag	3	1	1	None	10	Throwing
Pulse Grenade	300	4	1	5d10+100	15	Throwing
Rock	N/A	1	1	1d4+MD	10	Throwing
Sharpened Pole	5	3	3	1d4+1+MD	10	Throwing
Smoke Grenade	140	4	1	None	10	Throwing
Spear	80	4	4	1d12+3+MD	5	Throwing
Tangle Grenade	300	4	1	None	15	Throwing
Throwing Knife	100	2	1	1d6+MD	10	Throwing
Throwing Stars	30	1	1	1d6	15	Throwing

Traps and Mines Quicklist				
Item	Cost	W	Dmg	Skill
Bottlecap Mine	2000	1	5d20+50	Traps
Bullhorn Trap	50	3	N/A	Traps
Claymore Trap	1,000	4	2d10+10	Traps
Detonator	150	1	N/A	Traps
Dynamite	275	2	1d20+30	Traps
EMP Mine	2200	1	5d12+15	Traps
Explosive Trap	275	3	3d8+10	Traps
Gas Trap	100	4	Special	Traps
Plasma Mine	1,700	1	5d10+22	Traps
Plastic Explosive	650	2	2d20+30	Traps
Puffer	700	3	1d20+22	Traps
Radio Bomb	1275	5	6d6+14	Traps
Steel Trap	100	5	2d8	Traps
T13 Antipersonnel Mine	1000	4	1d20+20	Traps
T45-SE Antivehicle Mine	1500	4	3d20+20	Traps
T86 Acid Sprayer	1200	4	1d20+25	Traps

Armor Quicklist								
Item	Cost	W	AC	N	L	F	P	E
Advanced Power Armor	20,000	30	30	15/55	19/90	16/70	15/60	20/65
Advanced Power Armor Mk II	35,000	50	35	18/60	19/90	16/70	18/60	20/70
Advanced Radiation Suit	7,500	19	20	5/30	0/30	12/80	0/20	5/40
Armored Vault Jumpsuit	1,800	8	6	1/25	0/20	0/20	0/10	0/20
Bone Armor	1000	15	10	2/20	1/5	2/15	1/5	1/10
Brahmin-Skin Outfit	175	5	1	0/25	0/20	12/70	12/70	0/20
Brotherhood Advanced Power Armor	20,000	50	35	18/60	17/55	15/65	17/55	10/50

Item	Cost	W	AC	N	L	F	P	E
Brotherhood Combat Armor	4800	25	20	8/40	8/70	7/50	7/60	8/40
Brotherhood Environmental Armor	9000	30	10	5/40	5/55	4/40	5/55	6/40
Brotherhood Environmental Armor Mk II	10,000	35	10	6/40	6/60	5/42	6/60	9/45
Brotherhood Leather Armor	900	10	15	2/25	0/25	0/15	0/25	0/20
Brotherhood Leather Armor MK II	1100	10	20	3/25	1/30	1/17	1/30	1/25
Brotherhood Metal Armor	1500	35	15	4/30	3/37	4/15	3/37	4/25
Brotherhood Metal Armor MK II	2100	35	15	4/35	4/45	4/20	4/45	4/30
Brotherhood Power Armor	17,000	42	30	13/50	16/70	13/60	16/70	20/60
Brotherhood Robe	120	11	6	1/20	0/25	0/10	0/20	0/20
Brotherhood Tesla Armor	4800	35	15	4/20	15/85	7/45	15/85	4/20
Bullet-proof Shirt	800	10	10	3/30	0/20	0/15	0/10	0/20
Combat Armor	6500	20	20	5/40	8/60	4/30	4/50	6/40
Combat Armor MK II	8000	20	25	6/40	6/65	5/35	5/50	9/45
Combat Leather Jacket	1000	7	20	2/30	0/20	2/25	0/10	0/20
Deathclaw Hide Armor	1100	15	15	5/20	3/20	0/0	3/20	2/20
Dog Armor	1100	10	20	3/25	1/30	1/17	1/30	1/25
Duster	250	5	5	0/20	0/15	0/5	0/5	0/15
Environment Suit	1000	20	15	4/30	0/30	10/80	0/20	4/40
Football Padding	1000	15	15	2/25	1/25	2/25	5/25	5/20
Gamma Shield Armor	1500	35	10	4/30	6/75	4/10	4/20	4/25
Ghoul Armor	1300	10	10	0/20	0/25	0/10	0/25	0/20
Greater Banding	2200	18	25	4/35	4/45	4/20	4/45	4/30
Hardened T-51b Power Armor	15,000	50	25	13/50	19/90	14/70	13/50	20/60
Hei Gui Armor	6500	11	18	4/40	6/60	3/30	5/50	5/40
Hellfire Power Armor	12,500	35	25	12/40	18/80	30/90	10/40	20/50
Kevlar Suit	3200	20	20	4/40	3/20	4/20	1/20	4/30
Kevlar Vest	1200	20	15	4/30	2/20	4/20	1/20	3/30
Leather Armor	700	8	15	2/25	0/20	0/20	0/10	0/20
Leather Armor MK II	1000	10	20	3/25	1/30	1/17	1/30	1/25
Leather Jacket	250	5	8	0/20	0/20	0/10	0/10	0/20
Medic Power Armor	12,500	30	25	12/40	18/80	12/60	10/40	20/50
Metal Armor	1100	35	10	4/30	6/75	4/10	4/20	4/25
Metal Armor MK II	1900	35	15	4/35	7/80	4/15	4/25	4/30
Mutant Leather Jacket	500	12	8	0/20	0/20	0/10	0/10	0/20
Mutant Plate Armor	3000	40	10	4/30	3/37	4/15	3/37	4/25
Pseudo-Chitin Armor	10,000	20	30	10/50	4/20	10/60	4/20	5/50
Radiation Suit	5000	20	15	4/30	0/30	10/60	0/20	4/40
Raider Armor	700	10	8	2/25	0/25	0/15	0/25	0/20
Raider Badlands Armor	1000	8	10	2/25	0/25	0/20	0/25	0/20
Reaver Banding	1200	10	20	3/25	2/30	3/17	2/30	3/25
Recon Armor	1800	11	18	4/40	6/60	3/30	5/50	5/40
Robe	90	10	5	0/20	0/25	0/10	0/10	0/10
Scav Outfit	1100	15	2	1/10	1/10	1/10	1/20	1/10
Spiked Mutant Plate Armor	4200	50	15	4/35	4/45	4/20	4/45	4/30

Item	Cost	W	AC	N	L	F	P	E
Street-sign Plate	1200	12	2	1/10	1/15	1/10	1/20	1/10
Superior Ghoul Armor	1400	10	20	3/15	1/25	1/15	1/25	1/10
T-45d Power Armor	12,000	40	25	12/40	18/80	12/60	10/40	20/50
T-51b Power Armor	12,500	35	25	12/40	18/80	12/60	10/40	20/50
Tesla Armor	4500	35	15	4/20	19/90	4/10	10/80	4/20
Tire Armor	950	17	12	3/30	2/25	0/10	5/25	5/25
Utility Jumpsuit	100	1	4	0/20	0/25	1/10	0/20	0/20
Vandal Armor	800	25	15	3/25	1/30	1/17	1/30	1/25

Helmet Quicklist							
Item	Cost	W	AC	N	L	F	P
Advanced Power Armor Helmet	2,000	10	15	15/55	17/75	15/65	15/60
Advanced Power Armor Helmet MK II	2,250	10	13	12/65	14/85	12/70	12/70
Combat Helmet	500	5	9	5/40	8/60	4/30	4/50
Combat Helmet MK II	700	5	10	7/40	8/70	5/35	5/50
Construction Helmet	150	3	4	2/20	2/20	2/15	2/25
Deathclaw Skull Helmet	250	4	5	5/30	3/10	0/10	3/20
Environmental Helmet	900	7	11	5/30	5/55	4/40	5/55
Eyebot Helmet	250	12	6	4/30	6/75	4/10	4/20
Football Helmet	1000	5	6	2/25	1/25	2/25	5/25
Hardened Leather Cap	120	2	4	2/30	1/30	1/20	1/30
Head Banding	300	4	7	4/30	3/40	1/40	3/20
Hellfire Power Armor	1500	10	13	12/40	16/70	30/90	16/70
Hockey Mask	125	2	2	2/40	4/60	2/30	2/50
Kevlar Derby	350	4	7	4/30	3/20	4/20	1/20
Leather Cap	90	1	3	1/25	0/20	0/20	0/10
Metal Helmet	200	5	6	4/30	6/75	4/10	3/35
Metal Helmet MK II	250	5	6	4/35	7/80	4/20	4/25
Motorcycle Helmet	225	4	6	4/30	6/75	4/10	4/20
Mutant Horned Helmet	350	10	6	4/30	4/45	4/20	3/35
Raider Helmet	100	4	3	3/25	0/25	1/15	0/25
Raider Wastehound Helmet	250	3	1	0/25	0/20	0/20	0/10
Recon Armor Helmet	500	7	6	4/40	6/60	3/50	3/50
T-45d Power Armor Helmet	1250	10	12	12/40	16/70	12/60	16/70
T-51b Power Armor Helmet	1500	10	13	12/40	16/70	12/60	16/70
Tesla Helmet	1500	5	12	9/80	15/90	12/70	15/80
Welding Mask	250	5	2	1/30	2/75	1/10	10/40

Ammunition Quicklist					
Item	Cost	AC	DR	Vol	Dmg
.22	55	0	0	50	1d6
.223 AP	160	-15	0, Ignores DT	20	1d6
.223 FMJ	155	0	-10	20	1d10
.223 JHP	275	0	-20	20	1d8
.303	115	0	0	50	1d10
.308	500	-15	-20	50	1d10
.357 Magnum	420	-10	-10	50	1d6
.38 Caliber	20	0	0	10	1d6
.44 Magnum AP	160	-10	0, Ignores DT	20	1d6
.44 Magnum Ball	90	0	0	20	1d8
.44 Magnum FMJ	80	0	0	20	1d10
.44 Magnum JHP	130	0	-10	20	1d8
.45 Caliber	170	0	-5	50	1d6
.50 BMG	460	-10	-20	100	1d6
.50 Caliber	70	-10	-10	100	1d8
.50 UC	2425	-30	-50	100	1d8
10mm AP	20	-10	0, Ignores DT	20	1d4
10mm FMJ	15	0	0	20	1d8
10mm JHP	20	0	-10	20	1d6
12 gauge (buckshot)	20	0	0	20	1d10
12 gauge (EMP)	555	0	0	20	2d20 (robots only)
12 gauge (flechette)	280	0	-20	20	2d8
12 gauge (rubber)	470	0	0	20	1d4
12 gauge (slugs)	70	-10	0	20	1d8
14mm AP	120	-20	0, Ignores DT	20	1d8
14mm JHP	80	0	-10	20	1d10
2mm EC	105	-20	-20	20	1d10
30.06	150	0	0	50	1d12
4.7mm	400	-10	10	20	1d10
5.56mm	90	0	-20	50	1d8
5mm AP	190	-10	0, Ignores DT	50	1d4
5mm FMJ	125	0	0	50	1d8
5mm JHP	170	0	-10	50	1d6
7.62mm	60	0	0	50	1d10
7.65mm	95	0	0	50	1d8
9mm AP	120	-10	0, Ignores DT	20	1d4
9mm Ball	30	0	0	20	1d6
9mm FMJ	25	0	0	20	1d8
9mm JHP	130	0	-10	20	1d6
Acid (HLC)	50	-10	0	20	1d20
Arrow BH	10	5	0	5	1d6
Arrow TR	5	0	0	5	1d4
BBs	30	0	0	100	1d4

Item	Cost	AC	DR	Vol	Dmg
Bolt BH	15	5	0	5	1d8
Bolt TR	10	0	0	5	1d6
Dart	5	0	0	5	1d3
HN Needler (Normal)	1550	0	0	10	3d10
HN Needler AP (Normal)	1700	0	0, Ignores DT	10	2d8
HN Needler Biotoxin	1800	0	0	10	Special
HN Needler Poison	20,100	0	0	10	Special
Micro Fusion Cell	1000	N/A	N/A	20	N/A
Railroad Spikes	400	0	-5	12	1d12
Small Energy Cell	250	N/A	N/A	20	N/A
Speargun Bolt	30	-10	0	1	3d4

Ordinance Quicklist					
Item	Cost	AC	DR	Vol	Dmg
20mm Explosive Shell	1500	0	0	1	8d10+40
25mm Explosive Shell	1510	0	0	1	8d10+40
40mm Fragmentation Grenade	250	0	0	5	1d12+22
40mm Phosphorous Grenade	300	0	0	5	Special
40mm Plasma Grenade	1165	0	0	5	5d10+40
40mm Pulse Grenade	1910	0	0	5	5d10+100 (robotic only)
51mm Explosive Mortar Shell	630	0	0	5	10d10
51mm Gas Mortar Shell	880	0	0	5	7d10
60mm Explosive Mortar Shell	4200	0	0	5	10d10
60mm Plasma Mortar Shell	2500	0	0	5	10d20
60mm Pulse Mortar Shell	5000	0	0	5	20d20 (robotic only)
105mm Explosive Shell	6000	0	0	1	15d20+30
152mm Explosive Shell	7500	0	0	1	20d20+50
Flamer Fire Pack	200	0	-10	10	3d8 plus fire
Flamer Plasma Pack	300	-10	-10	10	5d10+40
Flamer Poison Gas Pack	250	0	0	5	Special
Mini-Nuke	7500	0	0	1	10d20+100
Rocket (Explosive)	615	0	0	1	6d8
Rocket (AP)	560	-10	0, Ignores DT	1	6d6
Rocket (EMP)	1510	0	0	1	3d20 (robotic only)
TOW-II Rocket	1700	-20	-20, Ignores DT	1	-

Item Construction Chart						
Item	Skill	Skill Level	Time	Value	Wt	Components
0.22	Repair	-5	1 hr	55	1	1 Propellant, 1 Metal, 1 Brass
0.303	Repair	-5	2 hr	115	1	1 Propellant, 1 Metal, 1 Brass
30.06	Repair	-5	2 hr	150	1	1 Propellant, 2 Metal, 1 Brass
.22 Caliber Hunting Rifle	Repair	-15	1 day	300	30	4 Metal Tech, 1 Spring Tech + 2 Plastic Tech or 2 Wood Tech
.223 FMJ	Repair	-10	2 hr	155	1	2 Propellant, 1 Metal, 2 Brass
.44 FMJ	Repair	-10	2 hr	80	1	2 Propellant, 1 Metal, 1 Brass
.44 JHP	Repair	-10	2 hr	130	1	2 Propellant, 1 Metal, 1 Brass
.45 Caliber	Repair	-5	2 hr	170	1	1 Propellant, 1 Metal, 1 Brass
.50 Cal	Repair	-10	2 hr	70	1	3 Propellant, 2 Metal, 2 Brass
12 ga. Flechette Shell	Repair	-10	2 hr	280	1	2 Propellant, 1 Metal, 1 Plastic, 1 Brass
12 ga. Shells	Repair	-10	2 hr	20	1	2 Propellant, 1 Metal, 1 Plastic, 1 Brass
12 ga. Slug Shells	Repair	-5	2 hr	470	1	2 Propellant, 1 Metal, 1 Plastic, 1 Brass
2mm EC	Science	-25	5 hr	105	1	6 Metal, 1 Fusion
40mm Frag Grenade	Traps	-25	1 hr	250	1	10 Propellant, 4 Metal
5.56mm	Repair	-5	1 hr	90	1	2 Propellant, 1 Metal, 2 Brass
5mm FMJ	Repair	-10	1 hr	125	1	3 Propellant, 2 Metal, 2 Brass
5mm JHP	Repair	-10	1 hr	170	1	3 Propellant, 2 Metal, 2 Brass
7.62mm	Repair	-5	1 hr	60	1	2 Propellant, 1 Metal, 2 Brass
9mm	Repair	-5	1 hr	25	1	1 Propellant, 1 Metal, 1 Brass
9mm AP	Repair	-10	1 hr	120	1	1 Propellant, 1 Metal, 1 Brass
9mm ball	Repair	-5	1 hr	30	1	1 Propellant, 1 Metal, 1 Brass
9mm JHP	Repair	-10	1 hr	25	1	1 Propellant, 1 Metal, 1 Brass
10mm	Repair	-5	1 hr	15	1	1 Propellant, 1 Metal, 1 Brass
10mm AP	Repair	-10	1 hr	20	1	1 Propellant, 1 Metal, 1 Brass
10mm JHP	Repair	-10	1 hr	20	1	1 Propellant, 1 Metal, 1 Brass
Acid Grenade	Traps	-15	1 hr	300	1	1 chem, 1 combustion, 1 metal, 1 spring
Advanced Antidote	Science	-15	2 hr	250	-	4 chem, 3 medic, 2 fauna, 2 flora, 1 mutfruit
After Burner Gum	Science	-15	5 hr	350	-	5 chem, 1 medic, 1 microfusion cell
Antidote	Doctor	-15	1 hr	125	-	3 chem, 2 medic, 1 fauna, 1 flora
Arrow BH	Outdoorsman	-5	1/4 hr	10	1	1 Metal, 1 Wood, 1 Fauna
Arrow TR	Outdoorsman	-5	1/4 hr	5	1	1 Metal, 1 Wood, 1 Fauna
Ax	Outdoorsman	-5	1 hr	45	2	2 metal, 2 wood
Backpack	Outdoorsman	-5	1/2 hr	150	5	4 fauna, plastic, or textile
BBs	Repair	-10	2 hr	30	1	1 metal
Blowgun	Outdoorsman	-10	1 hr	30	1	2 wood
Bola	Outdoorsman	-5	1/2 hr	10	5	1 fauna, 1 ceramic
Bolt BH	Outdoorsman	-5	1/4 hr	15	1	1 Metal, 1 Wood, 1 Fauna
Bolt TR	Outdoorsman	-5	1/4 hr	10	1	1 Metal, 1 Wood, 1 Fauna
Boomerang	Outdoorsman	-10	1 hr	15	1	2 metal or wood

Item	Skill	Skill Level	Time	Value	Wt	Components
Bottlecap Mine	Traps	-10	1/2 hr	2000	1	Tin lunch box, bottle caps, sensor module, cherry bomb
Wooden Bow	Outdoorsman	-10	1 hr	50	5	2 wood or plastic, 1 fauna
Brahmin Skin Outfit	Outdoorsman	-5	5 hr	175	5	Brahmin hide, 1 textile
Brass Knuckles	Repair	-5	5 hr	40	1	2 metal
candle	Outdoorsman	-10	1 hr	-	15	3 fauna
Cattleprod	Repair	-15	5 hr	600	5	2 metal, 1 fusion, 1 plastic, 1 ceramic
Cherry Bomb	Traps	-5	1/4 hr	5	-	1 propellant
Clawed Gloves	Repair	-15	5 hr	1000	2	5 Metal Tech, 2 Spring Tech
Combat Armor	Repair	-20	2 day	6500	20	5 Ceramics, 5 Plastic, 3 Textile
Combat Helmet	Repair	-20	1 day	500	5	5 Ceramics, 5 Plastic, 3 Textile
Combat Knife	Repair	-15	1 day	165	2	2 metal, 1 plastic
Combat Leather Jacket	Repair	-15	1 day	1000	7	8 Fauna, 1 metal, 1 plastic
Composite Hunting Bow	Repair	-15	5 hr	600	8	3 wood or plastic, 1 fauna, 1 pulley tech
Composite Hunting Crossbow	Repair	-15	5 hr	900	12	4 wood or plastic, 1 fauna, 1 pulley tech
Concentrated Meal Bar	Science	-5	5 hr	-	40	3 chem, 2 flora, 1 fauna, chalk
Construction Helmet	Repair	-10	5 hr	150	3	5 Plastic
Wooden Crossbow	Outdoorsman	-15	2 hr	300	4	2 wood or plastic, 1 fauna, 1 pulley tech
Dart	Outdoorsman	-5	1/4 hr	5	1	1 wood or plastic
Deathclaw Gauntlet	Outdoorsman	-5	1 hr	1100	10	Deathclaw hand, wonder glue, leather belt, medical brace
Deathclaw Hide Armor	Outdoorsman	-10	5 hr	1100	15	Deathclaw hide, 1 fauna, 1 textile
Deathclaw Skull Helmet	Outdoorsman	-10	2 hr	250	4	Deathclaw skull, 1 textile
Dice	Repair	-0	1 hr	-	10	1 wood, plastic, or fauna
Dog Armor	Repair	-20	1 day	1100	10	4 fauna, 1 metal
Dog Whistle	Science	-0	1 hr	-	15	1 metal
Dynamite	Science	-15	5 hr	275	2	2 chem, 5 propellant
Electronic Lock Pick	Science	-15	2 hr	250	3	2 circuitry, 1 fusion
Environmental Armor	Science	-20	1 day	9000	20	10 Plastic, 2 Medic
Environmental Helmet	Science	-20	1 day	900	7	6 Plastic, 1 Medic
Expanded Lockpick Set	Repair	-20	5 hr	150	1	5 metal, 3 spring
Explosive Rocket	Traps	-25	1 hr	615	1	5 propellant, 1 plastic, 1 metal, 1 circuitry



Item	Skill	Skill Level	Time	Value	Wt	Components
Explosive Trap	Traps	-5	1/2 hr	275	3	4 propellant, 4 metal
First Aid Kit	Doctor	-10	5 hr	300	5	4 medic, 2 textile, 2 plastic, 3 chem
Flamethrower Fuel	Traps	-5	2 hr	200	1	6 combustion tech, 2 chem
Flare	Science	-5	2 hr	10	1	3 chem
Flash Grenade	Traps	-15	1 hr	300	1	2 chem, 1 metal, 1 spring
Frag Grenade	Traps	-20	2 hr	150	1	2 combustion, 2 metal, 1 spring
Gamma Shield Armor	Repair	-20	1 day	1500	35	1 metal armor, 1 metal, 1 ceramic, 1 fusion
Ghoul Armor	Repair	-10	1 day	1300	10	4 fauna, 1 ceramic, 3 textile, 1 baseball
Glow Ointment	Outdoorsman	-20	5 hr	700	-	4 chem, 2 flora, 1 fauna
Greater Banding	Repair	-25	1 day	2200	18	5 ceramic, 3 plastic, 4 metal
Ham Radio	Science	-10	1 hr	750	10	1 circuitry, 1 vacuum, 2 metal
Hatchet	Repair	-5	1 hr	2	1	1 metal, 1 wood
Head Banding	Repair	-20	5 hr	300	3	2 fauna, 1 plastic, 1 metal
Healing Powder	Outdoorsman	-20	5 hr	50	-	1 broc flower, 1 xander root
Heavy Duty Blanket	Outdoorsman	-5	5 hr	75	5	8 textile
Hunting Rifle	Repair	-15	1 day	1000	9	4 Metal Tech, 1 Spring Tech + 2 Plastic Tech or 2 Wood Tech
Knife	Repair	-5	2 hr	40	1	2 metal and 1 plastic, ceramic, or wood
Lacerator Glove	Outdoorsman	-5	1 hr	100	2	1 metal, 1 plastic or fauna
Leather Armor	Repair	-15	5 hr	700	8	Brahmin hide, 2 Fauna, 4 Plastic
Leather Cap	Repair	-15	5 hr	90	1	Brahmin hide
Leather Jacket	Outdoorsman	-10	5 hr	250	5	Brahmin hide, 4 Fauna
Loaded Dice	Repair	-5	1/2 hr	-	25	Dice
Lockpicks	Repair	-10	2 hr	40	1	3 metal, 1 spring
Long Johns	Outdoorsman	-10	1 hr	25	1	3 textile
Mace Glove	Repair	-10	5 hr	150	4	4 metal, 2 textile, 1 fauna
Machete	Repair	-10	5 hr	100	4	5 metal, 1 plastic or wood
Med-X	Science	-15	5 hr	25	-	4 chem, 3 medic, Poppies
Metal Armor	Repair	-20	1 day	1100	35	8 Metal
Metal Cooking Pan	Repair	-5	5 hr	30	2	3 metal
Metal Helmet	Repair	-20	1 day	200	5	4 metal, 1 plastic
Molotov Cocktail	Traps	-0	1/4 hr	50	1	1 bottle, 1 textile, 2 combustion
Mortar and pestle	Outdoorsman	-5	2 hr	40	1	4 ceramic or plastic
Mutant Horned Helmet	Repair	-20	1 day	350	10	5 metal, 2 plastic, 2 fauna
Mutant Leather Jacket	Repair	-15	1 day	500	12	Brahmin hide, 5 Fauna
Mutie	Science	-20	1 day	700	-	6 chem, 5 medic, 2 flora, 1 fusion, newspaper
Nuka Grenade	Traps	-10	1/2 hr	300	1	nuka cola quantum, tin can, abraxo cleaner, turpentine

Item	Skill	Skill Level	Time	Value	Wt	Components
Pipe Rifle	Outdoorsman	-15	1 hr	200	11	4 Metal Tech, 1 Spring Tech + 2 Plastic Tech or 2 Wood Tech
Plastic Explosives	Science	-20	1 day	400	2	5 chem, 3 combustion
Plated Boxing Gloves	Repair	-5	1 hr	300	10	boxing glove, 1 metal
Police Baton	Repair	-10	2 hr	30	3	3 plastic or wood
Powder Bag	Outdoorsman	-20	1 hr	3	10	1 textile, 4 flora
Punch Dagger	Repair	-5	2 hr	300	1	2 Metal
Punch Gun	Repair	-15	5 hr	600	7	2 Metal, 1 plastic, 1 spring
RadAway	Science	-20	1 day	1500	-	5 chem, 4 medic, 1 flora
Rad-X	Science	-25	1 day	2000	-	3 chem, 5 medic, 1 metal
Raider Armor	Repair	-10	5 hr	700	10	3 fauna, 1 plastic, 1 metal, 1 ceramic
Raider Helmet	Repair	-10	5 hr	100	4	2 fauna, 1 plastic, 1 metal
Railway Rifle	Repair	-15	5 hr	2000	12	Fission battery, pressure cooker, steam gauge assembly, crutch
Reaver Armor	Repair	-15	1 day	1200	10	4 ceramic, 2 plastic, 2 metal
Rock-It Launcher	Repair	-15	2 hr	2000	12	Vacuum cleaner, leafblower, firehoze nozzle, conductor
Rope	Outdoorsman	-10	5 hr	25	10	10 flora
Sappers	Repair	-5	1 hr	80	4	1 textile, 2 metal, 1 ceramic
Scalpel	Repair	-5	5 hr	140	1	2 metal
Scav Outfit	Outdoorsman	-15	5 hr	1100	15	3 fauna, 3 plastic, 2 metal, 2 ceramic
Shishkebob	Repair	-15	2 hr	2000	10	motorcycle gas tank, motorcycle handbrake, lawnmower blade, pilot light
Shiv	Outdoorsman	-0	1/2 hr	2	1	1 metal or plastic
Shovel	Outdoorsman	-10	1 hr	30	15	2 metal, 2 wood
Shredders	Repair	-5	5 hr	90	1	2 metal, 1 flora
Silencer	Repair	-10	2 hr	500	1	1 metal, 1 textile
Sniper's Scope	Repair	-15	2 hr	3000	1	1 metal, 1 binoculars, 1 magnifying glass
Spear	Outdoorsman	-10	1/2 hr	80	4	2 wood, 1 metal
Spear Gun	Repair	-15	1 day	1400	10	2 metal, 1 plastic, 1 pulley
Spear Gun Bolt	Repair	-5	1/2 hr	30	1	1 metal
Spiked Knuckles	Repair	-10	5 hr	250	1	2 metal
Sten Gun	Repair	-15	1 day	1500	15	3 Metal Tech, 3 Spring Tech + 2 Plastic Tech or 2 Wood Tech
Stimpack	Doctor	-20	1/2 hr	150	-	2 chem tech, 1 metal tech, 1 plastic tech, 1 empty hypodermic
Super Stimpack	Science	-20	5 hr	500	-	3 chem tech, 1 metal tech, 1 plastic tech, 1 empty hypodermic
Switchblade	Repair	-10	5 hr	50	1	1 metal, 1 wood
Tent	Outdoorsman	-10	2 hr	125	10	8 fauna, 4 textile
Tesla Armor	Science	-25	1 day	4500	35	12 Metal, 15 Vacuum, 2 Fusion
Throwing Knife	Repair	-10	5 hr	100	10	2 metal, 1 wood
Tiger Claws	Outdoorsman	-15	2 hr	75	1	4/2 Tech, Metal or Wood

Toolkit	Science	-5	5 hr	50	5	2 metal, 1 flora
Item	Skill	Skill Level	Time	Value	Wt	Components
Turbo Plasma Rifle	Repair	-25	1 day	10000	17	plasma rifle, 1 metal, 1 fusion, 1 vacuum
Voodoo	Outdoorsman	-20	1 day	50	-	6 flora, 4 fauna, 1 chem
Whistle	Repair	-0	1 hr	-	5	1 metal
Wire Cutters	Repair	-5	1 hr	30	1	3 metal
Zip Gun	Repair	-5	1 hr	275	5	1 Metal Tech, 1 Spring Tech + 1 Plastic Tech or 1 Wood Tech (grip)