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Introductions.


Hiya! Welcome to me Fallout Tactics' Equipment Manual. All the equipments in this manual are all from the Fallout Tactics Games using the Fallout Editor to gain the information about the equipments. Thank you, and now Enjoy The Game! If there is any comments or opinion please feel free to drop me an email capsule_cop@lycos.com and "PLEASE NO JUNK OR SPAM EMAIL!"

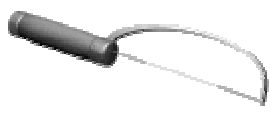
Fallout Tactics Equipment List: Weapons List


1. Blades


| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Broken Bottle | | Ammo Type: Slash | | | | | | Value: 25 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D4 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: The preferred weapon for advocates of the drunken brawl. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Clever | | Ammo Type: Slash | | | | | | Value: 250 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 5 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 2 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Heavy Butchers Cleaver. Great for cleaving off cuts of meat (from dead or living animals). | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Combat Knife | | Ammo Type: Slash | | | | | | Value: 150 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 5 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: A high-quality combat knife, the Stallona is from SharpWit, Inc. The edge of this blade is guaranteed sharp for over a decade of use! | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Deco-Filament | | Ammo Type: Slash | | | | | | Value: 150 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 2 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Knife which uses an ultra fine wire as a blade. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Ripper | | Ammo Type: Small Energy Cell | | | | | | Value: 300 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D6 + 15 | 4 | 1 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 2 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: A Ripper(tm) vibroblade. Powered by a small energy cell, the chainblade rips and tears into its target. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Scalpel | | Ammo Type: Slash | | | | | | Value: 200 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D4 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Scalpel with a nicely made surgical steel blade. Very sharp. | | | | | | | | | |

| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Shiv | | Ammo Type: Slash | | | | | | Value: 25 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D4 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: This home-made knife is as dangerous as it is easily concealed. Its presence can't be detected by others. | | | | | | | | | |


| | | | | | | | | | |
|---|--------|------------------|----|-------|-------------------------------------|------|------------|-----|----|
| Name: Switch Blade | | Ammo Type: Slash | | | Value: 50 | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D4 + 1 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: 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 "Ssssshk" sound. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Klingon Knife (DakTarg) | | Ammo Type: Slash | | | Value: 165 | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 3 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: Weapon constructed for a bunch of obsessive TV fans in the 20 century. It works like a real weapon which is very sad. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|-------------------------|-----------|--------------|-------------------------------------|-------------------|-------------------|------------|-----------|
| Name: Knife | | Ammo Type: Slash | | | | Value: 125 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D10 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | * 1.3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: A sharp-bladed cutting and stabbing weapon. | | | | | | | | | |


| | | | | | | | | | |
|--|-------|------------------|----|-------|-------------------------------------|------|------------|-----|----|
| Name: Machete | | Ammo Type: Slash | | | | | Value: 225 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D12 + 2 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: Hack your way through flora and fauna with this handy gardening implement | | | | | | | | | |


2. Explosive (Mines)


| | | | | | | |
|---|--|---------------------------------|---------------|------------------------------|-------------------|-----------|
| Name: T86 Acid Sprayer | | Trap Type: Pressure Mine | | Value: 2,000 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D20 + 70 | Armour Piercing | 5 | 3 | Explode | 4 |
| | Special Damage: | Knockover | | Trap Difficulty: 25 % | | |
| | Description: Designed to maim and kill personnel and machinery. | | | | | |


| | | | | | | |
|---|--|---------------------------------|---------------|------------------------------|-------------------|-----------|
| Name: T13 Antipersonnel Mine | | Trap Type: Pressure Mine | | Value: 1,600 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D20 + 60 | Jacket Hollow Point | 5 | 3 | Explode | 4 |
| | Special Damage: | Knockover | | Trap Difficulty: 25 % | | |
| | Description: Designed to maim and kill personnel. | | | | | |

| | | | | | | |
|--|------------------------|------------------------------|------------------------------|------------------------|-------------------|-----------|
| Name: Dynamite | | Trap Type: Timer Mine | | Value: 450 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | 2D20 + D10 + 97 | N/A | 5 | 3 | Explode | 4 |
| | Special Damage: | Knockover | Trap Difficulty: 25 % | | | |
| Description: A high explosive, consisting of nitroglycerin mixed with the absorbent substance kieselguhr. Includes a timer. | | | | | | |


| | | | | | | |
|---|----------------------------------|---------------------------------|------------------------------|------------------------|-------------------|-----------|
| Name: Mine (Small Anti Tank Mine) | | Trap Type: Pressure Mine | | Value: 750 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D12 + 25 | Depleted Uranium | 3 | 3 | Explode | 3 |
| | Special Damage: Knockover | | Trap Difficulty: 25 % | | | |
| Description: Designed to maim personnel and damage machinery, mainly for tank. | | | | | | |


| | | | | | | |
|---|----------------------------------|---------------------------------|------------------------------|------------------------|-------------------|-----------|
| Name: T45SE Mine | | Trap Type: Pressure Mine | | Value: 1,200 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D20 + D10 + 28 | N/A | 5 | 3 | Explode | 4 |
| | Special Damage: Knockover | | Trap Difficulty: 25 % | | | |
| Description: Will do serious damage to a small vehicle and kill personnel. | | | | | | |


| | | | | | | |
|--|----------------------------------|------------------------------|------------------------------|------------------------|-------------------|-----------|
| Name: Plastic Explosive (Plastique) | | Trap Type: Timer Mine | | Value: 750 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | 3D20 + 120 | N/A | 5 | 3 | Explode | 4 |
| | Special Damage: Knockover | | Trap Difficulty: 25 % | | | |
| Description: A chunk of Cordex, a military brand of plastic explosives. Highly stable, very destructive. Includes a timer | | | | | | |


| | | | | | | |
|---|-------------------------------|---------------------------------|------------------------------|------------------------|-------------------|-----------|
| Name: Puffer | | Trap Type: Pressure Mine | | Value: 350 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D20 + 20 | N/A | 5 | 3 | Gas | 3 |
| | Special Damage: Poison | | Trap Difficulty: 25 % | | | |
| Description: Low tech tribal weapon made from a fungus. It releases a cloud of toxic spores when compressed. | | | | | | |


3. Grenades


| | | | | | | | |
|--|------------------------|---------|-----------|----|------------|------------|----|
| Name: Boom Bugs | | | | | | Value: 100 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | 2D8 + 9 | 15 | 5 | Normal | 4 | 1 |
| | Special Damage: Poison | | Radius: 5 | | | | |
| Description: A giant mutant strain of ladybug with unstable body chemistry. Explodes when agitated, disturbed, angry or bored. | | | | | | | |


| | | | | | | | |
|---|------------------------|----------------|-----------|----|------------|------------|----|
| Name: Grenades (Acid) | | | | | | Value: 500 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | D20 + D10 + 28 | 15 | 5 | Normal | 4 | 1 |
| | Special Damage: Normal | | Radius: 5 | | | | |
| Description: Designed to deliver a quantity of acid to a target. | | | | | | | |


| | | | | | | | |
|---|-----------------|--------|-----------|----|------------|--------|----|
| Name: Grenade (Chemical) | | | | | | Value: | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | | 15 | 5 | | 4 | 1 |
| | Special Damage: | | Radius: 5 | | | | |
| Description: Poisons and causes a loss of perception in area of effect. | | | | | | | |


| | | | | | | | |
|---|-----------------|--------|--------------------------|----|------------|------------|----|
| Name: Grenade (Flash) | | | | | | Value: 200 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | D6 + 3 | 15 | 4 | Normal | 4 | 1 |
| | Special Damage: | | Stun (Lost half AP cost) | | Radius: 5 | | |
| Description: Causes stun in area of effect. | | | | | | | |


| | | | | | | | |
|--|---------------------------|----------|-----------|----|------------|------------|----|
| Name: Grenade (Frag) | | | | | | Value: 400 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | D20 + 30 | 15 | 5 | Explode | 4 | 1 |
| | Special Damage: Knockover | | Radius: 5 | | | | |
| Description: A generic fragmentation grenade. Contains a small amount of high explosive, the container itself forming most of the damaging fragments. Explodes on contact. | | | | | | | |

| | | | | | | | |
|---|---------------------------|----------|-----------|----|------------|------------|----|
| Name: Grenade (Incendiary) | | | | | | Value: 500 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | D20 + 40 | 15 | 5 | Explode | 4 | 1 |
| | Special Damage: Knockover | | Radius: 5 | | | | |
| Description: Antipersonnel grenade loaded with napalm. (Area effect is straight spread) | | | | | | | |


| | | | | | | | |
|--|---------------------------|-----------------|-----------|----|------------|--------------|----|
| Name: Grenade (Plasma) | | | | | | Value: 1,200 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | 2D20 + D10 + 38 | 15 | 5 | Energy | 4 | 1 |
| | Special Damage: Radiation | | Radius: 5 | | | | |
| Description: An electromagnetic plasma grenade, generating an intense magnetic field on detonation. Doesn't affect biological creatures. Contact fuse. | | | | | | | |

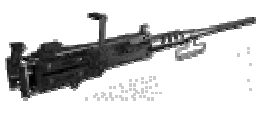
| | | | | | | | |
|---|---------------------------|-----------------|-----------|----|-------------|--------------|----|
| Name: Grenade (Pulse) | | | | | | Value: 2,000 | |
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | 2D20 + D10 + 98 | 15 | 5 | Electricity | 4 | 1 |
| | Special Damage: Radiation | | Radius: 5 | | | | |
| Description: An electromagnetic pulse grenade, generating an intense magnetic field on detonation. Doesn't affect biological creatures. Contact fuse. | | | | | | | |


| Name: Grenade (Smoke) | | | | | | Value: | |
|---|-----------------|--------|-------|----|------------|-----------|----|
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | | 15 | 5 | | 4 | 1 |
| | Special Damage: | | | | | Radius: 5 | |
| Description: Creates a cloud of smoke which reduces perception in effected area. | | | | | | | |


| Name: Grenade (Tangle) | | | | | | Value: | |
|---|-----------------|--------|-------|----|------------|-----------|----|
|  | Mode | Damage | Range | AP | Dmg Resist | Str | Wt |
| | Throwing | | 15 | 5 | | 4 | 1 |
| | Special Damage: | | | | | Radius: 5 | |
| Description: Grenade containing tangle polymid. Designed to incapacitate personnel. | | | | | | | |


4. Heavy


| | | | | | | | | | |
|---|-------|--------------------|----|-------|-------------------------------------|------|------------|----------|----|
| Name: Bren Gun | | Ammo Type: .303 | | | | | | Clip: 30 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D10 + 20 | 6 | 40 | <input checked="" type="checkbox"/> | 10 | Normal | 7 | 26 |
| Skill: Big Gun | | Range Class: Short | | | Value: 5,100 | | | | |
| Description: This British adaptation of a Czech design was adopted as the standard light machine gun of British and Commonwealth forces in 1938. The .303 Cal Bren was among the most liked and respected weapons available to the British in WW2, due to its exceptional ruggedness, accuracy and simplicity, and remained in service with British forces for almost 50 years. | | | | | | | | | |


| | | | | | | | | | |
|---|-------|--------------------|-------------------|---------------|-------------------------------------|------|------------|-----|----|
| Name: Browning M2 | | | Ammo Type: 50 Cal | | | | Clip: 90 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D10 + 40 | 6 | 45 | <input checked="" type="checkbox"/> | 15 | Normal | 9 | 45 |
| Skill: Big Gun | | Range Class: Short | | Value: 14,000 | | | | | |
| Description: A heavy machine gun developed in 1918 and still in use right up until the outbreak of war. | | | | | | | | | |


| | | | | | | | | | |
|---|------|------------------|-----|----------|-------------------------------------|------|------------|-----------|----|
| Name: Chauchat | | Ammo Type: N/A | | | | | | Clip: N/A | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | N/A | N/A | N/A | N/A | <input checked="" type="checkbox"/> | N/A | N/A | N/A | 1 |
| Skill: N/A | | Range Class: N/A | | Value: 1 | | | | | |
| Description: Renowned as the worst machine gun ever issued to any army at any time in history. Unreliable and poorly constructed, it was considered unusual if the gun fired more than one burst before jamming. It makes a completely useless addition to any arsenal. | | | | | | | | | |

| | | | | | | | | | |
|---|-------|------------------------|----|--------------|-------------------------------------|------|------------|-----|----|
| Name: Heavy Flamer Thrower | | Ammo Type: Flamer Fuel | | | | | Clip: 5 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D20 + 2D12 + 43 | 6 | 5 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 18 |
| Skill: Big Gun | | Range Class: Short | | Value: 2,600 | | | | | |
| Description: A Flambe 450 model flamethrower, varmiter variation. Fires a short spray of extremely hot, flammable liquid. Requires specialized fuel to work properly. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|---------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: Lewis MKII | | Ammo Type: .303 | | | | | | Clip: 47 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D10 + 22 | 6 | 45 | <input checked="" type="checkbox"/> | 10 | Normal | 7 | 30 |
| Skill: Big Gun | | Range Class: Short | | Value: 5,400 | | | | | |
| Description: Invented by an American, the .303 Cal Lewis Gun was adopted by the British Army during WW 1 and remained in service with allied forces until well into the 1940's. An efficient and reliable weapon. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: M249 SAW (Light Support Weapon) | | Ammo Type: 7.62mm | | | | | Clip: 30 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D10 + 20 | 6 | 40 | <input checked="" type="checkbox"/> | 10 | Normal | 6 | 20 |
| Skill: Big Gun | | Range Class: Short | | | Value: 5,200 | | | | |
| Description: The Belgian made M-249 SAW (Squad Automatic Weapon) was adopted widely in the late 20th Century as a squad level light machine gun, vastly increasing the firepower available to individual squads. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: M-60 | | Ammo Type: 7.62mm | | | | | | Clip: 50 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D8 + 18 | 6 | 35 | <input checked="" type="checkbox"/> | 10 | Normal | 7 | 23 |
| Skill: Big Gun | | Range Class: Short | | Value: 4,500 | | | | | |
| Description: The 7.62 mm M-60 saw wide spread use with U.S. and allied forces during the latter half of the 20th Century as a light machine gun. It could also be mounted on vehicles. | | | | | | | | | |


| | | | | | | | | | |
|---|-----------------|--------------|-----------|-------------------|-------------------------------------|--------------|------------|---------|----|
| Name: Rocket Launcher | | | | Ammo Type: Rocket | | | | Clip: 1 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 3D20 + 57 | 6 | 40 | <input checked="" type="checkbox"/> | 10 | Normal | 6 | 20 |
| | Special Damage: | | Knockover | | | | Radius: | | 6 |
| Skill: Big Gun | | Range Class: | | | | Value: 2,800 | | | |
| Description: A Rockwell BigBazooka rocket launcher. With the deluxe 3 lb. trigger. Fires AP or Explosive Rockets. | | | | | | | | | |


5. Melee


| | | | | | | | | | |
|---|-------------|-------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Axe Handle | | Value: 100 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 4 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 3 |
| | Thrust | D8 + 4 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 3 |
| Description: A wooden axe handle. It would do more damage if the blade was still attached but it is still a useful weapon. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|-------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Louisville Slugger | | Value: 100 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 3 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 5 |
| | Thrust | D8 + 3 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 5 |
| Description: This all-American, hardwood, baseball bat will knock anything right out of the park. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Cattle Prod | | Ammo Type: Small Energy Cell | | | | | | Value: 400 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D8 + 12 | 4 | 1 | <input checked="" type="checkbox"/> | 1 | Energy | 5 | 6 |
| | Overload | *0.33 | 5 | 1 | <input checked="" type="checkbox"/> | 10 | Energy | 5 | 6 |
| Description: A Farmer's Best Friend model cattle prod from Wattz Electronics. Uses small energy cells for power. | | | | | | | | Clip: 20 | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Claw Hammer | | | | | | | | Value: 100 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Head | D6 + 4 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 3 |
| | Claw | * 1.6 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 3 |
| Description: A large hammer with big handle. Very popular with the muscular crowd. | | | | | | | | | |

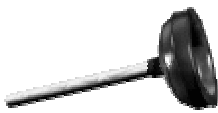
| | | | | | | | | | |
|--|-------------|---------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Club | | Special: Knockover | | | | | | Value: 150 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D10 + 5 (Sp) | 5 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Thrust | D10 + 5 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: A large home made club with spikes driven into it. Heavy wood (possibly mahogany). | | | | | | | | | |

| | | | | | | | | | |
|--|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Crowbar | | | | | | | | Value: 150 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D12 + 3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 6 |
| | Thrust | D12 + 3 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 6 |
| Description: A very solid and heavy piece of metal, specially designed to exert leverage. Or pound heads. | | | | | | | | | |


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|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Iron Pipe | | | | | | | | Value: 100 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D10 + 2 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 5 |
| Description: A short length of iron pipe. Useful for plumbing or pummeling. | | | | | | | | | |

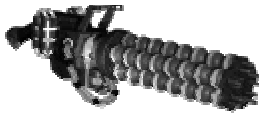
| | | | | | | | | | |
|---|-------------|---------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Micro Sledge | | Special: Knockover | | | | | | Value: 250 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D12 + 8 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 4 |
| | Thrust | D12 + 8 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 4 |
| Description: A Micro Sledgehammer, manufactured by the Brotherhood of Steel, using the finest weapons technology available. Includes a kinetic energy storage device, to increase knockback. | | | | | | | | | |


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|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Rusty Old Monkey Wrench | | | | | | | | Value: 200 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D10 + 8 | 5 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 4 |
| Description: A typical wrench used by mechanics for hurting people. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Plunger | | Value: 10 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Swing | D4 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 1 |
| | Thrust | D4 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 5 | 1 |
| Description: Bludgeoning, thrusting or sucking, take your pick with this trusty weapon. | | | | | | | | | |

6. MiniGuns


| | | | | | | | | | |
|---|-------|--------------------|----|--------------|-------------------------------------|-----------|------------|-----|----|
| Name: Avenger Minigun | | Ammo Type: 5.56 mm | | | | Clip: 120 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D4 + 7 | 6 | 35 | <input checked="" type="checkbox"/> | 40 | Normal | 7 | 28 |
| Skill: Big Gun | | Range Class: Short | | Value: 4,000 | | | | | |
| Description: Rockwell designed the Avenger as the replacement for their aging CZ53 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. | | | | | | | | | |


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|---|-------------|---------------------------|-----------|-----------------------|-------------------------------------|-----------------|-------------------|------------|-----------|
| Name: MEC Gauss MiniGun | | Ammo Type: 2 mm EC | | | | Clip: 80 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D20 + 59 | 6 | 30 | <input checked="" type="checkbox"/> | 20 | Normal | 6 | 30 |
| Skill: Big Gun | | Range Class: Short | | Value: 150,000 | | | | | |
| Description: The MEC Gauss is of Chinese design. It uses multiple electromagnetic fields to propel over 90,000 rounds per minute to relativistic velocities. | | | | | | | | | |


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|--|-------------|-------------------------------------|-----------|----------------------|-----------|-----------------|-------------------|------------|-----------|
| Name: Sunbeam Gatling Laser | | Ammo Type: Micro Fusion Cell | | | | Clip: 30 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D20 + 19 | 6 | 30 | ☒ | 10 | Energy | 6 | 24 |
| Skill: Energy Weapons | | Range Class: Short | | Value: 60,000 | | | | | |
| Description: An H&K L30 Gatling Laser. Designed specifically for military use, these were in the prototype stage at the beginning of the War. Multiple barrels allow longer firing before overheating. Powered by Micro Fusion Cells. | | | | | | | | | |


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|---|-------|--------------------|--------------------|-------|-------------------------------------|------|------------|-----|----|
| Name: Vindicator MiniGun | | | Ammo Type: 7.62 mm | | | | Clip: 100 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D8 + 16 | 6 | 45 | <input checked="" type="checkbox"/> | 25 | Normal | 8 | 28 |
| Skill: Big Gun | | Range Class: Short | | | Value: 7,500 | | | | |
| Description: The German Rheinmetal AG company created the ultimate minigun. The Vindicator throws over 90,000 caseless shells per minute down its six carbon-polymer barrels. As the pinnacle of Teutonic engineering skill, it is the ultimate hand-held weapon. | | | | | | | | | |


7. Pistols


| | | | | | | | | | |
|---|--------------------|-----------------|----|------------|-------------------------------------|------|------------|-----|----|
| Name: 9mm M9FS Beretta | | Ammo Type: 9 mm | | | | | Clip: 15 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 8 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 3 |
| | Triple | * 0.9 | 6 | 17 | <input checked="" type="checkbox"/> | 3 | Normal | 3 | 3 |
| Skill: Small Gun | Range Class: Short | | | Value: 250 | | | | | |
| Description: One of the more common 9mm pistols, the Beretta is popular due to its reliability, 15 round magazine and good looks. | | | | | | | | | |


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|--|--------|--------------------|----|------------|-------------------------------------|------|------------|-----|----|
| Name: Browning HP | | Ammo Type: 9 mm | | | | | Clip: 12 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 7 | 5 | 20 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 6 |
| | Triple | * 0.9 | 6 | 16 | <input checked="" type="checkbox"/> | 3 | Normal | 3 | 6 |
| Skill: Small Gun | | Range Class: Short | | Value: 350 | | | | | |
| Description: Browning High Power Pistol. Originally made in Belgium, construction of North American models had a renaissance in the early 2010s. | | | | | | | | | |


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|---|--------------------|----------------|----|------------|-------------------------------------|------|------------|-----|----|
| Name: 9mm Calico M-950 | | Ammo Type: 9mm | | | | | Clip: 50 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 7 | 4 | 24 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 3 |
| | Triple | * 0.9 | 6 | 17 | <input checked="" type="checkbox"/> | 3 | Normal | 3 | 3 |
| Skill: Small Gun | Range Class: Short | | | Value: 600 | | | | | |
| Description: A 9mm Calico M-950. This odd-looking pistol uses a helical feed system that lets it carry startling amounts of ammunition. | | | | | | | | | |


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|--|--------|--------------------|----|----------------|-------------------------------------|------|------------|----------|----|
| Name: Casull Revolver | | | | Ammo Type: .45 | | | | Clip: 12 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D4 + 13 | 4 | 15 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 6 |
| Skill: Small Gun | | Range Class: Short | | | Value: 700 | | | | |
| Description: A Casull Revolver. The origins of the Casull are lost to the mists of time. | | | | | | | | | |


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|--|--------|--------------------|----|----------------|-------------------------------------|------|------------|-------|----|
| Name: Colt.45 M 1991 | | | | Ammo Type: .45 | | | | Clip: | 12 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 12 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 3 |
| | Triple | * 0.9 | 6 | 17 | <input checked="" type="checkbox"/> | 3 | Normal | 3 | 3 |
| Skill: Small Gun | | Range Class: Short | | Value: 350 | | | | | |
| Description: The classic Colt M1911 A1. Easy to use, accurate and with tremendous stopping power, this weapon will not let you down. | | | | | | | | | |


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|---|-------------|---------------------------|-----------|--------------|-------------------------------------|-------------------|-------------------|------------|-----------|
| Name: Desert Eagle Mark XIX 44 | | Ammo Type: .44 Mag | | | | Clip: 8 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 15 | 5 | 25 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 4 |
| Skill: Small Gun | | Range Class: Short | | | | Value: 600 | | | |
| Description: An ancient Desert Eagle pistol, in .44 magnum. Interest in late 20th century films made this one of the most popular handauns of all times. | | | | | | | | | |


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|---|--------------------|--------------------------|----|------------|-------------------------------------|------|------------|-----|----|
| Name: Grenade Pistol | | Ammo Type: 40 mm Grenade | | | | | Clip: 1 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 10 | 5 | 25 | <input checked="" type="checkbox"/> | 1 | Explode | 4 | 3 |
| | Radius: 5 | | | | | | | | |
| Skill: Small Gun | Range Class: Short | | | Value: 500 | | | | | |
| Description: Single Shot Grenade Pistol. A heavily modified flare-gun, equipped to chamber 44mm grenades. | | | | | | | | | |


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|---|-------------|-------------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Flamer Pistol | | Ammo Type: Flamer Fuel | | | | | Clip: 3 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Burst | D10 + D12 + 21 | 5 | 5 | <input checked="" type="checkbox"/> | 1 | Fire | 4 | 8 |
| Skill: Small Gun | | Range Class: Short | | | Value: 1,000 | | | | |
| Description: Flamer Pistol. A poorly designed, misconceived weapon. Essentially a cut-down version of the Flambe 450. Amuse your friends as you set yourself and everything around you ablaze. | | | | | | | | | |


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|--|-------------|---------------------------|-----------|-------------------------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: Laser Pistol | | | | Ammo Type: Small Energy Cell | | | | Clip: 12 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 10 | 4 | 35 | <input checked="" type="checkbox"/> | 1 | Energy | 3 | 4 |
| Skill: Energy Weapons | | Range Class: Short | | Value: 1,400 | | | | | |
| Description: A Wattz 1000 Laser Pistol. Civilian model, so the wattage is lower than military or police versions. Uses small energy cells. | | | | | | | | | |


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|---|--------|--------------------|----|-------|-------------------------------------|------|------------|-----|----|
| Name: 9mm HSI Mauser | | Ammo Type: 9 mm | | | | | Clip: 7 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 6 | 5 | 28 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 3 |
| Skill: Small Guns | | Range Class: Short | | | Value: 400 | | | | |
| Description: A Mauser M/96, in 9x19mm Parabellum. In excellent condition. Extremely accurate. | | | | | | | | | |


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|---|--------------------|-------------------|----|--------------|-------------------------------------|------|------------|-----|----|
| Name: Needler Pistol | | Ammo Type: Needle | | | | | Clip: 20 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 12 | 5 | 30 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 4 |
| | Special: Poison | | | | | | | | |
| Skill: Small Guns | Range Class: Short | | | Value: 1,000 | | | | | |
| Description: You suspect this Bringham needler pistol was once used for scientific field studies. It uses small hard-plastic hypodermic darts as. | | | | | | | | | |


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|--|-------------|-------------------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Plasma Pistol | | Ammo Type: Small Energy Cell | | | | | Clip: 16 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D20 + 15 | 4 | 20 | <input checked="" type="checkbox"/> | 1 | Fire | 3 | 4 |
| Skill: Energy Weapons | | Range Class: Short | | | Value: 2,000 | | | | |
| Description: Glock 86 Plasma Pistol. Designed by the Gaston Glock AI. Shoots a small bolt of superheated ionised gas. Powered by a small energy cell. | | | | | | | | | |

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|---|--------|--------------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: PPK12 Gauss Pistol | | Ammo Type: 2 mm EC | | | | | | Clip: 12 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 22 | 4 | 50 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 5 |
| Skill: Small Guns | | Range Class: Short | | Value: 2,800 | | | | | |
| Description: Praised for its range and stopping power, the PPK12 Gauss Pistol is of German design. The pistol uses an electromagnetic rail to propel 2mm steel rounds at tremendous speed and punch through almost any armor. | | | | | | | | | |


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|---|-------------|-------------------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: YK32 Pulse Pistol | | Ammo Type: Small Energy Cell | | | | | Clip: 5 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 33 | 4 | 20 | <input checked="" type="checkbox"/> | 1 | Electricity | 4 | 5 |
| Skill: Energy Weapons | | Range Class: Short | | Value: 2,800 | | | | | |
| Description: The YK32 is an Electromagnetic pulse weapon that was developed by the Yuma Flats Energy Consortium. Though powerful, the YK32 was never considered a practical weapon due to its inefficient energy usage and bulky design. | | | | | | | | | |


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|--|-------------|---------------------------|-----------|-------------------|-------------------------------------|-------------|-------------------|----------------|-----------|
| Name: P220 Sig Sauer | | Ammo Type: 9 mm | | | | | | Clip: 9 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 7 | 4 | 24 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 4 |
| | Triple | * 0.9 | 6 | 19 | <input checked="" type="checkbox"/> | 3 | Normal | 3 | 4 |
| Skill: Small Guns | | Range Class: Short | | Value: 350 | | | | | |
| Description: P220 Sig Sauer. A Swiss designed pistol, the Sig Sauer benefits from compact and lightweight construction. | | | | | | | | | |


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|---|-------------|---------------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: .44 M29 Revolver (Smith & Wesson) | | Ammo Type: .44 Mag | | | | | Clip: 6 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 14 | 4 | 18 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 6 |
| Skill: Small Guns | | Range Class: Short | | | Value: 600 | | | | |
| Description: Smith & Wesson M29 .44 Magnum Revolver. The most powerful revolver of its time, with a muzzle energy 30% greater than its contemporaries. | | | | | | | | | |


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|---|--------|--------------------|----|-----------|-------------------------------------|------|------------|---------|----|
| Name: Zip Gun | | Ammo Type: 9 mm | | | | | | Clip: 1 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D6 + 6 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 3 | 3 |
| Skill: Small Guns | | Range Class: Short | | Value: 75 | | | | | |
| Description: A handmade single shot pistol. | | | | | | | | | |


8. Rifles


| | | | | | | | | | |
|--|--------------------|--------------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: AK-47 | | Ammo Type: 7.62 mm | | | | | | Clip: 24 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 12 | 5 | 35 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 7 |
| | Burst | * .0.9 | 6 | 28 | <input checked="" type="checkbox"/> | 5 | Normal | 5 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 2,200 | | | | | |
| Description: The AK-47 and its derivatives formed the mainstay of the Soviet Armies. Its reliability, ruggedness and accuracy have earned it the reputation of being the best assault rifle ever made. | | | | | | | | | |


| | | | | | | | | | |
|---|--------------------|------------------|--------------|-------|-------------------------------------|------|------------|-----|----|
| Name: Browning Rifle | | Ammo Type: 30.06 | | | | | Clip: 20 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 19 | 5 | 35 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 9 |
| | Burst | * 0.9 | 6 | 28 | <input checked="" type="checkbox"/> | 3 | Normal | 5 | 9 |
| Skill: Small Guns | Range Class: Short | | Value: 3,600 | | | | | | |
| Description: The .30 Cal Browning Automatic Rifle was adopted by the U.S. Army in 1918 as a squad automatic weapon. Despite its small magazine, it remained in service for over thirty years. | | | | | | | | | |


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|---|--------------------|----------|----|--------------------|-------------------------------------|------|------------|----------|----|
| Name: XL70E3 Enfield | | | | Ammo Type: 5.56 mm | | | | Clip: 20 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 17 | 35 | 5 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 9 |
| | Burst | * 0.9 | 28 | 6 | <input checked="" type="checkbox"/> | 8 | Normal | 5 | 9 |
| Skill: Small Guns | Range Class: Short | | | Value: 2,700 | | | | | |
| Description: This was an experimental weapon at the time of the war. Manufactured, primarily, from high-strength polymers, the weapon is almost indestructible. It's light, fast firing, accurate, and can be broken down without the use of any tools. | | | | | | | | | |


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|--|--------------------|--------------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: FN FAL | | Ammo Type: 7.62 mm | | | | | | Clip: 20 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 24 | 5 | 35 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 10 |
| | Burst | * 0.9 | 6 | 28 | <input checked="" type="checkbox"/> | 5 | Normal | 5 | 10 |
| Skill: Small Guns | Range Class: Short | | | Value: 4,000 | | | | | |
| Description: This rifle has been more widely used by armed forces than any other rifle in history. It's a reliable assault weapon for any terrain or tactical situation. | | | | | | | | | |


| | | | | | | | | | |
|--|--------|--------------------|----|--------------|-------------------------------------|------|------------|---------|----|
| Name: M1 Garand | | Ammo Type: 30.06 | | | | | | Clip: 8 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 12 | 5 | 40 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 9 |
| Skill: Small Guns | | Range Class: Short | | Value: 1,300 | | | | | |
| Description: The .30 Cal Garand was the first automatic rifle to be used as the standard infantry weapon of a major army when it was adopted by the U.S. Army in 1936. Its rugged construction and reliability make this weapon a popular and valuable addition to anyone's arsenal. | | | | | | | | | |


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|---|-------------|---------------------------|-----------|---------------------------|-------------------------------------|-------------|-------------------|----------------|-----------|
| Name: DKS-501 Sniper Rifle | | | | Ammo Type: 7.62 mm | | | | Clip: 6 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D20 + 15 | 5 | 50 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 10 |
| Skill: Small Guns | | Range Class: Short | | Value: 3,000 | | | | | |
| Description: A DKS-501 Sniper Rifle. Excellent long range projectile weapon. Originally .308, this one is chambered in the more common .223 caliber. | | | | | | | | | |


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|---|--------|-------------------|----|--------------------|-------------------------------------|------|------------|----------|----|
| Name: Hunting Rifle | | | | Ammo Type: 7.62 mm | | | | Clip: 10 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 8 | 5 | 40 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 9 |
| Skill: Small Guns | | Range Class: Long | | Value: 1,100 | | | | | |
| Description: A Colt Range master semi-automatic rifle, in 7.62 caliber. Single-shot only. | | | | | | | | | |


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|--|-------------|---------------------------|-----------|-------------------|-------------------------------------|-------------|-------------------|----------------|-----------|
| Name: Spear Gun | | Ammo Type: Bolt | | | | | | Clip: 1 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 3 | 5 | 25 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 2 |
| Skill: Small Guns | | Range Class: Short | | Value: 250 | | | | | |
| Description: Spear Gun. A simple weapon that uses a spring-loaded or compressed air powered mechanism to propel bolts of wood or metal into (and through) a target. | | | | | | | | | |


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|--|-------------|-------------------------------------|-----------|---------------------|-------------------------------------|-----------------|-------------------|------------|-----------|
| Name: Sunbeam Laser Rifle | | Ammo Type: Micro Fusion Cell | | | | Clip: 12 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D12 + 23 | 6 | 45 | <input checked="" type="checkbox"/> | 1 | Energy | 5 | 12 |
| Skill: Small Guns | | Range Class: Long | | Value: 6,000 | | | | | |
| Description: A Watts 2000 Laser Rifle. Uses micro fusion cells for more powerful lasers, and an extended barrel for additional range. | | | | | | | | | |


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|---|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: M14 | | Ammo Type: .303 | | | | | | Clip: 20 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 8 | 5 | 40 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 7 |
| | Burst | * 0.9 | 6 | 32 | <input checked="" type="checkbox"/> | 8 | Normal | 5 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,300 | | | | | |
| Description: The M-14 succeeded the M1 Garand as the standard U.S. Army Rifle. It chambered the NATO Standard 7.62 mm round and, like its predecessor, was noted for its reliability and ease of operation. | | | | | | | | | |

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|---|--------------------|--------------------|----|--------------|-------------------------------------|------|------------|-----|----|
| Name: M16A1 | | Ammo Type: 5.56 mm | | | | | Clip: 24 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 10 | 5 | 42 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 7 |
| | Burst | * 0.9 | 6 | 36 | <input checked="" type="checkbox"/> | 8 | Normal | 5 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 2,800 | | | | | |
| Description: M16A1 Rifle. The chief rifle used by the US army during the middle part of the 20th century. Composed of durable aluminium alloy and hardy plastic. | | | | | | | | | |


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|--|-------------|---------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: M72 Gauss Rifle | | Ammo Type: 2 mm EC | | | | | Clip: 20 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D20 + 60 | 6 | 50 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 9 |
| Skill: Small Guns | | Range Class: Long | | Value: 6,600 | | | | | |
| Description: The M72 rifle is of German design. It uses an electromagnetic field to propel 2mm steel rounds at tremendous speed... and pierce almost any obstacle. Its range, accuracy and stopping power is almost unparalleled. | | | | | | | | | |


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|--|--------------------|------------------------------|--------------|-------|-------------------------------------|----------|------------|-----|----|
| Name: Plasma Rifle | | Ammo Type: Micro Fusion Cell | | | | Clip: 10 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D12 + 34 | 6 | 35 | <input checked="" type="checkbox"/> | 1 | Fire | 6 | 12 |
| Skill: Energy Weapons | Range Class: Short | | Value: 6,000 | | | | | | |
| Description: A Winchester Model P94 Plasma Rifle. An industrial-grade energy weapon, firing superheated bolts of ionised gas down a superconducting barrel. Powered by Micro Fusion Cells. | | | | | | | | | |


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|--|-------------|-------------------------------------|-----------|---------------------|-------------------------------------|----------------|-------------------|------------|-----------|
| Name: Pulse Rifle Prototype | | Ammo Type: Micro Fusion Cell | | | | Clip: 8 | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D10 + 41 | 5 | 30 | <input checked="" type="checkbox"/> | 1 | Electricity | 1 | 9 |
| Skill: Energy Weapons | | Range Class: Short | | Value: 7,000 | | | | | |
| Description: This is the prototype for a modified electromagnetic pulse weapon. | | | | | | | | | |


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|---|-------------|-------------------------------------|-----------|----------------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: YK42B Pulse Rifle | | Ammo Type: Micro Fusion Cell | | | | | Clip: 12 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D12 + 53 | 5 | 30 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 9 |
| Skill: Energy Weapons | | Range Class: Short | | Value: 10,000 | | | | | |
| Description: The YK42B is an electromagnetic pulse weapon that was developed by the Yuma Flats Energy Consortium. It is considered a far superior weapon to the YK32 pistol, having a greater charge capacity and range. | | | | | | | | | |


9. Shotguns

| | | | | | | | | | |
|---|--------------------|---------------------|--------------|-------|-------------------------------------|------|------------|-----|----|
| Name: Beretta 470 Silverhawk | | Ammo Type: 12 gauge | | | | | Clip: 2 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 12 | 5 | 14 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 5 |
| | Double | * 0.9 | 5 | 14 | <input checked="" type="checkbox"/> | 2 | Normal | 4 | 5 |
| Skill: Small Guns | Range Class: Short | | Value: 1,200 | | | | | | |
| Description: A good looking Italian double barrel weapon. A low rate of fire, but potentially devastating if both barrels are fired together. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|---------------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: H&K CAWS | | Ammo Type: 12 gauge | | | | | | Clip: 10 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 18 | 5 | 30 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 12 |
| | Burst | * 0.9 | 6 | 24 | <input checked="" type="checkbox"/> | 3 | Normal | 6 | 12 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,200 | | | | | |
| Description: The CAWS, short for Close Assault Weapons System, shotgun is a useful tool for close-range combat. The bullpup layout gives the weapon a short, easily handle able, length while still retaining enough barrel length for its high velocity shells. | | | | | | | | | |


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|---|-------------|---------------------------|-----------|----------------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: Neostead Combat Shotgun | | | | Ammo Type: 12 gauge | | | | Clip: 12 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 15 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 10 |
| | Burst | * 0.9 | 6 | 17 | <input checked="" type="checkbox"/> | 3 | Normal | 6 | 10 |
| Skill: Small Guns | | Range Class: Short | | Value: 1,700 | | | | | |
| Description: An automatic, 12 gauge military shotgun. The best weapon for close quarters, except for a flamethrower. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|----------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: Pancor Jackhammer | | Ammo Type: 12 gauge | | | | | | Clip: 10 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 20 | 5 | 30 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 12 |
| | Burst | * 0.9 | 6 | 24 | <input checked="" type="checkbox"/> | 3 | Normal | 5 | 12 |
| Skill: Small Guns | | Range Class: Short | | Value: 3,200 | | | | | |
| Description: 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 & easy to control. | | | | | | | | | |


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|--|-------------|----------------------------|-----------|-------------------|-------------------------------------|-------------|-------------------|----------------|-----------|
| Name: Pump-action Shotgun | | Ammo Type: 12 gauge | | | | | | Clip: 5 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 14 | 5 | 14 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 5 |
| Skill: Small Guns | | Range Class: Short | | Value: 950 | | | | | |
| Description: Found everywhere, the 12 gauge pump is a popular means of self defence due to its wide area of effect and large ammunition capacity. | | | | | | | | | |


10. SMG (Sub-Machine Gun)


| | | | | | | | | | |
|--|-------------|---------------------------|-----------|------------------------|-------------------------------------|-------------|-------------------|-----------------|-----------|
| Name: Calico Liberty 100 | | | | Ammo Type: 9 mm | | | | Clip: 50 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 10 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 7 |
| | Burst | * 0.9 | 6 | 17 | <input checked="" type="checkbox"/> | 5 | Normal | 5 | 7 |
| Skill: Small Guns | | Range Class: Short | | Value: 1,100 | | | | | |
| Description: Calico Liberty 100. An extended variation of the Calico line, the Liberty is fully automatic. It carries a ludicrous amount of ammunition. | | | | | | | | | |


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|---|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: FN P90c | | Ammo Type: 9 mm | | | | | | Clip: 50 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 14 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 8 |
| | Burst | * 0.9 | 6 | 18 | <input checked="" type="checkbox"/> | 5 | Normal | 4 | 8 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,200 | | | | | |
| Description: The Fabrique Nationale P90c was just coming into use at the time of the war. The weapon's bullpup layout, and compact design, make it easy to control. The durable P90c is prized for its reliability, and high firepower in a ruggedly-compact package. | | | | | | | | | |


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|---|--------|--------------------|----|-------------------------|-------------------------------------|------|------------|---------|----|
| Name: M79 Grenade Launcher | | | | Ammo Type: 40mm Grenade | | | | Clip: 1 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D12 + 19 | 4 | 32 | <input checked="" type="checkbox"/> | 1 | Explode | 5 | 3 |
| Skill: Small Guns | | Range Class: Short | | Value: 1,600 | | | | | |
| Description: M79 Grenade Launcher. A single shot grenade launcher. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: MP5 H&K | | Ammo Type: 9 mm | | | | | | Clip: 30 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D10 + 10 | 5 | 25 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 5 |
| | Burst | * 0.9 | 6 | 20 | <input checked="" type="checkbox"/> | 6 | Normal | 4 | 5 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,200 | | | | | |
| Description: MP5 H&K. Probably the most widely used and trusted sub-machinegun of the late 20th century. | | | | | | | | | |


| | | | | | | | | | |
|---|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: MP38 | | Ammo Type: 9 mm | | | | | | Clip: 30 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 12 | 5 | 20 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 7 |
| | Burst | * 0.9 | 6 | 16 | <input checked="" type="checkbox"/> | 6 | Normal | 4 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,300 | | | | | |
| Description: The Schmeisser MP-38 9mm Machine pistol was introduced as the standard sub machine gun of the German Army in 1938. Cheap and reliable. | | | | | | | | | |


| | | | | | | | | | |
|---|--------------------|--------------------|----|--------------|-------------------------------------|------|------------|-----|----|
| Name: Ruger AC556F | | Ammo Type: 5.56 mm | | | | | Clip: 20 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 16 | 5 | 22 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 8 |
| | Burst | * 0.9 | 6 | 18 | <input checked="" type="checkbox"/> | 3 | Normal | 5 | 8 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,800 | | | | | |
| Description: The Ruger AC556F is a development of the Ruger Mini 14, a 5.56 mm assault rifle originally used only by police forces, but also popular on the open market. A large magazine and full auto fire makes this weapon a real crowd pleaser.. | | | | | | | | | |


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|---|--------------------|-----------------|----|------------|----|------|------------|----------|----|
| Name: Scorpion | | Ammo Type: 9 mm | | | | | | Clip: 32 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 9 | 5 | 22 | ☑ | 1 | Normal | 4 | 6 |
| | Burst | * 0.9 | 6 | 18 | ☒ | 3 | Normal | 4 | 6 |
| Skill: Small Guns | Range Class: Short | | | Value: 750 | | | | | |
| Description: The VZ61 Scorprio machine pistol. Used by members of the Spetsnaz. | | | | | | | | | |


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|---|---|-------------------------------------|-----------|---------------------|-----------|-------------|-------------------|------------|-----------|
| Name: Spasm (Neuro-Disruptor) Gun | | Ammo Type: Small Energy Cell | | | | | Clip: 10 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D12 + 10 | 4 | 30 | ☑ | 1 | Energy | 4 | 6 |
| | Special: Stun - lost half AP from total. | | | | | | | | |
| Skill: Small Guns | Range Class: Short | | | Value: 2,200 | | | | | |
| Description: Spasm Gun. A nasty little weapon that over-stimulates the synapses of the target, causing sensory overload and jerking motions. Some memory loss, brain damage, hemorrhaging and motor-control deterioration accompanies the light stunning effect. | | | | | | | | | |


| | | | | | | | | | |
|---|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: Sten Gun | | Ammo Type: 9 mm | | | | | | Clip: 32 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 16 | 5 | 18 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 7 |
| | Burst | * 0.9 | 6 | 16 | <input checked="" type="checkbox"/> | 3 | Normal | 4 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,100 | | | | | |
| Description: The 9mm Sten Gun was developed by the British during WW2 as a cheap alternative to more the expensive Thompson SMG offered to the U.S. The Sten proved to be extremely reliable and, due to its fairly loose tolerances, could perform in poor conditions much more reliably than ostensibly better weapons. | | | | | | | | | |

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|--|--------------------|--------------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: Steyr AUG | | Ammo Type: 5.56 mm | | | | | | Clip: 40 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D8 + 14 | 5 | 28 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 8 |
| | Burst | * 0.9 | 6 | 24 | <input checked="" type="checkbox"/> | 5 | Normal | 5 | 8 |
| Skill: Small Guns | Range Class: Short | | | Value: 2,600 | | | | | |
| Description: Army Universal Gun Steyr. Invented in Austria, the Steyr's unique design and visual look was the perfect compliment to any war-time ensemble. | | | | | | | | | |


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|---|-------------|----------------------------|-----------|---------------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Super Soaker / Water Gun | | Ammo Type: HCL Acid | | | | | Clip: 10 | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Squirt | D20 + 5 | 6 | 24 | <input checked="" type="checkbox"/> | 5 | Energy | 5 | 7 |
| Skill: Small Guns | | Range Class: Short | | Value: 1,400 | | | | | |
| Description: A modified Super Soaker. The brightly colored casing of this seemingly harmless weapon belies the fact that it has been shielded with a ceramic coating, making it perfect for carrying acid loads. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: Tommy Gun | | Ammo Type: .45 | | | | | | Clip: 50 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | 2D12 + 7 | 6 | 32 | <input checked="" type="checkbox"/> | 1 | Normal | 6 | 7 |
| | Burst | * 0.9 | 6 | 25 | <input checked="" type="checkbox"/> | 10 | Normal | 6 | 7 |
| Skill: Small Guns | Range Class: Short | | | Value: 3,500 | | | | | |
| Description: This Thompson M1928 submachine gun is a sinister looking weapon; every time you hold it, you have an urge to put on a fedora hat and crack your knuckles. The Thompson is well-fed by a large 50 round drum magazine. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|-----------------|----|------------|-------------------------------------|------|------------|----------|----|
| Name: UZI | | Ammo Type: 9 mm | | | | | | Clip: 25 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 8 | 5 | 20 | <input checked="" type="checkbox"/> | 1 | Normal | 4 | 8 |
| | Burst | * 0.9 | 6 | 16 | <input checked="" type="checkbox"/> | 5 | Normal | 4 | 8 |
| Skill: Small Guns | Range Class: Short | | | Value: 700 | | | | | |
| Description: UZI 9mm. A classic amongst drug runners and elderly folk during the early stages of the 21st century, the UZI is cheap, light and jams only occasionally. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|-----------------|----|--------------|-------------------------------------|------|------------|----------|----|
| Name: Walther MPL | | Ammo Type: 9 mm | | | | | | Clip: 32 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Single | D8 + 12 | 5 | 25 | <input checked="" type="checkbox"/> | 1 | Normal | 5 | 6 |
| | Burst | * 0.9 | 6 | 20 | <input checked="" type="checkbox"/> | 4 | Normal | 5 | 6 |
| Skill: Small Guns | Range Class: Short | | | Value: 1,700 | | | | | |
| Description: Walther MPL. A popular choice for border guards and other policing outfits. Collapsible stock optional. | | | | | | | | | |


11. Spear


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-------------------|
| Name: Barbed Spear | | | | | | | | | Value: 470 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D2 + 6 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.2 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: Spear with a barbed blade on the end. | | | | | | | | | |


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|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-------------------|
| Name: Diamond Spear | | | | | | | | | Value: 150 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D4 + 15 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.5 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: A diamond tipped spear which offers great penetration. | | | | | | | | | |


| | | | | | | | | | |
|---|--------|----------|----|-------|-------------------------------------|------|------------|-----|------------|
| Name: Dynamite Spear | | | | | | | | | Value: 350 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D20 + 10 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | D20 + 10 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: Spear with a stick of dynamite bound to the end. | | | | | | | | | |


| | | | | | | | | | |
|---|--------|--------|----|-------|-------------------------------------|------|------------|-----|------------|
| Name: Festering Spear | | | | | | | | | Value: 100 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D6 + 3 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.3 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: A spear with the tip coated with rotting animal remains. The shaft is wooden, and the tip is hollow steel. | | | | | | | | | |

| | | | | | | | | | |
|---|--------|---------|----|-------|-------------------------------------|------|------------|-----|------------|
| Name: Piston Spear | | | | | | | | | Value: 250 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D12 + 7 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.5 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: Spear with a pneumatic piston built into the end. It is designed to do more impact damage. | | | | | | | | | |


| | | | | | | | | | |
|---|--------|--------|----|-------|-------------------------------------|------|------------|-----|-----------|
| Name: Serrated Balde | | | | | | | | | Value: 50 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D3 + 7 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.2 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: Spear with a Serrated Blade. | | | | | | | | | |


| | | | | | | | | | |
|---|--------|--------|----|-------|-------------------------------------|------|------------|-----|-----------|
| Name: Sharpen Pole | | | | | | | | | Value: 45 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D3 + 2 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 3 |
| | Throw | * 1.2 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 3 |
| Description: A wood pole sharpened at one end. | | | | | | | | | |


| | | | | | | | | | |
|--|--------|--------|----|-------|-------------------------------------|------|------------|-----|------------|
| Name: Snake Spear | | | | | | | | | Value: 100 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D6 + 3 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.3 | 4 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: A poison tipped polearm. The shaft is wooden, and the tip is hollow steel filled with poison. | | | | | | | | | |


| | | | | | | | | | |
|--|--------|--------|----|-------|-------------------------------------|------|------------|-----|------------|
| Name: Spear | | | | | | | | | Value: 100 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D6 + 3 | 4 | 2 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| | Throw | * 1.3 | 5 | 8 | <input checked="" type="checkbox"/> | N/A | Normal | 4 | 4 |
| Description: A razor tipped polearm. The shaft is wooden, and the tip is worked steel. | | | | | | | | | |


12. Throwing


| | | | | | | | | | |
|---|-------------|------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Boomerang | | Value: 65 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 + 2 | 5 | 15 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: Ancient thrown weapon. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Chakram | | Value: 65 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D3 + 3 | 5 | 15 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: A razor edged throwing ring. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Dart | | Value: 60 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 + 2 | 5 | 16 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Thrust | D4 + 2 | 4 | 16 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: It's a dart. It could get under the skin and cause a nasty infection. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|-------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Molotov Cocktail | | Value: 150 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D12 + 8 | 5 | 18 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: A home-made flammable grenade. | | | | | | | | | |

| | | | | | | | | | |
|--|-------------|-------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Phantasm Ball / Fantasy Ball | | Value: 100 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D3 + 7 | 5 | 15 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Looks like a shiny metal ball but it suddenly develops spikes in flight. | | | | | | | | | |


| | | | | | | | | | |
|---|---------------|--------|----|-------|----|------|------------|------------|----|
| Name: Power Bag | | | | | | | | Value: 100 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 + 2 | 5 | 16 | ☒ | N/A | Gas | 1 | 1 |
| | Special: Stun | | | | | | | | |
| Description: A low-tech hunting weapon. When thrown in the face of the target, the powder puffs through the cloth of the bag, leaving the creature stunned. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|------------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|-----------|
| Name: Rock | | Value: 25 | | | | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 | 5 | 15 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: It's a rock. Haven't seen a Rock !!! Well, Maybe you need to go out more often. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Throwing Knife | | | | | | | | Value: 100 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 + 2 | 4 | 16 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| | Thrust | D4 + 2 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: A knife, balanced specifically for throwing. Made of titanium, and laser sharpened. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Throwing Stars | | | | | | | | Value: 10 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Throw | D4 + 1 | 4 | 15 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Shiny metal Stars with very sharp edges designed for throwing. | | | | | | | | | |


13. Unarmed


| | | | | | | | | | |
|--|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|-------------------|-----------|
| Name: Adamantine Claws | | | | | | | | Value: 100 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | 3D6 + 5 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: Gloves with extensible built in claws in the back of the hand. | | | | | | | | | |


| | | | | | | | | | |
|--|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Brass Knuckles | | | | | | | | Value: 40 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D4 + 1 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Hardened knuckle grip that is actually made out of steel. They protect your hand, and do more damage, in unarmed combat. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Shredders | | | | | | | | Value: 40 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D4 + 2 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Gloves with short claws built into the fingers | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------------|-----------|
| Name: Mace Glove | | | | | | | | Value: 75 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D4 + 6 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 4 |
| Description: Weighted gloves which are covered in spikes. | | | | | | | | | |


| | | | | | | | | | |
|--|--------------------|--------|----|-------|-------------------------------------|------|------------|------------|----|
| Name: Impact Gloves | | | | | | | | Value: 200 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D4 + 4 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 4 |
| | Special: Knockover | | | | | | | | |
| Description: Gloves with a built in piston to deliver a punch with extra power. (Piston glove) | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|-----------------|-------------------------------------|-------------|-------------------|---------------------|-----------|
| Name: Power Fist | | | | Clip: 25 | Ammo Type: Small Energy Cell | | | Value: 2,200 | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D12 + 12 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 7 |
| Description: A "Big Frigger" Power Fist from BeatCo. Considered by many to be the ultimate weapon to use in unarmed combat. Others are just scared. Powered by small energy cells. | | | | | | | | | |

| | | | | | | | | | |
|--|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|------------------|
| Name: Punch Dagger | | | | | | | | | Value: 60 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D8 + 5 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Spike which fits onto the back of the hand to increase the penetration of a punch. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|----------------|--------------|-------------------------------------|-------------|-------------------|------------|-------------------|
| Name: Punch Gun | | | | | | | | | Value: 300 |
| | | | Clip: 3 | | Ammo Type: 12 gauge | | | | |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D10 + 10 | 4 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 6 |
| Description: Hand held weapon that fires a single shotgun shell. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|------------------|
| Name: Lacerator Glove | | | | | | | | | Value: 80 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D6 + 4 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 3 |
| Description: Glove with razor blades built into the back of the hand. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|------------------|
| Name: Sappers | | | | | | | | | Value: 60 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D3 + 3 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 2 |
| Description: Lead filled glove which is ideal for beating the crap out of opponents. | | | | | | | | | |


| | | | | | | | | | |
|---|-------------|---------------|-----------|--------------|-------------------------------------|-------------|-------------------|------------|------------------|
| Name: Tiger Claws | | | | | | | | | Value: 40 |
|  | Mode | Damage | AP | Range | CS | Ammo | Dmg Resist | Str | Wt |
| | Punch | D3 + 3 | 3 | 1 | <input checked="" type="checkbox"/> | N/A | Normal | 1 | 1 |
| Description: Gloves with short claws built into the palms. | | | | | | | | | |


14. Traps


| | | | | | | | | |
|--|------------------------|---------------|--------------|-----------|-------------------|--|------------------|-----------|
| Name: Bullhorn | | | | | | | Value: 50 | |
|  | Mode | Damage | Range | AP | Dmg Resist | | Str | Wt |
| | Special Damage: | | | | | | Radius: | |
| | | | | | | | | |
| Description: A bullhorn and battery set up that lets out a loud tone when the alarm is tripped. | | | | | | | | |


| | | | | | | |
|---|--|---------------------------|---------------|------------------------------|-------------------|-----------|
| Name: Silent Alarm | | Trap Type: Trigger | | Value: | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | Special Damage: | | | Trap Difficulty: 25 % | | |
| | Description: Notifies the trapper over a radio link without alerting the opponent that they have tripped the alarm. | | | | | |


| | | | | | |
|---|--|-----------------------|-----------------------|-----------------|------------|
| Name: Claymore | | Trap Type: Trigger | | Value: 1,300 | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist |
| | 2D20 + 60 | Jacketed Hollow Point | 3 | 3 | Explode |
| | Special Damage: | Knockover | Trap Difficulty: 25 % | | |
| | Description: A small charge designed to both wound the target and alert the trapper. | | | | |


| Name: | | Gas Trap * | | Trap Type: | Trigger | Value: | |
|---|-----------------|-----------------|-----------------------|-----------------|------------|--------|--|
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt | |
| | D20 + 30 | N/A | 3 | 3 | Gas | 4 | |
| | Special Damage: | Stun | Trap Difficulty: 25 % | | | | |
| Description: Releases a cloud of a variety of gases. | | | | | | | |

| | | | | | |
|---|---------------------------|--------------------|-----------------------|-----------------|------------|
| Name: Grenade Trap | | Trap Type: Trigger | | Value: 1,100 | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist |
| | D10 + | | | | |
| | D20 + 29 | None | 3 | 3 | Explode |
| | | | | | |
| | Special Damage: Knockover | | Trap Difficulty: 25 % | | |
| Description: Generic explosive trap. Use it to trap doors, objects etc. | | | | | |










| | | | | | |
|---|---------------------|--------------------|-----------------------|-----------------|------------|
| Name: Pulse Trap | | Trap Type: Trigger | | Value: 1,250 | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist |
| | D10 + | | | | |
| | D20 + 29 | Armour Piercing | 3 | 3 | Energy |
| | Special Damage: N/A | | Trap Difficulty: 25 % | | |
| Description: Creates a highly concentrated and localised EMP field. Does some damage to life forms but mainly to electronic circuits. | | | | | |




| | | | | | | |
|---|---------------------|--------------------|-----------------------|-----------------|------------|----|
| Name: Remote trap | | Trap Type: Trigger | | Value: 500 | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | D20 + 20 | N/A | 3 | 3 | Explode | 4 |
| | Special Damage: N/A | | Trap Difficulty: 25 % | | | |
| Description: An remote explosive trap must works in conjunction with a detonator. | | | | | | |

| | | | | | | |
|---|-----------------|--------------------|--------|------------------|------------|----|
| Name: Detonator | | Trap Type: Trigger | | Value: | | |
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt |
| | | | | | | 4 |
| | Special Damage: | | | Trap Difficulty: | | |
| Description: Used in conjunction with planted charges, the detonator allows the user to get to a safe distance before setting off the charge. | | | | | | |




| Name: | | Spring Trap * | | Trap Type: | Trigger | Value: | |
|---|---------------------------|-----------------|-----------------------|-----------------|------------|--------|--|
|  | Damage | Armour Variance | Radius | Critical Chance | Dmg Resist | Wt | |
| | D20 + 10 | N/A | 1 | 3 | Normal | 4 | |
| | Special Damage: Knockover | | Trap Difficulty: 25 % | | | | |
| Description: A shaft of spring-steel studded with 6-inch metal spikes. | | | | | | | |




15. Ammo




| | | |
|---|---|--|
|  |  |  |
| <p> Name: 7.62mm Clips of: 50 Weight: 0.03 (1.5) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 4 (200) </p> <p>Description: Caliber: 7.62mm.</p> | <p> Name: 30.06 Clips of: 30 Weight: 0.033 (0.99) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 20 (600) </p> <p>Description: A case of ammunition, 30.06 caliber.</p> | <p> Name: .303 Clips of: 30 Weight: 0.033 (0.99) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 10 (300) </p> <p>Description: A handful of .303 ammunition.</p> |
|  |  |  |
| <p> Name: .45 Clips of: 20 Weight: 0.1 (2) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 5 (100) </p> <p>Description: .45 Caliber.</p> | <p> Name: .50 cal Clips of: 50 Weight: 0.2 (25) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 40 (2000) </p> <p>Description: A brick of ammunition, .50 caliber, Standard Issue.</p> | <p> Name: .50 DU Clips of: 50 Weight: 0.9 (45) Damage: Avg. Penetration: +50% Dmg Resist: Normal Value: 500 (25,000) </p> <p>Description: A brick of ammunition, .50 caliber, Depleted Uranium. Designed for maximum penetration.</p> |
|  |  |  |
| <p> Name: 2mm EC Clips of: 50 Weight: 0.02 (1) Damage: Avg. Penetration: +15% Dmg Resist: Normal Value: 50 (2500) </p> <p>Description: A</p> | <p> Name: HN Needler C. Clips of: 10 Weight: 0.1 (1) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 200 (2000) </p> <p>Description: This cartridge appears to be ammo for the HN Needler Pistol. Each 'bullet' is a small hypodermic designed to inject a target with its contents upon impact.</p> | <p> Name: HN AP Needler C. cartridge. Clips of: 10 Weight: 0.1 (1) Damage: -25% Penetration: +50% Dmg Resist: Normal Value: 300 (3000) </p> <p>Description: This cartridge appears to be armor-piercing ammo for the HN Needler Pistol. The hypodermic tips are made of a strange alloy and are incredibly sharp</p> |




| | | |
|---|---|--|
|  |  |  |
| Name: Flamer Fuel Clips of: 5 Weight: 2 Damage: Avg. Penetration: +20% Dmg Resist: Normal Value: 25 (125) Description: A cylinder containing an extremely flammable liquid fuel for flamethrowers. | Name: Small Energy Cell Clips of: 40 Weight: 0.075 (3) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 10 (400) Description: A small, self-contained energy storage unit. | Name: Micro Fusion Cell Clips of: 50 Weight: 0.1 (5) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 20 (100) Description: A medium sized energy production unit. Self-contained fusion plant. |




| | | |
|---|---|--|
|  |  |  |
| Name: .44 Mag Ball Clips of: 20 Weight: 0.05 (1) Damage: -11% Penetration: -20% Dmg Resist: Normal Value: 4 (80) Description: A brick of ammunition, .44 magnum caliber, Standard issue. | Name: .44 Mag JHP Clips of: 20 Weight: 0.1 (2) Damage: +60% Penetration: -20% Dmg Resist: Normal Value: 9 (180) Description: A brick of ammunition, .44 magnum caliber, hollow-points. | Name: .44 Mag AP Clips of: 20 Weight: 0.05 (1) Damage: -25% Penetration: +50% Dmg Resist: Normal Value: 6 (120) Description: A brick of ammunition, .44 magnum caliber, Armor Piercing. |



| | | |
|---|---|---|
|  |  |  |
| Name: 9mm Ball Clips of: 24 Weight: 0.042 (1.008) Damage: -11% Penetration: -20% Dmg Resist: Normal Value: 2 (48) Description: A collection of ancient 9mm rounds. Heavy grease to preserve them from the environment. Standard bullets. | Name: 9mm JHP Clips of: 24 Weight: 0.042 (1.008) Damage: +60% Penetration: -20% Dmg Resist: Normal Value: 6 (144) Description: Ammunition. Caliber: 9mm, Hollow Point. | Name: 9mm AP Clips of: 24 Weight: 0.042 (1.008) Damage: -25% Penetration: +50% Dmg Resist: Normal Value: 4 (96) Description: Ammunition. Caliber: 9mm, Armor Piercing. |

| | | |
|--|--|--|
|  |  |  |
| Name: Spear gun Bolt Clips of: 1 Weight: 1 Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 10 Description: A lethal looking bolt for a speargun. | Name: 5.56mm Clips of: 50 Weight: 0.02 (1) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 5 (250) Description: Caliber: 5.56mm. | Name: Canister of Acid (HLC) Clips of: 20 Weight: 0.033 (0.66) Damage: -11% Penetration: +31% Dmg Resist: Normal Value: 30 (600) Description: Acid for use in the modified Supper Soaker. |


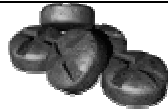
| | | |
|---|--|---|
|  |  |  |
| Name: 12 gauge Shell Clips of: 20 Weight: 0.05 (1) Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 10 (200) Description: Shotgun ammunition. This particular ammo is marked: "12-gauge shells, not for use by children under the age of 3." | Name: 12 gauge rubber bullet Clips of: 10 Weight: 0.1 (1) Damage: -100% Penetration: -50% Dmg Resist: Normal Value: 10 (100) Description: Shotgun ammunition. Designed to stun or maim, but only occasionally kill. | Name: 12ga. Slug Shell Clips of: 20 Weight: 0.05 (1) Damage: -11% Penetration: +31% Dmg Resist: Normal Value: 15 (300) Description: Solid-slug shotgun ammunition. |



| | | |
|--|---|--|
|  |  |  |
| Name: 12 gauge EMP Shell Clips of: 20 Weight: 0.05 (1) Damage: Avg. Penetration: Avg. Dmg Resist: Electricity Value: 35 (700) Description: Shotgun ammunition designed to deliver a concentrated EMP burst to a small area. | Name: 12 gauge Flechette Shell Clips of: 20 Weight: 0.05 (1) Damage: +60% Penetration: -20% Dmg Resist: Normal Value: 12 (240) Description: Ammunition. 12 Gauge Anti-personnel. | Name: 40mm Grenade Clips of: 6 Weight: 1 Damage: +60% Penetration: -11% Dmg Resist: Explode Value: 1200 (7200) Description: A Grenade for a Grenade launcher. |



| | | |
|--|---|---|
|  sp:ko |  sp:ko |  sp:ko |
| Name: Explosive Rocket Clips of: 1 Weight: 3 Damage: +60% Penetration: -11% Dmg Resist: Explode Value: 1100 Description: A rocket with a large explosive warhead. | Name: Rocket AP Clips of: 1 Weight: 3 Damage: -25% Penetration: +50% Dmg Resist: Normal Value: 1200 Description: A rocket shell, with a smaller explosive, but designed to pierce armor plating. | Name: Rocket Sabot Clips of: 1 Weight: 5 Damage: -11% Penetration: +31% Dmg Resist: Explode Value: 1600 Description: A soft shell casing containing a hard core. Used for armour piercing. |



| | | |
|---|---|--|
|  sp:ko |  sp:ko | |
| Name: Spear/Bolt Clips of: 1 Weight: 1 Damage: Avg. Penetration: Avg. Dmg Resist: Normal Value: 10 Description: A rocket shell designed to produce a massive electrical discharge on impact. | Name: 75 mm Tank Shell Clips of: 1 Weight: 10 Damage: +200% Penetration: -20% Dmg Resist: Explode Value: 1000 Description: A 75mm Shell for use in tank mounted weapons. | |



16. Chemicals.


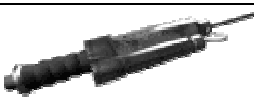
| | | | |
|--|---------------------------|--|-----------------------|
|  | |  | |
| Name: After Burner Gum | | Name: Buffout | |
| Random Effect: | Hit Point | Random Effect: | Hit Point |
| Consumable: | 60 Overdose Point | Consumable: | 50 Overdose Point |
| Effect 1: | 48 hours | Effect 1: | 6 hours |
| Effect 2: | 48 hours | Effect 2: | 18 hours |
| Effect 3: | | Effect 3: | |
| Addiction: | 48 hours | Addiction: | 48 hours |
| Addiction chance: | 50% | Addiction chance: | 25% |
| Value: | 2500 | Value: | 1600 |
| Prime Effect: | +1 STR, +1 PER, +2 Max AP | Prime Effect: | +2 STR |
| Secondary Effect: | - 2 STR, -2 PER | Secondary Effect: | -2 STR, -1 END, -2 AG |
| Final Effect: | | Final Effect: | |
| Addiction Effect: | -3 STR, -3 PER, -2 AP | Addiction Effect: | -2 STR, -2 END, -3 AG |
| Description: After Burner is a powerful met amphetamine chewing gum that stimulates the central nervous system. The initial euphoric rush rarely lasts more than a few minutes, but during that time, the user is filled with a rush of energy & strength. | | Description: Highly advanced steroids. While in effect, they increase strength and reflexes. Very addictive. | |



| | | | |
|---|----------------------------|---|------------------------|
|  | |  | |
| Name: Healing Powder | | Name: Mentats | |
| Random Effect: | 8 - 18 Hit Point (D8 + 10) | Random Effect: | |
| Consumable: | | Consumable: | 35 Overdose Point |
| Effect 1: | 5 hours | Effect 1: | 24 hours |
| Effect 2: | | Effect 2: | 96 hours |
| Effect 3: | | Effect 3: | |
| Addiction: | | Addiction: | 168 hours |
| Addiction chance: | | Addiction chance: | 15% |
| Value: | 75 | Value: | 750 |
| Prime Effect: | -1 PER | Prime Effect: | +2 PER, +1 CHA, +1 INT |
| Secondary Effect: | | Secondary Effect: | -2 PER, -2 CHA, -2 INT |
| Final Effect: | | Final Effect: | |
| Addiction Effect: | | Addiction Effect: | -4 PER, -4 CHA, -4 INT |
| Description: A very powerful healing magic- though it will bring the feeling of sleep to your head. | | Description: A pillbox of mind-altering chems. Increases memory related functions, and speeds other mental processes. Highly addictive. | |



| | | | |
|--|--|---|---------------------------|
|  | |  | |
| Name: Psycho | | Name: RadAway | |
| Random Effect: | | Random Effect: | |
| Consumable: | 80 Overdose Point | Consumable: | 15 Overdose Point |
| Effect 1: | 4 hours | Effect 1: | 2 hours |
| Effect 2: | 8 hours | Effect 2: | 4 hours |
| Effect 3: | | Effect 3: | 1 minutes |
| Addiction: | 160 hours | Addiction: | 240 hours |
| Addiction chance: | 20% | Addiction chance: | 10% |
| Value: | 2000 | Value: | 500 |
| Prime Effect: | -3 INT, +50% Normal Resistance | Prime Effect: | |
| Secondary Effect: | -2 INT, -25% Normal Resistance | Secondary Effect: | |
| Final Effect: | | Final Effect: | |
| Addiction Effect: | +1 INT, -3 AGL, -25% Normal Resistance | Addiction Effect: | -20% Radiation Resistance |
| Description: A unique delivery system filled with strange and unknown chemicals of probably military origin. It is supposed to increase the combat potential of a soldier. | | Description: A chemical solution that bonds with radiation particles and passes them through your system. Takes time to work. | |



| | | | |
|---|---------------------------|--|----------------------------|
|  | |  | |
| Name: Rad-X | | Name: Stimpak | |
| Random Effect: | | Random Effect: | 5 - 20 Hit Point (2D8 + 4) |
| Consumable: | 5 Overdose Point | Consumable: | |
| Effect 1: | 24 hours | Effect 1: | |
| Effect 2: | 48 hours | Effect 2: | |
| Effect 3: | 1 minutes | Effect 3: | |
| Addiction: | | Addiction: | |
| Addiction chance: | | Addiction chance: | |
| Value: | 300 | Value: | 250 |
| Prime Effect: | +50% Radiation Resistance | Prime Effect: | |
| Secondary Effect: | -25% Radiation Resistance | Secondary Effect: | |
| Final Effect: | -25% Radiation Resistance | Final Effect: | |
| Addiction Effect: | | Addiction Effect: | |
| Description: Anti-radiation chems to be taken before exposure. No known side effects. | | Description: A healing chem. When injected, the chem provides immediate healing of minor wounds. | |



| | | | |
|--|----------------|---|---------------|
|  | |  | |
| Name: Super Stimpak | | Name: Ultra Stimpak | |
| Random Effect: | | Random Effect: | 125 Hit Point |
| Consumable: | | Consumable: | |
| Effect 1: | 10 minutes | Effect 1: | 1 hours |
| Effect 2: | 10 minutes | Effect 2: | 24 hours |
| Effect 3: | 1 minutes | Effect 3: | |
| Addiction: | | Addiction: | |
| Addiction chance: | | Addiction chance: | |
| Value: | | Value: | 1800 |
| Prime Effect: | + 75 Hit Point | Prime Effect: | |
| Secondary Effect: | - 3 Hit Point | Secondary Effect: | -10 Hit Point |
| Final Effect: | - 6 Hit Point | Final Effect: | |
| Addiction Effect: | | Addiction Effect: | |
| Description: A very powerful healing chem. Superstims will cause a small amount of damage after a period of time due to powerful nature of the chemicals used. | | Description: An advanced healing chem. Ultra Stims will cause a large amount of damage after a period of time due to powerful nature of the chemicals used. | |

| | | | |
|--|---------------|--|--|
|  | |  | |
| Name: Trauma Pack | | Name: Mutie | |
| Random Effect: | 150 Hit Point | Random Effect: | |
| Consumable: | | Consumable: | 30 Overdose |
| Effect 1: | 1 Hours | Effect 1: | 3 Hours |
| Effect 2: | 24 Hours | Effect 2: | 4 Hours |
| Effect 3: | | Effect 3: | |
| Addiction: | | Addiction: | 240 Hours |
| Addiction chance: | | Addiction chance: | 10% |
| Value: | 3000 | Value: | 2000 |
| Prime Effect: | | Prime Effect: | +4 ST & EN, -4 CH & IN, +25% Radiation Resistance, +25% Normal Resistance. |
| Secondary Effect: | | Secondary Effect: | -2 ST, -2 EN, -50% Normal resistance, -10 HP. |
| Final Effect: | | Final Effect: | |
| Addiction Effect: | | Addiction Effect: | -20% Radiation Resistance |
| Description: An extremely potent healing chem designed for immediate treatment of major injuries taken during combat. It will cause massive amount of damage after a period of time. | | Description: A powerful mutagenic compound designed to give the user abilities resembling those of a super mutant. It has very nasty side effects. | |

| | |
|---|--|
|  <p>Name: Voodoo</p> |  <p>Name: Fusion Cola</p> |
| <p>Random Effect: Consumable: 35 Overdose Point Effect 1: 1 Hours Effect 2: 1 Hours Effect 3: Addiction: 24 hours Addiction chance: 20% Value: 1800 Prime Effect: +2 AGL, +3 LUC, +20% Critical Chance, +20% Normal Resistance</p> <p>Secondary Effect: -1 AGL, -3 LUC, -20% Normal Resistance</p> <p>Final Effect: Addiction Effect: -1 CHA, -1 INT</p> | <p>Random Effect: Consumable: 15 Overdose Point Effect 1: 5 minutes Effect 2: 38 hours Effect 3: 96 hours Addiction: 1000 hours Addiction chance: 100% Value: 2100, Wt: 1 Prime Effect: +2 STR, +3 PER, +5 END, -2 CHA, -2 INT, +3 AGL, +20 Max Hit Point, +1 Max Action Point, +5 Damage Threshold (Fire/Energy/Explode), + 30% Damage Resistance (Fire/Energy/Explode)</p> <p>Secondary Effect: +1 STR, +1 PER, +2 END, -1 CHA, -1 INT, +1 AGL</p> <p>Final Effect: Addiction Effect:</p> |
| <p>Description: Voodoo is a tribal concoction, made from the left-over byproducts of various critters. It imbues the user with greater agility and a sense of invincibility.</p> | <p>Description: This bottle contains the concentrated essence of countless nuka-cola dregs, combined with a form of "fusion".</p> |




| | |
|--|--|
|  <p>Name: Poison</p> |  <p>Name: Antidote</p> |
| <p>Random Effect: Consumable: Effect 1: 1 minutes Effect 2: Effect 3: Addiction: Addiction chance: Value: 500 Prime Effect: Secondary Effect: Final Effect: Addiction Effect:</p> | <p>Random Effect: Consumable: Effect 1: 1 minutes Effect 2: Effect 3: Addiction: Addiction chance: Value: 500 Prime Effect: Secondary Effect: Final Effect: Addiction Effect:</p> |
| <p>Description: A hypodermic needle full of powerful poison.</p> | <p>Description:</p> |




| | | | |
|--|-----------------------------|---|---------------------------|
|  | Name: Paramedics Bag |  | Name: Doctor's Bag |
| Skill Effect: | +20% to Doctor Skill | Skill Effect: | +10% to Doctor Skill |
| Description: This bag contains instruments and chems used by paramedics in the field. The tools contained are specifically designed for high trauma and emergency cases. | | Description: This brown bag contains instruments and chems used by doctors in the application of their trade. | |




| | | | |
|---|-------------------------|---|-------------------------|
|  | Name: Field Kit |  | Name: First Aid |
| Skill Effect: | +20% to First Aid Skill | Skill Effect: | +10% to First Aid Skill |
| Description: A small kit containing basic emergency medical equipment. Bandages, wraps, antiseptic spray, and more. | | Description: A small kit containing basic medical equipment. Bandages, wraps, antiseptic spray, and more. | |




| | |
|----------------------|--|
| Name: | Elixir of Life |
| Effect 1: | 1 minutes |
| Value: | 6700, Wt: 5 |
| Prime Effect: | +1 END, +15 Max Hit Point |
| Description: | This bottle contains a heavy viscous liquid. The way it reflects light is mesmerizing. |




17. MISC

| | | | | | |
|--|-----------------------|--|----------------------|--|-----------------------------|
|  | Geiger Counter |  | Motion Sensor |  | Night Vision Goggles |
| Description: A Wattz Electronics C-Radz model Geiger Counter. Detects the presence and strength of radiation fields. | | Description: A Wattz Electronics C-U model motion sensor. Detects the movement of biological material over a distance of meters using a tuned radar device. Having one in your inventory will also help you avoid outdoor encounters (+20% Outdoorsman skill). | | Description: A pair of infra red goggles. Should increase perception at night. | |
| Weight: | | Weight: | | Weight: | |




| | | | | | |
|---|-------------|---|-------------|---|---|
|  | Touch Light |  | Stealth boy |  | Electronic Lockpick Mark II +40% lockpick (Electronic) |
| Description: A torch. Creates light for a short period of time. Watch the batteries as a recharge is a long way away. | | Description: A RobCo Stealth Boy 3001 personal stealth device. Generates a modulating field that transmits the reflected light from one side of an object to the other. | | Description: This is the second generation Wattz Electronics Micromanipulator FingerStuff electronic lockpick. For defeating electronic locks and security devices. This Mark II version includes updated software and interface tools. | |
| Weight: | | Weight: | | Weight: 1 | Value: 2000 |




| | | | | | |
|---|---|--|---|--|------------------------------------|
|  | Electronic LockPick +20% lockpick (Electronic) |  | Expend Lockpick +40% lockpick (Normal) |  | Lockpick +20% lockpick (Normal) |
| Description: A Wattz Electronics Micromanipulator FingerStuff electronic lockpick. For defeating electronic locks and security devices. | | Description: A set of locksmith tools. Includes all the necessary picks and tension wrenches to open conventional pin and tumbler locks. This set also includes some special tools for more difficult mechanical locking mechanisms. | | Description: A set of locksmith tools. Includes all the necessary picks and tension wrenches to open conventional pin and tumbler locks. | |
| Weight: 2 Value: 1000 | | Weight: 2 Value: 750 | | Weight: 1 Value: 500 | |




| | | | | | |
|---|-----------|---|----------|---|-----------------------------------|
|  | Small Bag |  | Backpack |  | Tool Kit +5% Repair * Usage: 5 |
| Description: An average sized bag. Made from weaved Brahmin hairs. | | Description: A basic backpack, with optional carrying straps. | | Description: A tool set, containing various useful tools, including pliers. | |
| Weight: | | Weight: | | Weight: 5 | Value: 750 |




| | | | | | |
|---|---|--|------------------------|--|-------|
|  | Super Tool Kit + 30% Repair Usage: 5 |  | Directional microphone |  | Flare |
| Description: An impressive tool set made by "Snap-Off". | | Description: Allows the user to perceive the movement of others around them to far greater ranges. Includes EarShield[tm] technology to prevent deafness from sudden, excessive noise. (Audio Amplifier) | | Description: A flare. Creates light for a short period of time. The paper is a little worn, but otherwise it is in good condition. Twist the top to activate it. | |
| Weight: 10 Value: 1500 | | Weight: | | Weight: | |




18. Armour.


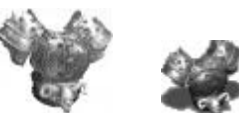

| Leather Armour | Leather Armor Mark II | Metal Armor |
|---|---|---|
|  |  |  |
| Armour Class: 15 | Armour Class: 20 | Armour Class: 10 |
| Normal: 2 / 25 % | Normal: 3 / 25 % | Normal: 4 / 30 % |
| Energy: 0 / 25 % | Energy: 1 / 30 % | Energy: 3 / 37 % |
| Fire: 0 / 15 % | Fire: 1 / 17 % | Fire: 4 / 15 % * |
| Gas: 0 / 0 % | Gas: 0 / 0 % | Gas: 0 / 0 % |
| Explode: 0 / 20 % | Explode: 1 / 25 % | Explode: 4 / 25 % |
| Weight: 8 | Weight: 10 | Weight: 35 |
| Attributes: (\$450) | Attributes: (\$1,000) | Attributes: (\$2,500) * - 25 % Sneak |
| Description: Your basic all leather apparel. Finely crafted from tanned brahmin hide. | Description: An enhanced version of the basic leather armor with extra layers of protection. Finely crafted from tanned brahmin hide. | Description: Polished metal plates, crudely forming a suit of armor. |


| Metal Armor Mark II | Environmental Armour | Environmental Armour Mark II |
|--|--|---|
|  |  |  |
| Armour Class: 15 | Armour Class: 10 | Armour Class: 10 |
| Normal: 4 / 35 % | Normal: 5 / 40 % | Normal: 6 / 40 % |
| Energy: 4 / 45 % | Energy: 5 / 55 % | Energy: 6 / 60 % |
| Fire: 4 / 20 % | Fire: 4 / 40 % | Fire: 5 / 42 % |
| Gas: 0 / 0 % | Gas: 13 / 70 % | Gas: 20 / 90 % |
| Explode: 4 / 30 % | Explode: 6 / 40 % | Explode: 9 / 45 % |
| Weight: 35 | Weight: 20 | Weight: 25 |
| Attributes: (\$3,200) * - 25 % Sneak | Attributes: (\$6,100) * + 50% Radiation Resistance, + 50% Poison Resistance, - 5% First Aid / Sciences, - 10% Doctor / Steal / Repair / Lockpick, - 50% Sneak | Attributes: (\$9,000) * + 75% Radiation Resistance, + 75% Poison Resistance, - 1 Perception Stats, - 5% First Aid / Sciences, - 10% Doctor / Steal / Repair / Lockpick, - 50% Sneak |
| Description: Polished metal plates, finely crafted into a suit of armor. | Description: This Armor affords the wearer 60% protection against harmful airborne agents and radiation. | Description: This Armor affords the wearer 90% protection against harmful airborne agents and radiation. |

| Tesla Armour | Reaver Armour | Greater Banding (Reaver Armour Mark II) |
|---|---|---|
|  |  |  |
| Armour Class: 15 | Armour Class: 20 | Armour Class: 25 |
| Normal: 4 / 35 % | Normal: 3 / 25 % | Normal: 4 / 35 % |
| Energy: 15 / 85 % | Energy: 2 / 30 % | Energy: 4 / 45 % |
| Fire: 7 / 45 % | Fire: 3 / 17 % | Fire: 4 / 20 % |
| Gas: 0 / 0 % | Gas: 3 / 15 % | Gas: 4 / 40 % |
| Explode: 4 / 20 % | Explode: 3 / 25 % | Explode: 4 / 30 % |
| Weight: 40 | Weight: 30 | Weight: 30 |
| Attributes: (\$11,000) * - 20% Sneak | Attributes: (\$1,600) * - 10% Sneak | Attributes: (\$3,200) * - 15% Sneak |
| Description: This shining armor provides superior protection against energy attacks. The three Tesla Attraction Coil Rods disperse a large percentage of directed energy attacks. | Description: An effective armor made from woven cloth interspersed with steel cables. | Description: A bulky but effective armor that combines woven steel cables with plates interlocking steel mesh, encased in cloth panels. |

| Power Armour | Advance Power Armour | Ghoul Armour |
|--|--|---|
|  |  |  |
| Armour Class: 30 | Armour Class: 35 | Armour Class: 10 |
| Normal: 13 / 55 % | Normal: 18 / 60 % | Normal: 0 / 20 % |
| Energy: 16 / 50 % | Energy: 17 / 55 % | Energy: 0 / 25 % |
| Fire: 13 / 60 % | Fire: 15 / 65 % | Fire: 0 / 10 % |
| Gas: 5 / 30 % | Gas: 7 / 45 % | Gas: 0 / 0 % |
| Explode: 10 / 50 % | Explode: 10 / 50 % | Explode: 0 / 20 % |
| Weight: 42 | Weight: 50 | Weight: 20 |
| Attributes: (\$19,500) * + 3 Strength Stats, + 30% Radiation Resistance, + 15% Poison Resistance, - 10% First Aid / Doctors / Lockpick / Steal / Sciences / Repair, - 75% Sneak. | Attributes: (\$25,000) * + 4 Strength Stats, + 40% Radiation Resistance, + 20% Poison Resistance, - 10% First Aid / Doctors / Lockpick / Steal / Sciences / Repair, - 75% Sneak. | Attributes: (\$300) |
| Description: A self-contained suit of advanced technology armor. Powered by a micro-fusion reactor, with enough fuel to last a hundred years. | Description: This powered armor is composed of lightweight metal alloys, reinforced with ceramic castings at key points. The motion-assist servomotors appear to be high quality models as well. | Description: A light leather covering. It can only be worn by ghouls. |

| Superior Ghoul Armour (Ghoul Armour Mark II) | Raider Armour | Vandal Raider Armour (Raider Armour Mark II) |
|---|---|--|
|  |  |  |
| Armour Class: 20 | Armour Class: 5 | Armour Class: 15 |
| Normal: 3 / 25 % | Normal: 2 / 25 % | Normal: 3 / 25 % |
| Energy: 1 / 25 % | Energy: 0 / 25 % | Energy: 1 / 30 % |
| Fire: 1 / 15 % | Fire: 0 / 15 % | Fire: 1 / 17 % |
| Gas: 0 / 0 % | Gas: 0 / 0 % | Gas: 0 / 0 % |
| Explode: 1 / 20 % | Explode: 0 / 20 % | Explode: 1 / 25 % |
| Weight: 30 | Weight: 25 | Weight: 25 |
| Attributes: (1,000) | Attributes: (\$450) * - 5% Sneak | Attributes: (\$1,000) * - 10% Sneak |
| Description: A mixture of leather and metal patches, held together by rubber straps. It can only be worn by ghouls. | Description: Rough leather panels held together with wire and string. | Description: A superior version of the basic raider armor, incorporating metal plating under leather panels. |

| Super Mutant Armour (Plating Mutant Armour) | Super Mutant Armour Mark II (Spiked Plating Mutant Armour) | Brahmin Armour |
|---|--|--|
|  |  |  |
| Armour Class: 10 | Armour Class: 15 | Armour Class: 20 |
| Normal: 4 / 30 % | Normal: 4 / 35 % | Normal: 3 / 25 % |
| Energy: 3 / 37 % | Energy: 4 / 45 % | Energy: 1 / 30 % |
| Fire: 4 / 15 % | Fire: 4 / 20 % | Fire: 1 / 17 % |
| Gas: 0 / 0 % | Gas: 0 / 0 % | Gas: 0 / 0 % |
| Explode: 4 / 25 % | Explode: 4 / 30 % | Explode: 1 / 25 % |
| Weight: 40 | Weight: 50 | Weight: 10 |
| Attributes: (\$2,500) * - 25% Sneak | Attributes: (\$3,200) * - 30% Sneak | Attributes: * |
| Description: Crude armor that uses straps of leather and metal bands to form a sparse but effective covering. It can only be worn by mutants. | Description: Somewhat heavier armour using lightweight plastic straps and metal encased in leather panels. It can only be worn by mutants. | Description: A special suit of Armor. When worn, you can move unseen through herds of brahmin! |

| | | |
|--|--|--|
| Demonspike Coat (Diablo Plate) | | |
|  | | |
| Armour Class: 100 | | |
| Normal: 6 / 0 % | | |
| Energy: 0 / 0 % | | |
| Fire: 0 / 50 % | | |
| Gas: 0 / 0 % | | |
| Explode: 0 / 0 % | | |
| Weight: | | |
| Attributes: ** + 10 Strength Stats. Require Strength of 75 to use. | | |
| Description: Unique Item, 100 AC, +10 Strength, 50% Resist fire, 6 Damage from enemies, Indestructible | | |