

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Firearms/ME/Explosives

Firearms	Ammunition	Damage	Ammo Cap.	Range	AP	Burst Fire	STR	Weight	Value	Special Effects	Fluff	Notes				
Note: a + is shorthand for +1d10 (ex: 28+++ = 28+3d10)																
Note: Any Weapon with an AP Cost shown as (X/Y+Z) is a manual (Pump, Lever, Bolt) action weapon. Players may fire the weapon for the 'Y' value, and chamber the next round for the 'Z' value. X is the total AP cost of doing both as a single action																
Pistols																
.22 Revolver	.22 caliber	8+		6 Short	15/10+5	--	1	2	50							
Silenced .22 Pistol	.22 caliber	8+		16 Short	15	--	1	3	80	Bonus Crit Chance, Bonus Crit Damage						
.32 Revolver	.32 caliber	10+		5 Short	15/10+5	--	2	2	60							
Welrod Pistol	.32 caliber	10++		1 Short	20/10+10	--	2	1.5	100	Silent, Bonus Crit Chance, Bonus Limb Damage		Un-moddable				
5.56mm Pistol	5.56 mm	20+		5 Short	20	--	6	5	550	Bonus Crit Chance						
.357 Magnum Revolver	.357 magnum	18+		6 Short	20/15+5	--	3	2	200							
Casull Revolver	.357 magnum	18++		6 Short	20	--	4	2.5	400	Bonus Limb Damage		Legend of the Casull				
9 mm Pistol	9 mm	12+		13 Short	15	--	2	1.5	100			Attack/Reload AP cannot go below 10/5 AP respectively, no matter what perk or Mod would lower it further.				
Zebra C96 Infiltrator Pistol	9 mm	14+(+)		10 Short	20	--	2	2	500	Silent						
Ministry High Powered Pistol	9 mm	15+		12 Short	15	--	3	2	240							
Walther P99	9 mm	13+		15 Short	20	--	2	1.5	200	Highly Customizable						
Sig 1025	10 mm	16+		15 Short	25	--	4	3	220							
10 mm Pistol	10 mm	16+		12 Short	20	--	4	3	180							
Target Pistol	10 mm	18+		5 Medium	20/15+5	--	4	2.5	175	Accurate, fragile 2/2 Degradation						
Colt 1911	.45 Auto	20+		7 Short	15	--	3	1.5	480							
HK .45	.45 Auto	22+		10 Short	20	--	3	2	500							
G40	.45 Auto	18+		15 Short	20	40, 10% Penalty	4	2	475	4 Round Burst, +2% Chance to jam						
Python Revolver	.44 magnum	22+		6 Short	20	--	5	4	550	Loud,						
Double action Officers Revolv	.44 magnum	22+(+)		5 Short	25	--	5	3.5	1300	Advanced Enchanted Lightning, Bonus Crit Chance, Crit stuns target for one round						
.44 Magnum Revolver	.44 magnum	24+		6 Short	25	--	5	3.5	600	Loud						
Desert Griffon	.44 magnum	20+		8 Short	20	--	5	4	750	Loud						
Hunting Revolver	.45-70 Ministry	34+		5 Medium	25/20+5	--	6	4	1300	Loud						
Ranger Sequoia	.45-70 Ministry	34++		6 Medium	30	--	7	5	1350	Loud						
12.7 mm Pistol	12.7 mm	24++		7 Short	20	--	7	3.5	1000	Loud						
AMT Automag Pistol	12.7 mm	25++		8 Short	25	--	7	4	1250	Loud		Make Braeburn proud				
ISF 500	.500 Macintosh	28+++		6 Short	35	--	8	5	1500	Loud, Bonus Limb Damage, Terrifying						
Needler Pistol	6.8 Caseless Flechettes	18++		20 Short	20	35, 5% Penalty	3	4	1300	Quiet, Bonus Limb Damage, 3 round burst						
SMG's																
Silenced .22 SMG	.22 caliber	6+		180 Short	20	30AP, 10% penalty	2	8	250	4-shot Burst, Bonus Crit Chance/Damage						
M3A1 Grease Gun (9mm Sub)	.32 Caliber	8+		25 Short	20	35, 15% penalty	2	7	300	6-shot Burst						
Zebra Submachine Gun	.32 Caliber	8+(+)		30 Short	30	35, 10% penalty	3	5	800	5-shot Burst, Enchanted, Silent, Bonus Crit Damage						
MP5	9 mm	10+		30 Short	20	30, 10% penalty	3	4	400	4-shot Burst						
Sten Gun	9 mm	10+		20 Short	25	30, 5% penalty	3	3.5	350	Full Auto(3-shot Burst)						
FN P90c	9 mm	10+		50 Short	25	40,10% penalty	3	5	600	5-shot burst						
MP40	9 mm	12+		30 Short	20	30, 10% penalty	3	4	450	Full Auto(3-shot burst)		Nyaahh! See?				
10 mm SMG	10 mm	14+		30 Short	25	30, 10% penalty	5	5	500	4-shot Burst						
Kriss XIX	10 mm	15+		20 Short	20	25, 5% penalty	4	5	1000	2-shot Burst						
.45 Auto SMG (Tommy Gun)	.45 Auto	18+		30 Short	20	30, 10% penalty	6	11	650	4-shot Burst						
Walther MPL	.45 Auto	18+		20 Short	20	30, 10% penalty	4	8	550	3-shot Burst						
UMP 45	.45 Auto	19+		25 Medium	30	40, 10% Penalty	5	7	600	3-shot Burst, Scoped						
12.7 mm SMG	12.7 mm	22++		20 Short	25	35, 10% penalty	6	5	1200	4-shot Burst						
Scorpio PDW	12.7 mm	24++		30 Short	30	40, 15% penalty	6	4.5	1600	3-shot Burst						
Assault Rifles/Carbines																
M4A1 CQB	9 mm	12++		24 Medium	25	30AP, 5% penalty	3	6	1800	5-shot Burst						
M4A1 (Assault Rifle)	5.56 mm	16++		24 Medium	30	35AP, 5% penalty	3	8.5	800	3-shot Burst						
FS2000	5.56 mm	20++		30 Medium	30	35, 10% penalty	5	8	1250	3-shot Burst						
Zebra Infiltrator Carbine	5.56 mm	20++(+)		24 Medium	30	30AP, 5% penalty	3	7	2300	Enchanted, 3-shot burst only, silent, scoped						

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M16A3	5.56 mm	18+	30	Medium	25	40, 10% Penalty	4	9	1000	3-shot Burst						
XM8	6.5 mm	18+++	30	Medium	35	40, 5% penalty	5	6.5	1450	3-shot Burst, Scoped						
Masada Carbine	6.5 mm	20++	20	Medium	30	40, 5% penalty	5	8.5	1650	3-shot Burst						
Enfield XL70E3	6.5 mm	18+++	30	Medium	30	35, 5% penalty	4	7.5	1800	3-shot Burst, Scoped, Bayonet						
Zebra Assault Rifle	7.62 mm	24++	30	Medium	30	35, 15% penalty	5	9	1200	Full Auto(4-shot Burst) Bayonet						
Minotaur Carbine	7.62 mm	22++	25	Medium	30	35, 10% penalty	4	5	900	4-shot Burst						
Scar-H (HAR)	7.62 mm	25++	24	Medium	35	40AP, 5% penalty	4	10	1500	3-shot Burst						
Steyr AUG	7.62 mm	24+	30	Medium	30	40, 15% penalty	5	11.5	1350	5-shot Burst						
BAR (Auto-rifle)	.308 caliber	26++	20	Long	30	40AP, 10% penalty	8	16	1400	4-shot Burst						
FN FAL OST	.308 caliber	28+	20	Long	30	35, 10% penalty	6	11	1200	2-shot Burst						
HK 36K	.308 caliber	26+	30	Medium	35	40, 5% penalty	6	8	950	3-shot Burst						
Rifles																
.22 Single Shot Rifle	.22 caliber	8++	1	Medium	35/20+15	--	1	2	60							
Ruger 10/22 Carbine	.22 caliber	8++	10	Medium	20	--	3	3	120							
Mossbuck MVP(.32 rifle)	.32 caliber	12++	5	Medium	30/15+15	--	3	6	140							
Pipe Rifle	.32 caliber	12++	1	Medium	30/20+10	--	3	4	50	Might explode						
Markspory Carbine	5.56 mm	22++	20	Long	25	--	4	6	1100	Scoped						
Ruger 223 (Vrmt Rifle)	5.56 mm	16++	5	Long	35/20+15	--	3	5.5	200							
Lee Enfield Mk 3	.30-06	34++	5	Long	40/25+15	--	6	6	1000	Bonus Crit Chance						
1903 Springfield	.30-06	32++	5	Long	35/25+10	--	6	7	1200	Bonus Crit Chance x2						
M1 Garand(Battlerifle)	.308 caliber	30++	8	Long	25	--	6	9.5	900							
Reminghoof .308(Hunting Rifle)	.308 caliber	32+++	5	Extreme	40/25+15	--	6	6	1100	Bonus Crit Chance						
REA Markspory Rifle(Sniper)	.308 caliber	28+++	5	Extreme	25	--	6	8	1600	Bonus Crit Chance, Scoped						
SKS Semi automatic Rifle	.308 caliber	28++	5	Long	25	--	6	7	1200	Bonus Crit Chance, Bayonet						
.357 Braeburn Special (Rep.R.	.357 magnum	20++	7	Medium	30/20+10	--	4	5	250							
Trapper Carbine	.357 magnum	20++	10	Medium	35/25+10	--	5	7	400							
Trail Carbine	.44 magnum	24++	8	Medium	30/20+10	--	6	7.5	800							
Clydesdale Widowmaker	.44 magnum	26++	6	Medium	30	--	6	8	950							
Brush Gun	.45-70 Ministry	36++	6	Medium	35/25+10	--	6	5	1800							
Marlin 45-70	.45-70 Ministry	36++	10	Long	30/20+10	--	6	8	2000							
Barrenhoof AM 50(AM Rifle)	.50 MG	80+++	8	Extreme	45/30+15	--	8	20	2700	2 Ponies Long, Scoped and Terrifying						
Alicorns End	.50 MG	85+++(+)	1	Extreme	45/25+20	--	8	15	3500	Scoped, Enchanted, Suppressed	Zebra special weapons					
Mass Driver	6.8 Caseless	90+++	5	Extreme	30	--	6	10	5000	x2 Crit damage, Bonus Crit Chance, Ignore 10DT, Knockdown	Mass acceleration for the magically disadvantaged. The Mass Driver can not take any firearms Mods, it can however, take Gestalt Mods					
BB Gun	BB's	2+	100	Medium	15	--	3	2	30	Bonus crit damage	Don't shoot your eye out.					
Shotguns																
Single Shotgun	20 Gauge	12p(2+1d3)	1	Short	30	--	5	7	150		24+					
Caravan Shotgun	20 Gauge	12p(2+1d3)	2	Short	25	--	3	3	300		24+					
Lever-Action Shotgun	20 Gauge	12p(2+1d3)	5	Short	30/20+10	--	4	3	450		24++					
Double-Barrel Shotgun	12 Gauge	8p(3+1d5)	2	Short	30	40, 5% penalty	4	6	500	Both Barrels	24++	Git off my lawn				
Sawed-Off Shotgun	12 Gauge	8p(3+1d5)	2	Short	25	35, 5% penalty	4	4	650	Both Barrels	24++	Ash's revenge				
Reminghoof Hunting Shotgun	12 Gauge	8p(4+1d6)	5	Medium	30/20+10	--	5	7.5	800		32++					
REA Combat Shotgun	12 Gauge	8p(4+1d6)	8	Medium	25	--	6	7	1000		32++					
Riot Shotgun	12 Gauge	8p(4+1d6)	12	Medium	25	35, 10% Penalty	7	5	1300	2 Shell Burst	32+++					
RAAS-12 Assault Shotgun(AutoSG)	12 Gauge	8p(4+1d6)	24	Medium	25	40, 15% Penalty	7	10	1600	3 Shell Burst	32+++					
Pancor Jackhammer	8 Gauge	6p(6+2d6)	12	Medium	25	40, 10% Penalty	6	9.5	2200	3 Shell Burst	40+++					
Trench Gun	8 Gauge	6p(6+2d6)	8	Medium	30/20+10	--	6	7	800	Bayonet	38+++	Fuck you and everypony behind you				
Note: Shotguns damage is based on Buckshot, which employs multiple small projectiles. Target's Damage Threshold is applied against each individual pellet																

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Firearms	Ammunition	Damage	Ammo Cap.	Range	AP	Burst Fire	STR	Weight	Value	Special Effects	Fluff	Notes				
At Point Blank Range, Shotguns Ignore 5 DT																
Machineguns																
5 mm Gast Gun	5 mm	17++	100	Medium	30	40AP, 10% Penalty	7	20	2000	6 Round Burst						
5 mm Minigun	5 mm	18++	240	Medium	40	40AP, 15% Penalty	8	25	2200	Burst/automatic fire only (8 rounds)						
Light Machine Gun	5.56 mm	18++	100	Medium	30	40AP, 10% penalty	8	15	1250	5-shot Burst, requires mounting						
Support Machine Gun	7.62 mm	23++	75	Medium	35	50AP, 15% penalty	9	13	1800	5-shot Burst						
Vindicator Minigun	7.62 mm	24+	100	Medium	40	50AP, 20% penalty	9	20	2500	Automatic/Burst fire only (10 rounds)						
M60	7.62 mm	24++	100	Medium	35	45Ap, 20% penalty	8	12.5	1850	5-shot Burst						
Bren Gun	30-06	40++	40	Long	45	50AP, 15% penalty	8	15	1500	3-shot Burst						
Browning M2 (HMG)	.50 MG	60++	30	Long	40	50, 20% penalty	10	20	2500	5-shot Burst, Requires Mounting						
Plasma Weapons																
Magic Plasma Pistol	Gem Pack	24+	32	Short	20	2 ammo/shot	2	3	500	x3 Critical						
Plasma Protector	Gem Pack	26+	32	Short	20	2 ammo/shot	2	2	800	x3 Critical						
Magic Plasma Rifle	Micro-Sparkle	30++	24	Medium	25	2 ammo/shot	4	8	1300	x3 Critical						
Multi-Plas Rifle	Micro-Sparkle	3x30+	30	Medium	30	3 shots/fire, 2 ammo/shot	4	7	2800	x3 Critical, Crit chance on each beam						
P94 Plasma Rifle	Micro-Sparkle	35+++	20	Medium	45	2 ammo/shot	5	9	3500	x3 Critical						
Multiplas Carbine Rifle	Spell-Flux	3x35+	25	Medium	30	3 shots/fire	4	6.5	3800	x3 Critical, Crit chance on each beam						
Magic Plasma Cannon	Spell-Flux	50+++	30	Medium	40	3 ammo/shot	8	30	4000	x3 Critical, Ignores 10DT						
BFG 9000	Spell-Flux	100+++	10	Short	60	10 ammo/shot	8	20	7500	x5 Critical, Ignore all DT, inflicts incendiary 50++ in 25ft AoE,	Unique Wild Wasteland Required					
Laser Weapons																
Magic Laser Pistol	Gem Pack	15+	30	Short	15	--	1	3	175	x3 Critical						
Magic Recharger Pistol	Sparkle-Breeder	16+	20	Short	15	Breeds 3 Shots/Round	2	7	700	x3 Critical						
Recharging Magic Rifle	Sparkle-Breeder	12++	7	Medium	20	Breeds 2 Shots/Round	5	15	225	x3 Critical						
Magic Laser Rifle	Micro-Sparkle	20++	24	Long	20	--	3	8	800	x3 Critical						
Tri-Beam Magic Rifle	Micro-Sparkle	3x20+	24	Medium	25	3 shots/fire	4	9	2400	x3 Critical, Crit chance on each beam						
Laser Carbine	Micro-Sparkle	20+	24	Medium	20	30, 10% Penalty	4	6.5	850	x3 Critical 3 Shot Burst						
Metal Blaster	Micro-Sparkle	9x6+	24	Short	25	3 shots/fire	4	7	1200	x3 Critical						
Laser RCW	Spell-Flux	15++	60	Medium	20	25, 10% Penalty	4	4	1200	4 Shot Burst, x3 Critical						
Magic Gatling Laser	Spell-Flux	18++	240	Medium	30	35, 10% Penalty	8	18	3500	6 Shot Burst, x3 Critical						
AER14 Rifle	Spell-Flux	25++	30	Medium	30	3 shots/fire	4	6.5	1500	x3 Critical						
AER24 Scatterbeam Rifle	Spell-Flux	4x20+	30	Short	30	4 shots/fire	5	10	3000	x3 Critical						
Misc Energy Weaponry																
											Incendiary Rules apply half weapon base damage (Rnd up) +1d10 per turn until player puts himself out					
Sonic Emitter	Gem Pack	20+	24	Short	20	--	2	2	650	AP Damage to Robots/Power Armour						
Flamer	Flamer Fuel	20+	60	Short	30	10Fuel/shot	7	15	1350	Incendiary, 20ft cone, ignores 2DT						
Flamer Rifle	Flamer Fuel	15+	40	Short	25	5 Fuel/shot	5	8	1500	Incendiary, 15ft cone, ignores 2DT						
Flamer Pistol	Flamer Fuel	15+	20	Short	20	2 Fuel/shot	4	4	300	Incendiary, 5ft cone, dangerous, ignores 2DT	Crit fail destroys weapon, ignites user and 10ft radius around user					
Incinerator	Flamer Fuel	16+	30	Medium	35	--	6	12	1100	Incendiary, Bonus Crit Chance, ignores 2DT						
Heavy Incinerator	Flamer Fuel	20+	24	Long	25	2 Ammo/Shot	8	15	2000	Incendiary, Bonus Crit Chance, ignores 2DT						
Lightning Rifle	Micro-Sparkle	40++	20	Long	30	--	4	4	2600	x3 Critical, Crit Shuts Down Robots/PA						
Gestalt Rifle	Micro-Sparkle	90++++	5	Extreme	25	5 ammo/shot	5	7	3000	x3 Critical, ignores 10DT, Knockdown, Stun	ME Sniper Rifle Developed by MAS					
Twilight Cannon	Spell-Flux	60+++	20	Long	45	5 ammo/shot	8	8	4500	x3 Critical, 20+ Burst Damage in 30ft AoE						
YK42b Pulse Rifle	Spell-Flux	30++	10	Long	30	2 ammo/shot	5	9	3000	AP Damage to Robots/Power Armour, Crits shut down robots and power armour permanently						
YK32 Pulse Pistol	Spell-Flux	15++	10	Medium	20	2 ammo/shot	4	4.5	2500	AP Damage to Robots/Power Armour, Crits shut down robots and power armour permanently						
PPK12 Gestalt Pistol	Gem Pack	50+	10	Short	30	10 ammo/shot	7	3	2890	Ignore 10DT at PB range						
Explosives																

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Firearms	Ammunition	Damage	Ammo Cap.	Range	AP	Burst Fire	STR	Weight	Value	Special Effects	Fluff	Notes				
25mm Grenade APW	25mm	40+++	6	Medium	30	--	5	8	1300	20+ Burst Damage in 20ft AoE						
Grenade Machine Gun	25mm	40+++	30	Medium	35	50, 15% Penalty	8	15	2000	20+ Burst Damage in 20ft AoE, 3-Burst						
XM25 APW	25mm	40+++	10	Medium	25	40, 10% Penalty	5	7.5	2000	20+ Burst Damage in 20ft AoE, 3-Burst						
XM307	25mm	40+++	100	Medium	35	50, 15% Penalty	9	20	3500	20+ Burst Damage in 20ft AoE, 8-round Burst, Requires mounting						
XM109	25mm	40+++	5	Extreme	40/25+15	--	8	15	3000	20+ Burst, 20ftAoE, Scoped						
Grenade Rifle	40mm	48+++	1	Medium	35	--	3	6	300	25+ Burst Damage in 30ft AoE						
Multi-Grenadier	40mm	48+++	4	Medium	30/20+10	--	5	12	1600	25+ Burst Damage in 30ft AoE						
Heavy GMG	40mm	60++++	15	Long	40	55, 15% Penalty	8	15	2600	30+ Burst Damage in 30ft AoE, 3-Burst						
Milkor GL	40mm	48+++	6	Medium	30	--	6	8	2000	30+ Burst Damage in 30ft AoE						
Flare gun	Flares	20+	1	Medium	30/20+10	--	3	2	200	10+ Incendiary Burst in 10ft AoE						
Flak Cannon	20mm	30++	16	Long	40	55, 20% Penalty	10	35	3400	4-shot Burst, +20Dmg against flying enemies, 15ft AoE						
Missile Launcher	Missile	75+++	2	Long	40	50, Guided Shot	6	20	2200	Guided Shot (+20 Accuracy)						
Rocket Launcher	Rocket	50+++	1	Long	40	--	6	20	1800							
Quad Launcher	Rocket	50+++	4	Long	35	--	6	20	2600							
B.E.L.	Balefire Egg	300+10d10	1	Long	60	Irradiates Area	8	30	7500	150++ Burst Damage in 60ft AoE						
Note: Credit for Original Sheet Goes to Strobe and TenMihara. All subsequent additions made by Ironwolves21																

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Unarmed/Melee

Name	Damage	AP	AP (Special)	STR	Weight	Value	Special Effects	Fluff
Melee Weapons								
Note: The Base Damage of any Melee or unarmed weapon is dependant on the Character's Strength (Str*modifier = Base Damage)								
Cleaver	1/2xStr+2d10	10	-	2	2	30	Bonus Limb Damage	Chop chop
Dress Cane	1/2xStr+2d10	20	I say! (25)	2	3	60	2x Damage, 20% chance to break	Classy
Knife	1/2xStr+1d10	10	-	1	1	15	None	
Police Baton	1/2xStr+1d10	10	-	1	2	40	None	
Pool Cue	1/2xStr+2d10	20	I'll Break! (30)	2	1	25	3x damage, breaks weapon	
Rolling Pin	1/2xStr+1d10	15	-	2	1	10	None	
Straight Razor	1/2xStr+2d10	10	Close Shave (20)	1	1	85	Bonus Crit Chance, Bonus Crit Damage (inflicts Bleeding)	
Stun Baton	1/2xStr+2d10	15	-	1	1	180	Bonus 2d10 Lightning/AP damage	
Switchblade	1/2xStr+1d10	10	-	1	1	35	None	
Bowie Knife	Str+1d10	15	-	3	1	100	Inflicts Bleeding vs End check	Not to be confuse with David Bowie
Combat Knife	Str+2d10	10	-	3	1	200	Bonus Crit Chance	
Hatchet	Str+2d10	25	-	2	2	80	Bonus Limb Damage	
Lead Pipe	Str+2d10	20	-	5	3	50	None	Clonk
Bottle	Str+2d10	20	Full (30)	4	1	Item cost	Extra 1d10 when full	Clonk
Machete	Str+3d10	20	-	3	2	100	Bonus Limb Damage	
Whip	Str+1d10	25	Reach (10ft)	3	1	220	Inflicts Bleeding vs End check, Bonus to Trip Attempts	Get Bessie moving real quick
Cattle Prod	1.5xStr+1d10	20	-	4	3	320	Bonus 1d10 Lightning/AP damage	
Nail Board	1.5xStr+1d10	25	Brained! (30)	7	4	150	Strikes against Head, automatically cripples if hit	
Shovel Spear	1.5xStr+2d10	20	-	3	3	200	Inflicts Bleeding vs End check	FORE!
9 Iron	2xStr+1d10	20	-	2	3	100	None	
Baseball Bat	2xStr+1d10	20	Home Run! (30)	4	3	150	1.5x damage, Melee 50+ required	
Bumper Sword	2xStr+3d10	30	-	8	12	800	None	
Ripper	2xStr+3d10	25	Can Opener (30)	3	6	1100	Ignores 10DT (uses 3xStr vs Power Armour)	
Zebra Sword	2xStr+2d10	20	-	4	3	1200	Bonus Limb Damage/Bonus Crit Chance, +1d10 Lightning/AP Damage	
Zebra Sword (Mundane)	2xStr+2d10	20	-	4	3	800	Bonus Limb Damage/Bonus Crit Chance	
Zebra Chain Whip	2xStr+3d10	30	Reach (15ft)	6	8	1500	Bonus Crit Damage, Bonus to Trip Attempts	
Blade of the West	3xStr+3d10	25	-	9	12	1800	Knockdown on Crit	
Fire Axe	3xStr+2d10	20	-	5	8	1000	Bonus Limb Damage	
Rebar Club	3xStr+3d10	35	-	9	9	600	None	
Sledgehammer	3xStr+2d10	35	-	7	12	400	None	Ringngngngngngngngng
Chainsaw	4xStr+4d10	35	-	7	20	2500	Ignores 15 DT	
Magical Super Sledge	4xStr+3d10	30	-	8	20	2000	Ignores 5 DT	
Magical Energy Lance	4xStr+3d10	25	-	7	20	2200	Ignores 10 DT	
Thrown Weapons								
Throwing Knife	Str+1d10	15	Throw	1	0.5	30	4xStr Range	
Throwing Axe	1.5xStr+2d10	20	Throw	1	0.5	80	6xStr Range	

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Name	Damage	AP	AP (Special)	STR	Weight	Value	Special Effects	Fluff
Throwing Spear	2xStr+3d10	25	Throw	1	0.5	120	8xStr Range	
Unarmed Weapons								
Boxing Boots	1/2xStr+1d10	15	-	1	6	150	Non-Lethal Damage	
Bare Hooves/Talons/Claws	Str+1d10	15	-	0	0	0	None	
Brass Ponyshoes	1.5xStr+1d10	15	-	2	1	20	Gains the 'Iron Hoof' Barehoofed multiplier bonus	
Spiked Ponyshoes	1.5xStr+2d10	15	-	3	1	80	Gains the 'Iron Hoof' Barehoofed multiplier bonus	
Zap Hoof	1.5xStr+3d10	25	-	2	6	600	Bonus Lightning/AP Damage	
Bladed Gauntlet	2xStr+2d10	20	-	5	10	500	Bonus Crit Chance, Bonus Crit Damage	
Hoof Ripper	2xStr+3d10	20	Can Opener (30)	7	10	1000	Ignores 10 DT (Applies 3xStr vs Power Armour)	
Hellhound Helmet/Gauntlet	3xStr+2d10	20	-	6	10	Craft Only	Ignores All DT/DR	
Power Hoof	4xStr+3d10	25	-	5	6	1800	Ignores 5 DT	
Ballistic Buckers	4xStr+4d10	30	Both Hooves (40)	9	6	2300	Double Damage, Crit fail leaves user prone	
Industrial Hoof	3xStr+3d10	30	Can Opener (40)	6	8	1200	Crit fail removes 2 Degradation points, Ignores 10 DT	
Attack/Reload AP cannot go below 10/ 5 AP respectively, no matter what perk or Mod would lower it further.								

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Unconventional Weapons

Weapon	Ammunition	Damage	Ammo Cap	Range	AP	AP (Special)	STR	Weight	Effects	Recipe
Dart Gun	Darts	1+	1	Short	15	--	1	1.5	Paralyzes target for 1d10 rounds. End check for half duration, min 1 round. Silent	Toy Cart, Paint Gun, Surgical Tubing, Poison Gland
Par-T Cannon	Anything	35+	1	Long	35	--	4	8	Misc. effects added depending on what is fired	Vacuum Cleaner, Balloon Inflator,
Railway Rifle	Railway Spikes	20++	8	Medium	25	--	5	12	Called Limb Shots automatically Cripple, and pin target to nearby surface	
Bottlecap Blunderbuss	Bottlecaps	10x(3+1d6)	1 (10 caps)	Short	20	--	4	4	Like shotgun weapons, DT is applied against each projectile	
Phoenix Talon (Shiskebab)	Flamer Fuel (?)	2xStr+3d10	-	Melee	25	--	3	3	Inflicts Incendiary Status vs Agi check	Lawn Mower Blade, Flamer Fuel Tank, Pilot Light, Garden Hose
Nail Gun	Nails	8+	90	Short	15	25, 5% Penalty	2	4	Double Limb Damage, Silent, 6 Shot Burst	N/A
Molotrot Cocktail	-	15+2d10	-	Thrown		--			Inflicts Incendiary Status within 10ft radius	Abraxo Cleaner, Flamer Fuel, Vodka Bottle, Rag
Crossbow	Bolts	20+	1	Medium	20	--	3	2	Silent, 150 Caps	N/A
Zebra Trenchbow	Bolts	30+	1	Medium	20	--	4	3	Silent, 500 Caps	N/A
Enchanted Crossbow	Bolts	25+(+)	10	Medium	20	--	3	3	Silent, Enchanted, 1000 Caps	N/A
Attack/Reload AP cannot go below 10/ 5 AP respectively, no matter what perk or Mod would lower it further.										
Note: Most Weapons on this list are craft only										

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Munitions

	Damage	Price	Extra Effects	AoE (Radius)						
Grenades										
Frag/Metal Apple	50+2d10	80	None	20Ft						
Incendiary	35+2d10	80	Inflicts Incendiary Status	20Ft						
Magical Energy	60+2d10	115	x3 Crit, Ignores 5DT	15Ft						
Matrix Disruption	15+2d10	65	x2 Damage vs Power Armour/Robots, Crit automatically shuts down	10Ft						
High Explosive	75+3d10	140	None	30Ft						
Sparkle-Grenade	90+3d10	Craft Only	Irradiates the Area	40Ft						
Balefire Egg	120+4d10	250	Irradiates the area	60Ft						
Concussive	50+2d10	90	Non-Lethal Damage	30Ft						
Mines										
Frag	30+2d10	50	None	15Ft						
Incendiary	20+2d10	50	Inflicts Incendiary Status	20Ft						
Magical Energy	40+2d10	100	x3 Crit, Ignores 5DT	25Ft						
Matrix Disruption	10+2d10	40	x2 Damage vs Power Armour/Robots, Crit automatically shuts down	10Ft						
Bottlecap	60+3d10	Craft Only	None	30Ft						
Adv. Bottlecap	80+3d10	Craft Only	None	40Ft						
Balefire Mine	100+4d10	200	Irradiates the area	50Ft						
Concussive	30+2d10	60	Non-Lethal Damage	20Ft						
Miscellaneous										
C4 Explosives	150+4d10	300	Requires Detonator	20Ft						
Dynamite	40+2d10	60	None	15Ft						
Long Fuse Dynamite	40+2d10	75	Detonates at End of Combat Sequence	15Ft						
Flashbang	10+1d10	80	Non-Lethal Damage, 1d4 Perception Damage and -20 to all Skills for 1d6 rounds. End Check for half damage	20Ft						
Gas Bomb/Tear Gas		100		50Ft						
*Note: Enemies in AoE take reduced damage when farther out										
Mad Zebra Bomber DLC										
Sparkle-Flux Grenade	60+1d10	Craft only	x3 Crit, Ignores 5 DT, 35 AP	25Ft	3x Sparkle-Flux Cells, 50 Explosives					
Sparkle-Flux Cluster	6x60+1d10	Craft only	x3 Crit, Ignores 5 DT, 35 AP	25Ft	18x SFC, 2 Scrap electronics, 1 Duct tape 70 Explosives	essentially throwing six SFC grenades at once	The weapon costs 35 AP to be thrown, and can only be thrown at one target, but the player must make 6d100 rolls to see where the individual grenades go.			
Satchel Charge	75+3d10	125	Proximity Mine, explodes immediately, 35AP	30Ft	25 Lead, 25 Pistol Powder, Scrap Electronics, Sensor Module, 25 Explosives					
Time Bomb	75+1d10	750	Explodes at end of attack phase, 25AP	20Ft	Duct tape, Egg Time, Scrap Electronics, 5x Dynamite, 50 Explosives					
Time Bomb High Yield	85+2d10	750	Explodes at end of attack phase, 25AP	25Ft	Duct tape, Egg Time, Scrap Electronics, 6x Dynamite, 50 Explosives					
Tin Grenade	40+1d10	25	Likely to blow yourself up	15Ft	Duct tape, tin can, 50 Pistol Powder, 25 Explosives					
Powder Charge	30+1d10	25	35AP	15Ft	Duct tape, 2x Dynamite, Tin Can, Sensor Module, 10 Explosives					
Powder Charge Efficient	30+1d10	25	35AP	15Ft	Duct tape, Dynamite, Tin Can, Sensor Module, 10 Explosives					

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Ammo Listing

Type/Caliber	Value	Notes
Conventional Firearms		
BBs	0.2	
5 mm	1	Ignores 10 DT
.22 Long Rifle	0.33	
5.56 mm	0.5	
6.5 mm	3.5	
6.8 Caseless	4	
7.62 mm	2	
.32 Rifle Round	0.33	
.308 Rifle Round	3	
30-06 Rifle Round	4	
.357 Magnum	1	
9 mm	0.5	
10 mm	1	
.44 Magnum	1.5	
.45 Auto	1.5	
12.7 mm	2	
.45-70 Ministry	3	
.50MG	4	
.500 Macintosh	4	
Shotgun Shells		
20 Gauge	1	
12 Gauge	2	
8 Gauge	4	
Sparkle-Packs (MEW)		
Gem Pack	1.5	Equivalent of Small Energy Cell

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Ammo Listing

Type/Caliber	Value	Notes
Micro-Sparkle Cell	2	Equivalent of Microfusion Cell
Spell-Flux Pack	1	Equivalent of Electron Charge Pack
Flamer Fuel	0.5	Ignores 2DT
Explosive Rounds		
25mm Grenade	8	
40mm Grenade	12	
20mm Flak Round	30	
Rocket	20	
Missile	30	
Miscellaneous Ammo		
Nail	0.5	For use with Nail Gun
Dart	0.5	For use with Dart Gun
Railway Spike	1	For use with Railway Rifle
Bottle Cap	1	Bottle Cap Blunderbuss or Mine
Bolts	1	For use with Crossbow
Flares	5	For use with Flare gun (Duh)

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Ammo Varieties

Ammo Type	Damage Change	Added Effect(s)	Notes	Value		
Rifle/Pistol Ammo						
Armour Piercing (AP)	-2 base	Ignores 15 DT		Base +3	Incendiary Rules apply half weapon base damage (Rnd up) +1d10 per turn until player puts himself out	
Explosive (Exp)	Adds 3d10	added damage to 10ft radius	x1.5 Crit Fail Chance	Base +3		
Hollow Point (HP)	Adds 2d10	Applies 2xDT		Base +1		
Incendiary (Inc)	Adds 1d10	Inflicts Burning Status	Lasts 3 turns vs Agi	Base +2		
Magically Enhanced (ME)	adds 1d10	Ignores 5DT		Base +2		
Rubber (R)	-5 Base	Non-Lethal Damage		Base		
Shotgun Shells						
Flechette (Fch)	1 less Pellet per shot	Ignores 5DT on each pellet		Base +1		
Slug (Sig)	Full Base + 2d10	Single Projectile		Base +2		
Bean Bag (BB)	1/2 of Slug	Non-Lethal Damage		Base		
Matrix Disruption Slug (MD)	1/2 of Slug against organics	Crit Shuts down Robots/PA	AP Penalties on all hits	Base		
Incendiary (Inc)	2 Less Pellets per shot	Inflicts Burning Status	Lasts 3 turns vs Agi	Base +1		
Coin Shot (CS)	Adds 1 damage per pellet	12 Gauge Only	Requires 8 Pre-War Bits	Craft (Mechanics 50)		
Magnum Buckshot (Mn)	Adds 2 damage per pellet	Ignores 2DT per pellet	2x Crit Fail Chance	Craft (Mechanics 50)		
Bolo (Bo)	2 pellets, 2x(10x1d6)	Ignores 5DT, 3x Limb Damage on impact		Base +3		
Magical Energy Ammo						
Bulk (Blk)	Base -2	Applies Full DT	Cannot be converted	Base/2		
Overcharge (OC)	adds 1d10	Ignores 5DT	1.5x Crit Fail Chance	Craft (Science 40)	3:2 Conversion	
Homemade Flamer Fuel (HM)	None	Applies Full DT	2x Crit Fail Chance	Craft (Science 30)	Box of Detergent, Sugar Bombs, Maize	
Optimized Flamer Fuel (OF)	Base +3	Ignores 5DT	1.5x Crit Fail Chance	Craft (Science 50)	3:1 Conversion	
Max Charge (MC)	adds 2d10	Ignores 10DT	2x Crit Fail Chance	Craft (Science 60)	5:2 Conversion	
Optimized (Opt)	adds 1d10	Ignores 5DT	As Overcharge w/o drawback	Craft (Science 80)	3:2 Conversion	
Grenades/Missiles						
Concussive (Cv)	No Change	Non-Lethal Damage	25% Larger Area of Effect	Base +1	Grenades Only	
High Explosive (HE)	Adds 3d10 Damage	None	More bang for your caps	Base +4		
Matrix Disruption (MD)	1/2 Base Damage	Crit Shuts down Robots/PA	25% Smaller Blast Radius	Base		
Magical Plasma (MP)	Adds 3d10 Damage	Ignores 5DT	25% Smaller Blast Radius	Base +6		
Timed (Tim)	None	Detonates at End of Sequence	Slow and Steady	Base +2		
40mm Buckshot	18x(4+1d3)	No AoE	Same Ouchies, no Splashing	Base +2		

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Ammo Varieties

Ammo Type	Damage Change	Added Effect(s)	Notes	Value		
	Crossbow Bolts					
Barbed Bolt (Ba)	Adds 3d10	2xDT		Base +2	Craft (Mechanics 25)	
Broadhead (Br)	-2 base	Ignore 15DT		Base +1	Craft (Mechanics 25)	
Explosive (Ex)	Adds 3d10	20+ 10ft AoE		Base +4	Craft (Mechanics 50, Explosives 50)	
Incendiary (Inc)	Adds 1d10	Inflicts burning status		Base +3	Apply high proof alcohol	
Magically Sharpened (MS)	Adds 1d10	Ignore 5dt		Base +5		
Suction Cup	-5 Base	Non-lethal Damage	Could be used to obtain out-of-reach items, or kill a pony with shame.	Base /2	Craft (Mechanics 25)	

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Weapon Mods

Mod		Value	Notes			
Firearms						
Semi-auto Pistols		% Base Weapon cost		Weapon mods in the same category are not compatible with each other. Mods in Additional Upgrades do not follow this rule.		
Slide upgrades						
Long Slide		50%	Increase base damage by 3			
HD Slide		45%	4/4 Weapon Degridation			
Additional Upgrades						
Extended clip		25%	(+)3 Ammunition Capacity	(+)2 rounds for each step down listing: +3 12.7, +5 .45 Auto		
Laser sight		20%	(+)3% Crit Chance			
Scope		50%	Adds Short Range Scope, +10 to hit at Short Range			
Suppressor		32%	Silences weapon			
Revolvers				Attack/Reload AP cannot go below 10/ 5 AP respectively, no matter what perk or Mod would lower it further.		
Barrel						
Long Barrel		45%	Increase base damage by 3			
Match Barrel		40%	Crit Chance +3%			
Cylinder						
HD Cylinder		35%	4/4 Weapon Degridation			
6 shot Cylinder		35%	(+)1 Ammunition Capacity for 5 shot revolvers			
Additional Upgrades						
Heavy Frame		50%	4/4 Weapon Degridation			
Scope		60%	Adds Scope, dependant on max weapon range, +10 to hit at said range			
SMG's						
Magazines						
Stacked Mags		20%	(+)1 Full clip, half AP from Reload for first reload in clip.			
Drums		40%	(+)25 Ammunition, +5 AP to Reload			
Extended Mag		35%	(+)12 Ammunition			
Additional Upgrades						
Recoil Compensator		25%	Burst fire penalty reduced by 5%			
Laser Sight		20%	(+)3 Crit chance			
Suppressor		30%	Reduces weapon noise			

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Weapon Mods

Mod		Value	Notes		
Assault Rifles/Carbines					
Internals	AR Internals are compatible, but an AR may only have two Internal upgrades				
Forged Receiver		25%	Increases Condition: 4/4 Degradation		
Upgraded Springs		30%	Reduce AP fire cost (-5)		
Light Bolt		32%	Reduce AP burst fire cost (-5)		
Improved Internals		40%	(+1) Rate of Fire		
Additional Upgrades					
Extended Mags		40%	(+10) Ammunition Capacity		
Scope		32%	Adds Scope equal to Max weapon range, +10 to hit past short		
Suppressor		30%	Reduces weapon noise		
Rifles					
Internals					
Forged Reciever		28%	Increases Condition: 4/4 Degradation		
Custom Bolt/Action		34%	Reduce AP cost -5/-5 for bolt/lever action, -5 for Semi-autos		
Additional Upgrades					
Suppressor		30%	Reduces Weapon Noise		
Carbon Fibre Parts		35%	Halve weapon weight, reduce required STR by -1	Not compatible with Custom Stock	
Scope		48%	Adds Scope equal to Max weapon range, +10 past short		
Custom Stock		35%	Reduces weapon weight by -2, reduces STR required by -1	Not compatible with CF parts	
Magazines	The Battle rifle is not compatible with any mag upgrades, Tube upgrades only for lever action weapons				
Long Tube		25%	Ammunition Capacity +3		
Extended Mag		30%	Ammunition Capacity +5		
Shotguns			May only have two Additional Upgrades		
Magazines					
Bigger Drums		40%	All Clip fed shotguns receive +8 Ammunition Capacity		
Long Tube		35%	Ammunition Capacity +3		
Barrel					

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Weapon Mods

Mod		Value	Notes			
Choke		35%	Increase pellet damage by 1			
Long Barrel		45%	(+)10 to hit past Short Range			
Breaching Choke		30%	Chance to breach locked doors doubled, Crit fail doesn't damage weapon			
Additional Upgrades						
Composite Parts		50%	Halve weapon weight, reduce AP cost by -5	Automatics only		
Shell Holder		25%	Reduce reload AP by -5	Not usable by clip fed weapons		
Forged Reciever		40%	Increase Condition 4/4 Degridation			
Improved Pump Action		35%	Improve Fire rate, reduce AP cost by -5/-5	Pump action only		
Machineguns						
Internals						
Hardened internals		50%	Increase Condition 4/4 Degradation			
Improved Springs		30%	Reduce AP cost -5			
High Speed Motor		40%	Reduce AP cost -5	Miniguns only		
Dampened subframe		30%	Reduce burst AP by -10			
Magazines						
Disintegrating Belt		25%	Increase Rate of Fire +2			
Expanded Drum		30%	Ammunition Capacity +40			
Massive Drums		40%	Ammunition Capacity +80, STR required +1	Weapon now requires mounting		
General Upgrades						
Bayonets		200 caps	Adds a melee attack that doesn't require the player to change weapons, acts as a combat knife stat wise. Only purchasable for rifle grip weapons.			
Improved Ironsights		25%	Adds +5 to hit for unscoped weapons			
Pretty Stickers		10 caps	Look pretty and make you happy			
Magical Energy Weapons			Magical Energy Weapons may only take 3 upgrades			
Laser						
Combat Sights		75%	(+)3 Crit Chance	Non-compatible with scopes		
Focus Optics		80%	Increase Base Damage by 3			

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Weapon Mods

Mod	Value	Notes			
Recycler	110%	Every 4th shot is free			
Beam Splitter	65%	2 Beams at Half dmg +30%	Automatic laser weapons cannot take this mod.		
Scope	100%	Adds +10 up to max weapon range			
Carbon Fiber Frame	50%	Halve weapon weight and reduce STR requirement by -1			
HD Capacitor	55%	Increase weapon durability; 4/4 Weapon Degridation			
Hi-Capacity Terminal	45%	Ammunition Capacity +24			
Plasma		Only Plasma pistols are moddable, unless stated otherwise			
Sheath Stabilizer	30%	Increase Crit Chance by 3%			
High-Energy Ionizer	55%	Increase Base Damage by 7			
Magnetized Accelerator	40%	Increase Range	Plasma rifle may take this mod		
Hi-Capacity Terminal	50%	(+) 36 Ammunition Capacity			
Recycler	110%	Every 4th Short Free			
Scope	100%	(+)10 up to max weapon range	Plasma rifle may take this mod		
HD Casing	45%	Increase Weapon Condition 4/4 Degridation	Plasma rifle may take this mod		
High Speed Electrode	80%	Reduce fire AP -5	Plasma rifle may take this mod		
Flame Weaponry					
Additional Upgrades					
High-Cap Tanks	80%	(+)40 Fuel Capacity			
High Pressure Hoses	50%	Add +2 Base damage			
Sticky Napalm	60%	Incendiary attacks last 1 round longer and cannot be put out normally			
Improved Igniter	30%	Remove -5 attack AP			
Nozzle Upgrades					
Narrow Nozzle	45%	Add 5ft to Cone length			
Wide Nozzle	45%	Remove 5ft to Cone length, but increase width by 5ft at the edge on either side			
Explosive Ordinance					
Barrel					

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Weapon Mods

Mod		Value	Notes			
Long Barrel		30%	Increase Range 150ft			
Rifled Barrel		35%	Add 1d10 Dmg			
Internals						
Military-grade Launcher		50%	Increase Base dmg by 5			
High-Speed kit		45%	(-)5 Fire AP	Automatics only		
Upgraded Internals		25%	(-)5 Fire AP			
Additional Upgrades						
Far Sighting		60%	Improves sights. +5 for scopes			
Extended Magazine		40%	(+)10 Ammunition Capacity	Mag-feed only		
Long Tube		30%	(+)2 Ammunition Capacity	Tube Feed only		
Improved Stock		25%	Rifle Grip weapons only, 4/4 Degridation			
Battle Saddles						
Any	Ammo Changer	10% of weapon price per extra feed	Allows changing of ammo types (AP, Standard, ME, etc.) without removing the Saddle (10AP)			
Identical Weapons	Saddle Link	33% of weapon price	Allows the firing of both weapons for the AP cost of one. Critical Failure in either gun jams both			
Single Shot Weapons	Auto-Loader	25% of weapon price	Allows the automated reloading of weapons that fire a single shot per load without removing the saddle	Single Shotgun, Missile Launcher, Gestalt Rifle, etc.	Included in PA Automatically	
Any	JamBuster	33% of weapon price	Allows swift (AP 15) clearing of a jam or fixing of a glitched magical energy weapon mounted within the battle saddle			

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Armour

Name	DT	Weight	Value	Added Effects	Notes			
Light Armour					DT 2min, 14max			
Leather	6	15	80	None	Pretty Basic			
Merc Outfit	2	8	50	Firearms +2, Melee +2		Note: A Pegasus or Griffon Character May add wing blades to any non-powered armour for 10% of its cost or 100 caps, whichever is greater. These blades add an additional 1d10 damage in unarmed or melee		
Armoured-Mesh Cloak	2	2	50	Stacks with other armour				
Raider Armour	4	15	60	Seen as Raider if worn	Littlepip's folly			
Tribal Armour	4	15	60	Tribal Affiliation	(+5 Melee, +5 Unarmed)			
Reinforced Leather	8	15	180	None				
Police/Security Barding	8	15	300	Firearms +5, Speech +5				
Reinforced Security	12	15	400	Firearms +5, Speech +5				
Assassin Suit	12	20	1800	Sneak +20				
Zebra Stealth Armour	10	20	1500	Sneak +25, Invisibility				
Zebra Legionaire Uniform	6	15	400	Melee +5, Unarmed +10	Includes Garish Headdress			
Junior Talon Armour	8	10	1000	Unarmed +5, Firearms +5	Bonus Unarmed/Melee Dmg	Wing Blades already included, Griffons Only		
Canterlot Security Armour	14	15	3500	Firearms +5, Speech +10	Rare			
Zebra Recruit Armour	8	10	250	Melee +5, Unarmed +5				
Radiation Suit	4	10	400	(+)20% Radiation Resistance	No compatible with jackets			
Adv. Radiation Suit	6	10	800	(+)40% Radiation Resistance	No compatible with jackets			
Reinforced Leather Armour	10	20	500	None				
Wasteland Strider Armour	4	8	250	(+)5 Survival, +5 Firearms				
Medium Armour					DT 10min, 18max	Medium Armour reduces Sneak by 10		
Ragged Combat Armour	10	20	200	None				
Combat Armour	12	25	600	(+)5 Battlesaddles	Battlesaddle hardpoints			
Reinforced Combat Amr.	16	25	800	(+)5 Battlesaddles	Battlesaddle hardpoints			
Zebra Field Armour	12	25	750	Melee +5, Unarmed +10				
Military Police Armour	12	25	600	(+)5 Speech, +5 Melee				
Recon Armour	14	20	1200	Sneak +10				
Riot Gear	18	30	2200	Firearms +5, Agi +1	DR 10%			
Talon Combat Armour	15	20	1800	Unarmed +5, Firearms +5	Bonus Unarmed/Melee Dmg	Wing Blades already included, Griffons Only		
Courier Armour	10	15	1500	Carry Weight +20lbs, Survival +5				
Combat Medic Armour	12	15	850	Medicine +5				
Fireponies Armour	10	20	975	Flame Res +25%, Poison Res +5%		No compatible with jackets		
Wasteland Soldier Armour	13	25	1000	Reloading -5AP, Firearms +5				

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Armour

Name	DT	Weight	Value	Added Effects	Notes			
Steel Rangers Initiate Armour	12	25	1750	Battlesaddles +5, AGI -1,				
Burned Bucks Armour	12	15	2500	Firearms +5, Agi +1	The Burned Buck Lives!			
MoM Operative Armour	14	20	1800	Firearms +10, Sneak +10				
Heavy Armour					DT 15min, 32max	Heavy Armour reduces Sneak by 20, Powered by 30, Character cannot wear clothes over Heavy armour		
Metal Armour	15	30	1100	Agi -1	DR 10%			
Reinforced Metal Armour	18	30	1500	Agi -1	DR 15%			
Salvaged Power Armour	20	40	1800	Agi -2	DR 10%			
Royal Guard Armour	18	25	1750	Speech +15, Cha +1	DR 5%			
Zebra Legate Armour	20	30	2000	Melee +10, Unarmed +10	DR 10%			
Steel Ranger Armour	30	40	3200	Str +2, Agi -2, Rad Res +25%	Powered, DR 15%, EP Only			
Enclave Armour	26	(when worn) 0	3500	Per +1, Cha -1 Rad Res +25%	Powered, DR 15%, Pegasi Only			
Griffon Powered Armour	22	40	2800	Str +1, Agi-1, Rad Res +10%	Powered, DR 10%, Griffons Only			
Heavy Duty Power Armour	32	50/25 when worn	3500	Str +2, Agi -2, Rad Res +30%	Powered, DR 15%			
Powered Hazmat Armour	15	25	2600	Str +1, Rad Res +40, Poison Res +40%, Nightsight	Terrifying presence, Full body suit			
				All Powered Armour is fully enclosed, includes SATS, automated drug/healing potion injection, and gives +20 to Battle Saddles				
Helmets								
Mk4 Combat Helmet	3	4	150					
Zebra War Mask	2	2	300	Terrifying Presence				
Steel Ranger Helmet	4	5	300	Required for PA to work				
Enclave Hemlet	4	2.5	600	Required for PA to work				
Security Hemlet	2	2	150		Protect yo' face!			
Riot Helmet	4	3.5	300	NightSight, +1 PER				
Zebra Recruit helmet	1	1.5	75		Works for baseball, not for war.			
Garish Headdress	2	2	150	Speech +10				
Trooper Helmet	2	3	175					
Reinforced Security Helmet	3	3	250					

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Armour

Name	DT	Weight	Value	Added Effects	Notes			
Haz-Op Mk2	3	4	275	Poison Res +15%				
Lightweight Combat Helmet	2	1.5	175					
M1 Helmet	2	3	75	Doubles as Soup bowl				
Horned Helmet	2	3.5	85	(+)1d10 dmg when headbutting				
Rebreather	1	4	200	Adds water breahing				
Medic helmet	3	4	150	More likely to have your head blown off				

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Clothing

Name	DT	Weight	Value	Added Effects	Notes				
Lab Coat	0	2	25	Science +5					
Sexy Sleepwear	0	1	50	Charisma +1		Note: Any Article of Clothing (excluding hats) can be reinforced by a player or NPC with a mechanics skill of 50 or greater, adding 4DT to it at a cost of 150 caps for services or materials. Reinforced clothing also weighs 5 more			
Utility Barding	0	2	50	Lockpick +5, Mechanics +5					
Duster	3	5	150	Charisma +1, Firearms +5					
Bathrobe	0	1	15	None	Nice and Fluffy				
Ranger Vest	0	2	30	Survival +5					
Gambler's Suit	0	1	50	Luck +1					
Stable Barding	0	1	30	Speech +2, Melee Weapons +2					
Doctor Fatigues	0	1	25	Medicine +5					
Ranger Scribe Robes	2	1	150	Science +5, Mechanics +5	Armoured Mesh, Steel Ranger Faction				
Tuxedo/Gown	0	1	120	Charisma +1, Speech +10					
Roving Trader Barding	0	2	25	Barter +5					
Environmental Suit	2	5	200	Rad/Poison Resistance +30%					
Mercenary suit	2	5	50	Firearms +5					
Flight Jacket	1	3	45	Fire Res +4%					
Police Uniform	0	2	40	Speech +4					
Patient Gown	0	0.5	10		Your butt's showing.				
Gunslinger	2	4	50	Firearms +5					
Field Jacket	3	6	200	Firearms +5, Explosives +5	Camouflaged, with various pockets				
Poncho	1	2	75	Explosives +5					
Ghillie Suit	2	10	400	Sneak +20	The bushman lives!	Come with ghillie mask			
Hats/Masks									
Cowpony Hat	0	1	50	Perception +1					
Balaclava	0	0.5	50	Speech +5					
Beret	0	0.5	75	PER +1					
Gasmask	0	0.5	100	Poison Res +15%					
Traders Hat	0	0.5	25	Barter +5					
Biker Goggles	0	1	25						
Lobo Goggles	0	1	75	PER +1					
NightVision Goggles	0	2.5	150	Nightsight					
Bandana	0	0.5	25	PER +1					
Surgical Mask	0	0.5	15	Medical +2	Keep it clean				
Marauder Beret	0	0.5	100	PER +1, +5 Crit chance					
Storm Chaser Hat	0	0.5	30						
Eyepatch	0	0	0		Yar!				

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Clothing

Name	DT	Weight	Value	Added Effects	Notes				
Sombrero	0	1	20						
Reading Glasses	0	0	15						
Rimmed Glasses	0	0	20						
Aviator Sunglasses	0	0	40	PER +1					

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Cybernetics

Name	Effect	Cost	Notes	Note: All replaced limbs have +Health(Half limb health+full) but can not be healed by standard medical products. Damaged or crippled limbs must be repaired by Mechanics 50 and up. Movement penalties: Ex: +5/10 = Trot/Gallop	
Limbs					
<u>Mk 12 Series</u>	Heavier but hardier.		Subject cannot feel pain through limbs		
Front Leg	(+)3DT to replaced limb, +5/10 AP to movement and Melee attacks, +2d10DMG to Unarmed, +1 STR, +1 END	6500	Repair damage with Scrap Metal, Crippled limb repaired with scrap electronics, scrap metal, duct tape.		
Rear Leg	(+)3DT to replaced limb, +5/10 AP to movement, +15 Carry weight, +1 STR, +1 END	6000	Repair damage with Scrap Metal, Crippled limb repaired with scrap electronics, scrap metal, duct tape.		
<u>Mk 14 Series</u>	Better caps better armour		Subject may pick up small object with ease		
Front Leg	(+)4DT to replaced limb, +1d10Dmg to Unarmed, Non-stackable (+1 STR, +1 END)	8500	Repair damage with Scrap Metal, Crippled limb repaired with scrap electronics, scrap metal, duct tape.	Leg replacement SPECIAL buffs : +1 STR +1 END, do not stack with each other, and cannot exceed the characters natural maximum. A character may only receive buffs from one front leg, and one rear leg.	
Rear Leg	(+)4DT to replaced limb, +10 Carry weight, Non-stackable (+1 STR, +1 END)	8000	Repair damage with Scrap Metal, Crippled limb repaired with scrap electronics, scrap metal, duct tape.		
<u>MoP Prototype</u>	Forgotten projects and Dead subjects		Subject can feel through the limbs, thus only receiving a +6		
Front Leg	(+)6DT to replaced limb, Auto repair cycles, confers -2DT to melee attacks	10000	Non-purchasable. Requires cyborg surgeon to treat.		
Rear Leg	(+)6DT to replaced limb, Auto repair cycle, +20 Carry weight	10000	Non-purchasable. Requires cyborg surgeon to treat.		
Body					
Cybernetic Spine	(+)1 STR, +1DT, Torso can no longer be crippled	8500	Not Compatible with Reinforced spine		
Artificial Heart	Cannot be poisoned, healing items are boosted +25%, robots have -50% crit chance.	5000	Not compatible with Reinforced heart		
Reinforced Spine	Strength+2, +2DT	8250	Not compatible with Cybernetic spine		
Reinforced Heart	-50% poison resistance, healing items boosted by 50%, robots have -25% crit chance.	7500	Not compatible with Artificial heart	Implant upgrades: Some implants have the option to be upgraded, to a maximum level of 3 (Unless stated	

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Cybernetics

Synthetic Lungs	25% lower Sprint AP drain, water breathing	4000/lung	Must have both for water breathing to work.		
Head					
Livean Eye replacement	Permanent Nightsight, Target Aquisition, -1 PER, -1 CHR	3000	Basic implant for lost or damaged eyes. Heavy and unpleasant.		
Cerulean Eye	Target acquisition, Friend or Foe scanner, -1PER, Night Sight	4500	Marks violent intent in targets, as well as threat level and armament		
MoP Prototype	Target acquisition, Friend or Foe scanner, Multi-view, Enhanced Zoom	6000	Looks like an electric eye, offers everything a pony could wish for.	A Character is only allowed 2 Implants per body area, +1 per every 2 points of Endurance over 5	
Implants				Character may not exceed their racial maximum for skills and SPECIAL	
<u>Torso</u>					
Sub Dermal Armour Implant	(+)4DT	8000		The Cyberpony Perk ranks give the character +1 Implant slot in (1) Chosen area. Must be documented.	
Monocyte Breeder	Regenerate 1 Health for every turn	12000			
Hypertrophy Accelerator	(+)1 STR	4000			
Nociception Regulator	(+)1 END	4000			
Reflex Booster	(+)1 AGI	4000		Attack/ Reload AP cannot go below 10/5 AP respectively, no matter what perk or Mod would lower it further.	
Adrenaline Booster	(+)15 AP Regen per kill	6000			
<u>Head</u>					
AR Scanner	Adds Sats	5500			
Empathy Synthesizer	(+)1CHR	4000			
Logic Co-Processor	(+)1 INT	4000			
Optics Enhancer	(+)1 PER	4000			
Probability Calculator	(+)1 LCK	4000			

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Cybernetics

Voice Modulator	(+)5 Speech, +5 Barter		4000	(+)5 per every upgrade using science. Max of 3 upgrades.			
<u>Arm/ Hoof</u>							
Kinetic Accelerator	(-)5 AP for attacking and reloading		6000				
Nanobionic Weave	Limb Regeneration		5500				
Nanotryte Accelerator	Gives user 2 Stealthbuck shots per session		8000				
Hoof/Paw Stabilizer	(+)5 Lockpick, +5 Repair		4000	(+)5 per every upgrade using science. Max of 3 upgrades.			
Motor Memorizer	(+)5 Firearms, +5 Energy Weapons		4000	(+)5 per every upgrade using science. Max of 3 upgrades.			
Neural Datatool	(+)5 Science		3800	(+)5 per every upgrade using science. Max of 3 upgrades.			
Razor Claws/Hooves	Unarmed critical chance and damage increased by 10%, Negates -2DT		5000				
<u>Leg</u>							
Kinetic Accelerator	(+)5/10Ft while moving.		6000	(+)5 trot/10 gallop			
Nanobionic Weave	Limb Regeneration		5500				
Tread Damper	(+)5 Sneak		4000	(+)5 per every upgrade using science. Max of 3 upgrades.			

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Cybernetics

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EQRG Wasteland Listings, based off Tenmihara (Recovered) - Cybernetics

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Items

Name	Weight	Value	Effect/s	Notes														
Drinks				Drink														
Pure Water	1	16	+20 HP															
Dirty Water	1	8	+4 Radiation, +10 HP															
Aqua Cura	1	10	+8 Radiation, +10 HP															
Sunrise Sassaparilla	1	10	+2 Radiation, +10 HP															
Sparkle-Cola	1	10	+2 Radiation, +10 HP															
Sparkle-Cola RAD	1	40	+16 Radiation, +10 HP, +20 AP															
Sparkle-Cola Vanilla	1	10	+2 Radiation, +10 HP															
Sparkle-Cola Cherry	1	10	+2 Radiation, +10 HP															
Coffee	1	5	+5HP	Temp Reduces Sleep Dep. level by 1														
Food / Veggie				Food / Veggie														
Cram	1	5	+2 Radiation, +5 HP															
Cave fungus	1	50	-10 Radiation, +5 HP															
Refined punge fruit	1	30	+15 HP, -2 Radiation (-15 Radiation with Punga Power!)															
Anti nectar	0.25	20	-2 IN, -2 CH, +4 ST (4 min)															
Fine anti nectar	1	20	+25 Fire Resistance, -3 IN, +4 AG (4 min)															
Anti queen pheromones	1	75	-3 PE, -3 IN, +3 CH (4 min)															
Mississippi Quantum pie	1	20	+2 Radiation, +20 AP, -1 IN, +1 ST															
Wild punge fruit	1	10	+5 HP, -1 Radiation (-5 Radiation with Punga Power!)															
BlamCo Mac & Cheese	1	5	+2 Radiation, +5 HP															
Crunchy mutfruit	1	5	+2 Radiation, +5 HP															
Dandy Boy Apples	1	5	+2 Radiation, +5 HP															
Fancy Lad Snack Cakes	1	5	+2 Radiation, +5 HP															
Fresh apple	1	5	+10 HP															
Fresh carrot	1	5	+10 HP															
Fresh pear	1	5	+10 HP															
Fresh potato	1	5	+10 HP															
InstaMesh	1	5	+2 Radiation, +5 HP															
Junk food	1	5	+2 Radiation, +5 HP															
Mutfruit	1	5	+2 Radiation, +5 HP															
Noodles	1	5	+2 Radiation, +5 HP															
Potato Crisps	1	5	+2 Radiation, +5 HP															
Slop	1	5	+25 Radiation, +25 HP															
Sugar Bombs	1	5	+2 Radiation, +5 HP															
Chocolate Frosted Sugar Bombs	1	5	+2 Radiation, +5 HP															
Sweetroll	1	5	+5 HP															
YumYum Deviled Eggs	1	5	+2 Radiation, +5 HP															
Gum drops	1	2	+2 HP															
Bubblegum	1	1	+1 HP															
Food / Non-Veggie				Food / Non-Veggie														
Softshell mirelurk meat	1	30	+2 Radiation, +30 HP															
Yao guai meat	1	30	+10% Damage, +9 Radiation, +10 HP															
Mirelurk meat	1	20	+2 Radiation, +20 HP															
Mole rat wonder meat	1	20	+2 Radiation, +20 HP															
Sparklelurk meat	1	7	+4 Radiation, +10 AP, +20 HP															
Brahmin steak	1	5	+2 Radiation, +5 HP															
Crispy squirrel bits	1	5	+2 Radiation, +6 HP															
Igiana bits	1	5	+2 Radiation, +5 HP															
Igiana-on-a-stick	1	5	+2 Radiation, +5 HP															
Mirelurk cakes	1	5	+2 Radiation, +5 HP															
Pork n' Beans	1	5	+2 Radiation, +5 HP															
Salisbury Steak	1	5	+2 Radiation, +5 HP															
Squirrel on a stick	1	5	+2 Radiation, +5 HP															
Squirrel stew	1	5	+2 Radiation, +5 HP															
Ant meat	1	4	+2 Radiation, +5 HP															
Bloatfly meat	1	4	+2 Radiation, +5 HP															
Dog meat	1	4	+2 Radiation, +5 HP															
Hatchling mirelurk meat	1	4	+2 Radiation, +5 HP															
Mole rat meat	1	4	+2 Radiation, +5 HP															
Radroach meat	1	4	+2 Radiation, +5 HP															
Strange meat	1	2	+2 Radiation, +5 HP															
Strange meat pie	1	2	+2 Radiation, +5 HP															
Equine's Flesh	1	1	+8 Radiation +25 HP															
Alcohol				Alcohol														
Wine	1	20	+2 Charisma, -1 Intelligence															
Hard Cider	1	15	+1 Strength, +1 Charisma, -1 Intelligence															
Beer	1	15	+1 Strength, +1 Charisma, -1 Intelligence															
Buckweiser	1	15	+1 Agility, +1 Charisma, -1 Intelligence															

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Items

Name	Weight	Value	Effect/s	Notes													
Alcohol / Spirit																	
Black and White	1	30	+1 Strength, +1 Charisma, -1 Intelligence, +1 Perception														
Wild Pegasus	1	25	+1 Agility, +1 Strength, +1 Charisma, -1 Intelligence, -1 Perception														
Vodka	1	20	+1 Strength, +1 Charisma, -1 Intelligence														
Moonsshine	1	30	+2 Strength, +2 Charisma, -2 Intelligence														
Whiskey	1	20	+1 Strength, +1 Charisma, -1 Intelligence														
Scumpy	1	20	+1 Strength, +1 Charisma, -1 Intelligence														
Absinthe	1	30	+1 Charisma, -1 Intelligence, +2 Perception														
Rum	1	20	+1 Strength, +1 Charisma, -1 Intelligence														
Tequila	1	20	+1 Strength, +1 Charisma, -2 Intelligence, +1 Perception														
FORREVERpure	1	40	+2 Strength, -2 Agility, +2 Charisma, -2 Intelligence, -2 Perception	Double Doses per bottle. Roll END -4 to not pass out. Don't drink if END 5 or lower...													
Grog	1	20	+1 Strength, +1 Charisma, -1 Intelligence	Best served warm. (+1 Charisma)													
Drugs																	
Med-X	0	30	Damage Resist +25%	Pain Relief													
Buck	0	10	Max HP +60, Endurance +3, Strength +2														
Rage	0	30	Damage +25%														
Stampede	0	50	Damage +25%, Damage Resist +25%														
Super Stampede	0	125	Damage +25%, Damage Resist +25%, Strength +3, Agility +2, Hydra	Hydra addiction chance; Death if Endurance <5, -30HP													
Mint-als	0	10	Intelligence +2, Perception +2, Charisma +1	Insomnia, Temp Removal of Sleep Dep. Effects													
Party Time Mint-als	0	15	Intelligence +2, Perception +2, Charisma +5	Insomnia, Temp Removal of Sleep Dep. Effects													
Dash	0	30	Action Points +15, Initiative +4; -15HP														
Ultradash/Rainboom	0	50	Action Points +40, Initiative +8; -30HP														
Hydra	0	75	Can Heal Crippled Limbs, +15HP to each limb each turn for 6 turns; Agility -2 for 4min	Exhaustion, Nausea													
Fixer	0	10	Removes Withdrawal Symptoms														
Flash	0	80	Double Max AP, Perception +2														
Nova	0	125	Double Max AP, Perception +2, Agility +2, Strength +2, Intelligence -2, Damage +25%														
Medical Equipment																	
Blood Pack	1	20	Restored END damage from blood loss. Race/species specific.	Earth Ponies are universal donors/recipients within the pony species.													
Disinfectant	0.25	15	Surgical implement used to counteract penalty.														
Healing Potion	0	50	Heals 20+(med/10)d10 HP	100% to body; 20% to limbs; or 60% to body; 60% a limb.													
Super Healing Potion	0	100	Heals 60+(med/5)d10 HP	Can't be applied to limbs. 100% to body; 20% to limbs.													
Burn Salve	0	15	Reduces pain penalties from burns. Reduces lasting damage from burns.														
Bandage	0.25	5	Stops Bleeding, Heals (med/5)+3d(med/20) HP	requires med check													
Magical Bandage	0.25	50	Stops Bleeding, Heals (med/5)+3d(med/20) HP + 20+(med/10)d10 HP	requires med check													
Graft Bandage	0.5	50	Stops Bleeding; Acts as Disinfectant, Burn Salve and Bandage in one.	requires med check at +15													
Rad-X	0	20	Radiation Resistance +50%														
RadAway	0	20	Removes 30+(med/10)d10 RADs over 1min														
Medical Brace	1	10	Reduces penalty of setting a crippled leg.														
Surgical Tubing	0.5	10	Surgical implement used to counteract penalty.	Used to apply Potions and Blood packs during surgery.													
Scalpel	0.5	10	Required surgical implement.														
Forceps	0.5	10	Required surgical implement.														
Empty Syringe	0	5	Required surgical implement.														
Anesthetic	0	20	Surgical implement. (Knocks out the patient)	Alternative: Med-X													
Stitching Needle	0.25	5	Needed to close up surgeries properly.														
Stitching Nylon	0	5	Needed to close up surgeries properly.														
Artery Clip	0	5	Gives one reroll during appropriate surgery.														
Medical Toolkit																	
	9	250	Contents	Amount													
	2	20	Medical Brace	2													
	2	40	Surgical Tubing	4													
	1	20	Scalpel	2													
	1	20	Forceps	2													
	0	20	Empty Syringe	4													
	0	40	Anesthetic	2													
	1	20	Stitching Needle	4													
	0	50	Stitching Nylon	10													
	0	20	Artery Clip	4													
	2	10	Doctor's Bag (Container)	1													
Crafting Materials																	
Bottle cap	0	1		Bottlecap Mine(10)													
Cherry bomb	0	5		Bottlecap Mine(5), Adv Bottlecap Mine(3)													
Lunchbox	1	3		Bottlecap Mine(1)													
Sensor Module	2	30		Bottlecap Mine(1)													
Paint gun	5	15		Dart Gun(1)													
Poison Gland	1	30		Dart Gun(1)													
Surgical tubing	1	10		Dart Gun(1)													
Toy car	1	5		Dart Gun(1)													
Hellhound Hand	1	1250		Hellhound Gauntlet/Helmet(1)													
Leather belt	1	5		Hellhound Gauntlet/Helmet(1)													

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Items

[illegible]

EQRG Wasteland Listings, based off Tenmihara (Recovered) - Items

Name	Weight	Value	Effect/s	Notes														
Hammer	2	3																
Harmonica	1	2																
Hot plate	2	5																
Intact garden gnome	5	1																
Iron	5	2																
Large alien crystal	0	20																
Large burned book	1	1																
Large destroyed book	1	1																
Large ruined book	1	1																
Large scorched book	1	1																
Large whiskey bottle	2	5																
Lighthouse bulb	5	60																
Lump of brain	0	0																
Medical brace (new)	1	2																
Medical clipboard	1	1																
Metal cooking pan	1	5																
Metal cooking pot	1	1																
Metal spoon	0.5	1																
Metro ticket	0	1																
Milk bottle	1	1																
Mutilated forehoof	2	0																
Mutilated Hind leg	2	0																
Mutilated organs	2	0																
Mutilated skull	2	0																
Mutilated torso	2	0																
Nuka-Cola truck	2	5																
Office employee ID	0	1																
Ophthalmoscope	1	4																
Pack of cigarettes	0.5	10																
Paperweight	1	1																
Pencil	0	1																
Plunger	1	1																
Pool ball	1	2																
Pot	2	0																
Pre-War book (blue)	1	5																
Pre-War money	0	10																
Rake	2	1																
Red pass card	0	1																
Red plate	1	1																
Riverboat ticket	0	300																
Scalpel	1	5																
Scissors	1	3																
Scrap metal	1	1																
Shot glass	1	1																
Small alien crystal	0	10																
Small burned book	1	1																
Small destroyed book	1	1																
Small ruined book	1	1																
Small scorched book	1	1																
Spatula	1	1																
Spork	0.5	1																
Super mutant blood sample	0	1																
Teddy bear	1	3																
Tin plate	1	1																
Toaster (post-war)	5	3																
Toaster (pre-War)	5	3																
Triangle	1	1																
Tweezers	1	3																
Walter's Scrap Metal	1	1																
Whet stone	2	1																
White plate	1	1																
Wood chipper	50	25																
Wrench	1	1																
Yeast	4	21																
Geiger Counter	3	150	Detects Radiation															