

Master Tiered Equipment List (Public Pre-Release) - Charts

Degradation Levels					
Condition [1]	Damage Multiplier or hit modifier (depends on gm)	DT	Value	Critical Chance Luck Modifier	Necessary Mechanics Skill to repair up to this level
Perfect-120%	x 1.10 or +5 to hit	+2 DT	120 %	+2 effective Luck	100
Good-100%	x 1 no bonus or pen	+0 DT	100 %	+1 effective Luck	75
Used-75%	x .90 or -5 to hit	-2 DT	75 %	+0 effective Luck	50
Heavily Used-50%	x .50 or -10 to hit	½ DT	50 %	-1 effective Luck	25
Poor-25%	x .33 or -15 to hit	⅓ DT	25 %	-3 effective Luck	0
A weapon above 75% degrade at 1% per crit fail, and 5% on a crit fail with a missed luck check. Armor degrades 1% each time damage gets through its DT and by 5% when hit with a critical that gets through the DT.					
Range Chart					
Point Blank	+15% for Short Range weapons; -15% for Long Range and Battle Saddles	15 ft.			
Short	+0%	50 ft.			
Medium	-10% (-15% for short range weapons*)	150 ft.			
Long	-30% for medium range weapons; -20% for long range weapons; (no short range weapons)	450 ft.			
Extreme	-40% (only weapons designated as long range)	+450 ft.			
Called Shots					
Target Location	Penalty				
Body	-10% ranged / -5% melee				
Limb (includes tails)	-20% ranged / -10% melee				

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Head	-30% ranged / -15% melee				
specific part (crotch, knee, eye)	-20% in addition to the appropriate location penalty above				

Master Tiered Equipment List (Public Pre-Release) - Ranged

	Name	Damage	AP	RoF	Mag	Ammo	Wg	Val	STR	Range	Type	Special
0	.22 Revolver [2]	8 +	20	-	8	.22LR	1	10	1	Short	Pistol	Revolver, Concealable, +2% Crit Chance
	Silenced .22 Pistol [3]	8 +	15	-	16	.22LR	3	10	1	Short	Pistol	Silent, +2% Crit Chance
	9mm Pistol [4]	10 +	15	-	13	9mm Round	1.5	10	2	Short	Pistol	-
	.32 Revolver [5]	15 +	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver
	Zebra Pistol [6]	12 +	15	-	8	10mm Round	3	20	4	Short	Pistol	-
	.32 SMG [7]	6 +	30	3	20	.32 Round	4	35	3	Short	SMG	+3% Crit-Fail Chance
	BB Gun [8]	+	15/10+5	-	100	BB	2	10	1	Short	Rifle	3 x Crit DAM, Silent, Lever-Action
	.22 Repeater [9]	8 +	20/15+5	-	16	.22LR	3	10	1	Med	Rifle	Tube loaded, +2% Crit Chance, Lever-Action
	.32 Rifle [10]	15 +	25/10+15	-	5	.32 Round	3	20	3	Med	Rifle	Bolt-Action
	Service Carbine [11]	12 +	15	-	10	5.56mm Round	3	25	2	Short	Rifle	-
	Single Shotgun [12]	35 +4d10	35	-	1	20 Gauge	6	25	4	Short	Shotgun, Rifle	-
	Flare Gun [13]	5 +	25	-	1	Flare	3	15	1	Med	Pistol	Magic
	Pump Charge Rifle [14]	5 ++	20	-	4*	-	8	20	4	Med	Rifle	Magic, -2 DT, Must spend 5 AP to re-charge each shot (IE. to re-charge 2 shots it would cost 10 AP) [15]
	Light Grenade Rifle [16]	25 ++	35	-	1	25mm Grenade	5	40	4	Short	Rifle	-
1	.32 Auto Pistol [17]	12 +	15	-	9	.32 Round	1	50	2	Short	Pistol	Concealable
	.357 Revolver [18]	25 +	25	-	6	.357 Round	2	50	3	Short	Pistol	Revolver
	10mm Pistol [19]	15 +	15	-	12	10mm Round	3	50	4	Short	Pistol	-
	Needler Pistol [20]	5 +	15	-	5	Dart	2	75	2	Short	Pistol	Rare, Silent, End check (at -2) or limbs count as crippled
	Silenced .22 SMG [21]	8 +	30	4	180	.22LR	8	75	2	Short	SMG	Silent, +3% Crit-Fail Chance, +2% Crit Chance
	9mm SMG [22]	10 +	30	4	30	9mm Round	4	100	3	Short	SMG	-
	Zebra Infiltrator Pistol	12++	15	-	10	9mm Round	2	500	2	Short	Pistol	Enchanted, Silent
	9mm Repeater [23]	15 +	20/15+5	-	10	9mm Round	5	50	3	Med	Rifle	Tube loaded, Lever-Action
	Varmint Rifle [24]	22 +	25/10+15	-	5	5.56mm Round	5.5	50	3	Long	Rifle	Bolt-Action
	Service Rifle [25]	12 +	15	-	20	5.56mm Round	8.5	75	2	Med	Rifle	Bayonet Lug
	Crossbow [26]	20 ++	20	-	1	Bolt	6	100	3	Med	Rifle	Silent
	Caravan Shotgun [27]	30 +4d10	30	-	2	20 Gauge	3	50	3	Short	Shotgun, Rifle	Double Barrel
	Pump-Action Shotgun [28]	25 +4d10	30/20+10	-	4	20 Gauge	4	50	4	Short	Shotgun, Rifle	Pump-Action
	Lever-action Shotgun [29]	20 +4d10	25/15+10	-	5	20 Gauge	5	75	4	Short	Shotgun, Rifle	Tube loaded, Lever-Action
	Pulse Pistol [30]	5 +	25	-	16*	Gem Pack (2)	4	50	2	Short	Pistol	Magic, Anti-Matrix (Light) , Target's AP is halved unless END check is passed, Target disabled for d3 turns on a crit-success
	Magical Energy Pistol [31]	10 +	15	-	30	Gem Pack	3	50	1	Med	Pistol	Magic
2	Recharger Rifle [32]	15 +	20	-	7	Sparkle Breeder	15	75	5	Long	Rifle	Magic, Recharging Ammo, -2 DT
	Light Flamer	5 ++	35	Burst	12	Flamer Fuel	8	100	5	Short**	Rifle	Point Blank only, a 'miss' causes half damage, Burning
	Zebra Grenade Rifle	35 ++	35	-	1	37mm Grenade	7	75	6	Med	Rifle	-
	Anti-Pony Grenade Ri [33]	30 ++	30	-	4	25mm Grenade	8	100	5	Med	Rifle	-
	Police Pistol [34]	28 +	20	-	6	.357 Round	3	250	4	Short	Pistol	Revolver
	.44 Revolver [35]	35 +	25	-	6	.44 Round	3.5	300	5	Short	Pistol	Revolver
	5.56mm Pistol [36]	22 ++	20	-	5	5.56mm Round	5	350	6	Med	Pistol	Revolver
	Zebra Special [37]	10 ++	15	3	12	9mm Round	2	500	5	Short	Pistol	Rare, Enchanted
	Police SMG [38]	10 +	30	Burst*	30	9mm Round	5	300	3	Short	SMG	Can fire Single Shot or Burst, Red Dot Sight
	10mm SMG [39]	12 +	30	4	30	10mm Round	5	350	4	Short	SMG	-
	Cowpony Repeater [40]	32 +	25/15+10	-	7	.357 Round	5	300	4	Med	Rifle	Tube loaded, Lever-Action
	Composite Crossbow	25+	20	-	1	Bolt	6	300	3	Med	Rifle	Rare, Silent
	Hunting Rifle [41]	40 ++	45/30+15	-	5	.308 Round	6	350	6	Long	Rifle	Bolt-Action
	10mm Repeater [42]	35 ++	30/20+10	-	10	10mm Round	8	375	6	Long	Rifle	Tube loaded, Lever-Action
	Assault Rifle [43]	12 +	35	3	24	5.56mm Round	7	350	4	Med	Automatic Rifle	Bayonet Lug
	Infiltrator [44]	10 +	35	3	24	5.56mm Round	7	450	4	Med	Automatic Rifle	Silent, +2% Crit-Fail Chance, 5x Scope, Folding Stock
	Sawed-off Shotgun [45]	45 +5d10	35	-	2	12 Gauge	6	250	4	Short*	Shotgun, Pistol	DAM halved after Point Blank range, Double Barrel
	Combat Shotgun [46]	20 +4d10	35	Burst*	12	20 Gauge	10	350	5	Short	Shotgun, Rifle	Can fire Single Shot or Burst, +3% Crit-Fail Chance
	Hunting Shotgun [47]	40 +5d10	35/25+10	-	5	12 Gauge	7.5	400	5	Short	Shotgun, Rifle	Tube loaded, Pump-Action
	Light Machine Gun [48]	15 +	35	4	90	5.56mm Round	15	400	8	Med	Automatic, Heavy	-
	Gauss Pistol [49]	30 ++	35	-	12	2mm EC	5	500	5	Med	Pistol	Gauss
	Plasma Pistol [50]	25 ++	25	-	32*	Gem Pack (2)	3	250	2	Short	Pistol	Magic, +2% Crit chance
	Recharger Pistol [51]	10 ++	15	-	20	Sparkle Breeder	7	250	2	Med	Pistol	Magic, Recharging Ammo, -2 DT
	Flamer Pistol [52]	5 ++	30	Burst	20	Flamer Fuel	7	500	6	Short**	Pistol	Point Blank only, a 'miss' causes half damage, Burning
	Pulse Rifle [53]	10 +	30	-	20*	MFC (2)	10	300	3	Med	Rifle	Magic, Anti-Matrix (Light) , Target's AP is halved unless END check is passed, Target disabled for d3 turns on a crit-success
	Magical Energy Rifle [54]	20 +	20	-	24	MFC	8	300	3	Long	Rifle	Magic
	Incinerator [55]	10 ++	15	-	40*	Flamer Fuel (4)	15	500	8	Med	Heavy	AoE (2), Burning
	Grenade Rifle [56]	45 ++	35	-	1	40mm Grenade	9	300	4	Med	Rifle	-
	Tactical Grenade Launcher	40 ++	40	-	5	37mm Grenade	12	400	6	Med	Rifle	Revolver
	Bazooka	65 +++	40	-	1	Rocket	10	500	7	Short	Heavy	+4% Crit-Fail

Master Tiered Equipment List (Public Pre-Release) - Ranged

	Name	Damage	AP	RoF	Mag	Ammo	Wg	Val	STR	Range	Type	Special
3	Colt .45 Auto Pistol [57]	25 +	15	-	7	.45 Auto	3.5	850	3	Short	Pistol	-
	.44 Pistol [58]	35 +	25	-	10	.44 Round	4	1000	6	Med	Pistol	-
	PDW [59]	18 +	25	4	24	10mm Round	8	1200	5	Med	SMG	-
	.45 Auto SMG [60]	20 +	30	4	30	.45 Auto	11	1200	6	Short	SMG	+2% Crit-Fail Chance
	Zebra Infiltrator SMG	12+	25	Burst	20	10mm	3	1000	3	Short	SMG	Silenced, Enchanted, 1.5 Scope
	Battle Rifle [61]	45 ++	25	-	8	.308 Round	9.5	1000	6	Med	Rifle	Bayonet Lug
	Enchanted Crossbow [62]	30 ++	20	-	1	Bolt	6	1000	3	Med	Rifle	Rare, Enchanted, Silent
	Trail Carbine [63]	50 ++	30/20+10	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded, Lever-Action
	Sniper Rifle [64]	38 ++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, 10x Scope
	Enchanted Composite Crossbow	35+(++ for 3 turns)	20	-	1	Bolt	6	1300	3	Med	Rifle	Very Rare, Enchanted, Silent
	Zebra Rifle [65]	18 +	30	Burst	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, 5x Scope
	Automatic Rifle [66]	28 ++	35	2	20	.308 Round	12	1200	8	Med	Automatic Rifle	Unwieldy, Fires 2 round Bursts (not 3), Bayonet Lug
	Griffin Assault Rifle [67]	15 +	30	Burst	36	5mm Rounds	6	1400	4	Med	Automatic Rifle	Bayonet Lug, Rare
	Double-barrel Shotgun [68]	50 +5d10	45	-	2	12 Gauge	8	1000	6	Short	Shotgun, Rifle	Double Barrel
	Riot Shotgun [69]	30 +5d10	20	-	15	12 Gauge	5	1500	6	Short	Shotgun, Rifle	-
	Griffin Machine Gun [70]	15 +	35	5	120	5mm Rounds	12	2000	7	Med	Automatic, Heavy	+3% Crit-Fail chance, Rare
	.308 Machine Gun [71]	25 +	35	3	100	.308 Round	20	2000	8	Med	Automatic, Heavy	Unwieldy
	12.7mm Minigun	16 +	45	6	50	12.7mm Round	15	2000	8	Short	Automatic, Heavy	Full Auto Only, +3% Crit-Fail Chance
	Gauss Carbine [72]	50 ++	35	-	20	2mm EC	6	1500	5	Long	Rifle	Carbine, Gauss
	Auto-Gauss	30 ++	40	2	24	2mm EC	10	2000	6	Med	Automatic Rifle	Fires 2 round Burst (not 3), Gauss
	Pulse Charge Rifle [73]	20 +	35	-	32*	MFC (4)	12	1000	3	Med	Rifle	Magic, Anti-Matrix , Target's AP is halved unless END check is passed, Target disabled for d6 turns on a crit-success
	Plasma Rifle [74]	35 ++	25	-	24*	MFC (2)	8	1000	3	Med	Rifle	Magic, +2% Crit chance
	Tri Prism Rifle [75]	3x(12 + [76])	25	-	24*	MFC (3)	9	1200	4	Short	Rifle	Magic
	Thunder Rifle	40 ++	30	-	16*	MFC (2)	8	1500	4	Short	Rifle	Rare, Magic, Target's AP is halved unless END check is passed, extra 2d10 DAM for 2 turns
	Magic Energy Repeat [77]	10 ++	30	3	60	ECP	4	1200	4	Short	Automatic Rifle	Magic
	Arc Welder	18++	30	Burst	60	ECP	6	1200	6	Short**	Heavy	Anti-matrix Lightning AoE(1) cone
	Flamer [78]	18 ++	30	Burst	60	Flamer Fuel	15	1000	8	Short**	Heavy	Point Blank only, a 'miss' causes half damage, Burning AoE(1) cone
	Grenade Launcher [79]	50 ++	35/25+10	-	4	40mm Grenade	12	850	5	Med	Rifle	Tube loaded, Pump-Action
	Assault Grenade Launcher	35 ++	40	2	8	37mm Grenade	15	1200	7	Med	Rifle	+3% Crit-Fail Chance, Fires 2 round Bursts (not 3)
	RPG [80]	100 +++	45	-	1	Rocket	15	1500	6	Med	Heavy	-
4	.45-70 Min. Revolver	55 ++	25	-	5	.45-70 Min.	4	2000	6	Med	Pistol	Revolver
	Hunting Revolver	50 ++	30	-	5	.45-70 Min.	4	2200	6	Long	Pistol	Revolver, 5x Scope
	12.7mm Pistol [81]	30 +	15	-	7	12.7mm Round	3.5	2500	7	Short	Pistol	+2% Crit-Fail Chance
	12.7mm SMG [82]	28 +	30	3	20	12.7mm Round	10	3000	7	Short	SMG	+3% Crit-Fail Chance
	Repeater Crossbow	45++	20	-	6	Bolts	10	3000	5	Med	Rifle	Silent
	Zebra Infiltrator Precision Rifle	30+++	25	-	5	.308 calibre	5	3000	6	Long	Rifle	Silenced, Enchanted X5 Scope
	Brush Gun	65 ++	30/20+10	-	6	.45-70 Min.	5	3000	6	Long	Rifle	Tube Loaded, Lever-Action
	Markspory Carbine	25 ++	15	-	20	5.56mm Round	6	3500	4	Sniper	Rifle	Sniper, Carbine, 10x Scope
	Bozar	35 ++	30	Burst*	30	5.56mm	10	4500	6	Sniper	Rifle	Rare, 10x Scope, Scoped, Can fire Single Shot or Burst, Bi-Pod
	Assault Carbine	15 +	25	3	24	5mm Round	6	2500	3	Short	Automatic Rifle	Bayonet Lug
	Auto Shotgun	30 +5d10	30	3	24	12 Gauge	8	3200	8	Short	Auto. Rifle, Shotgun	Rare
	Anti-Machine Rifle	90 +++	50/30+20	-	8	.50 MG	20	4000	8	Sniper	Rifle, Heavy	10x Scope, Bolt-Action, Bi-Pod
	Heavy Machine Gun	50 ++	45	3	50	.50 MG	35	4000	10	Long	Automatic, Heavy	Rare, Unwieldy
	Minigun	18 +	40	8	240	5mm Round	25	4000	10	Short	Automatic, Heavy	Full Auto Only, +3% Crit-Fail Chance
	Shoulder Mounted MG	30 +	35	3	60	10mm Round	17	4000	6	Short	Automatic, Heavy	-
	Gauss Rifle	100 ++	45	-	5	2mm EC	7	3000	4	Sniper	Rifle	Gauss, 10x Scope
	Gauss Minigun	30 ++	45	8	120	2mm EC	35	5000	10	Med	Automatic, Heavy	Full Auto Only, Gauss, +5% Crit-Fail Chance, Unwieldy
	Plasma Defender	35 ++	20	-	32*	Gem Pack (2)	2	2000	2	Short	Pistol	Magic, +2% Crit chance
	Plasma SMG	20 ++	30	4	40*	Gem Pack (2)	8	2500	4	Short	SMG	Magic, +2% Crit chance, +3% Crit-Fail Chance
	MASR	45++	30	-	20	MFC	4	2500	4	Long	Rifle	Magic
	Multiplas Rifle	3x(20 + [83])	35	-	60*	MFC (6)	7	2000	4	Short	Rifle	Magic, +2% Crit chance
	Plasma Caster	65 ++	25	-	10	MFC	20	4000	9	Short	Heavy	Magic, +2% Crit chance
	Thunder Cannon	80 ++	40	-	20*	ECP (5)	25	4500	9	Med	Heavy	Rare, Magic, Target's AP is halved unless END check is passed for 1 turn. extra 2d10 DAM for 2 turns
	Gatling Caster	20 +	40	8	240	ECP	18	4000	8	Short	Automatic, Heavy	Magic, Full Auto Only, +2% Crit-Fail Chance
	Riot Grenade Launcher	50 ++	30	-	6	40mm Grenade	15	3000	7	Med	Rifle	Revolver
	Missile Launcher	150 +++	60	-	1	Missile	20	3000	6	Long	Heavy	-
	Grenade Machine Gun	30 ++	35	Burst*	30	25mm Grenade	15	3500	9	Med	Heavy	Can fire Single Shot or Burst, +1% Crit-Fail Chance
	Balefire Egg Launcher	500 +15d10	60	-	1	Balefire Egg	20	5000	9	Med	Heavy	Rare, 10 Rads for 12s

Master Tiered Equipment List (Public Pre-Release) - Explosives

			Range	AP	Wg	Val	Notes
Thrown	Dynamite	30 ++	10 + STR Yards	25	0.5	10	AoE (10)
	Fire Bomb	10 +	10 + STR Yards	25	0.5	10	AoE (10), Causes 5d10 Fire Damage for 3 Rounds
	Smoke Grenade	0	10 + STR Yards	25	0.5	15	Produces a smoke cloud 20' across, all attacks going into or out of suffer a -20% to hit penalty and -2 to all PER checks. Last for 3 turns.
	Flash Bang [84]	0	10 + STR Yards	25	0.5	20	AoE (10), The target's Weapon Skills are -20 for 2 Rounds
	Frag Grenade	50 ++	10 + STR Yards	25	0.5	30	AoE (15)
	Stick Grenade	50 ++	15 + 2xSTR Yards	25	0.5	35	AoE (15)
	Incendiary Grenade	20 +	10 + STR Yards	25	0.5	30	AoE (10), Causes 8d10 Fire Damage for 3 Rounds
	Plasma Grenade	80 +4d10	10 + STR Yards	25	0.5	50	AoE (15), Magic
	Anti-Matrix Grenade	10 +	10 + STR Yards	25	0.5	30	AoE (15), Anti-Matrix
	Stun Grenade	30 ++	10 + STR Yards	25	0.5	40	AoE (10), Stun Damage, Ignores DT from Armor (but not magic)
	Knockout Gas Grenade [85]	Special	10 + STR Yards	25	0.5	40	Poision Gas: -1 PER/round for 5 rounds. 0 PER = Unconcious Poision Resistance roll to avoid effects, PER rocovers 1 per 10 minuets
	Enchanted Grenade	60 ++	10 + STR Yards	25	0.5	65	AoE (10), Enchanted
Placed	Frag Mine	50 ++	-	35	0.5	30	AoE (10)
	Plasma Mine	80 +4d10	-	35	0.5	50	AoE (15), Magic
	Anti-Matrix Mine	10 +	-	35	0.5	30	AoE (15), Anti-Matrix
	Claymore Mine	60 +5d10	-	35	1	75	Directional AoE (20), Only effects those in front of the mine, Target DT x 3
	C-4	120+8d10	-	35	5	200	AoE (50), Remote Detenated: Must be set off remotly, Detenator has a range of .5 Miles (.80 km). Detenator is included (Wg 1)
Other	Fireworks	10 ++	20 + 3xLCK Yards	30	0.25	15	AoE (2), Burning
	LAW Rocket	65 +++	Short	40	4	75	AoE (10), Single use, Used launcher may be salvaged for 1 piece of 'Scrap Metal'

Master Tiered Equipment List (Public Pre-Release) - Ammo

	Type	Value	Wg	Effect
BB	Standard	.5 (25)		-
.22LR	Standard	0.25		-
	Hollow Point	0.5		+1d10 DAM, Target DT x 3
	Plinking	0.25 (2)		-2 DAM
.32 Round	Standard	0.5		-
	Hollow Point	1		+2d10 DAM, Target DT x 3
	Plinking	0.25		-2 DAM
9mm Round	Standard	0.5		-
	Hollow Point	1.5		+1d10 DAM, DT x 3
	+P	1.5		+2 DAM, DT -2, +1% C.Fail Chance
	JHP Hoof-load	*Crafted*		+2d10 DAM, DT x 2
.357 Round	Standard	1		-
	Hollow Point	1.5		+2d10 DAM, Target DT x 3
	.38 Special	0.5		-5 DAM, -1% C.Fail Chance
	JFP Hoof-load	*Crafted*		+1d10 DAM, DT -3, +5 to Hit
10mm Round	Standard	1		-
	Hollow Point	2.5		+2d10 DAM, DT x 3
	JHP Hoof-load	*Crafted*		+2d10 DAM, DT x 2
.44 Magnum Round	Standard	1.5		-
	Hollow Point	3		+3d10 DAM, Target DT x 3
	.44 Special	1		-5 DAM, -1% C.Fail Chance
	SWC Hoof-load	*Crafted*		+1d10 DAM, Target DT -6
.45 Auto	Standard	1.5		-
	Hollow Point	3		+2d10 DAM, Target DT x 3
	+P	3		+3 DAM, Target DT -2, +1% C.Fail Chance
	Super Hoof-load	*Crafted*		+1d10 DAM, Target DT -4, +4% C.Fail Chance
12.7mm Round	Standard	1.5		-
	Hollow Point	3.5		+3d10 DAM, DT x 3
	JHP Hoof-load	*Crafted*		+3d10 DAM, DT x 2
.45-70 Min.	Standard	2		-
	Hollow Point	4		+4d10 DAM, Target DT x 3
	SWC Hoof-load	*Crafted*		+1d10 DAM, Target DT -6, +4% C.Fail Chance
5.56mm Round	Standard	1		-
	Hollow Point	2		+2d10 DAM, Target DT x 3
	Armour Piercing	2		-1 DAM, Ignores half of target's DT
	Surplus	1		+2 DAM, +4% C.Fail Chance
	.223 Caliber	0.75		-2 DAM, -1% C.Fail Chance
	Match Hoof-load	*Crafted*		+2 DAM, +10 to Hit
5mm Round	Standard	0.5		-10DT
	Hollow Point	1.5		+2d10 DAM, Target DT x 2
	Armour Piercing	1.5		-1 DAM, Ignores half of targets DT (Minimum of 10)

Master Tiered Equipment List (Public Pre-Release) - Ammo

	Type	Value	Wg	Effect
	Surplus	0.25		+2 DAM, -10DT, +4% C.Fail Chance, -10 to Hit
	JSP Hoof-load	*Crafted*		+3 DAM, -10DT, +1% C.Fail Chance
0.308	Standard	2		-
	Hollow Point	5		+3d10 DAM, Target DT x 3
	Armour Piercing	5		-3 DAM, Ignores half of target's DT
	JFP Hoof-load	*Crafted*		+1d10 DAM, +2% C.Fail Chance
.50 MG	Standard	3	0.1	-
	Armour Piercing	7	0.1	-4 DAM, Ignores half of target's DT
	Incendiary	9	0.1	Ignites Target causing 3d10 burning damage per round (3 turns)
	Explosive	20	0.1	Causes damage in an AoE (1)
	Match Hoof-load	*Crafted*	0.1	+2d10 DAM, +10 to Hit
20 Gauge Shotgun Shell	Buckshot	1		Target DT x 3
	Magnum	2		+5 DAM, DT -2, Target DT x 3, +1% C.Fail Chance
	Slug	1		-3d10 DAM, Full DAM past short range
	Anti-Matrix Slug	2		-3d10 DAM, -5 DAM, Full DAM past short range, Anti-Matrix (light)
12 Gauge Shotgun Shell	Buckshot	1.5		Target DT x 3
	Magnum	2.5		+5 DAM, DT -2, Target DT x 3, +1% C.Fail Chance
	Flechette	2.5		-2 DAM, DT -8, Target DT x 2
	Slug	1.5		-4d10 DAM, Full DAM past short range
	Anti-Matrix Slug	2.5		-4d10 DAM, -5 DAM, Full DAM past short range, Anti-Matrix (light)
	Dragon's Breath	2.5		-2 DAM, Target DT x 3, Ignites target causing 2d10 burning damage per round (3 turns), Now loses damage starting from Point Blank (see Sawed Off Shotgun)
	Bean Bag	2		Deals stun damage, target gets half DT from armor and normal stun DT. If Point Blank then END check to knock Target down/out (check modified by GM according to Target/repeated hits)
	Coin	*Crafted*		+5 DAM, DT -5, Target DT x 3, +2% C.Fail Chance
Gem Pack	Standard	1		DT -2
	Overcharge	2		+1d10 DAM, DT -5, +1% C.Fail Chance
	Max Charge	2.5		+2d10 DAM, DT -10, +4% C.Fail Chance
	Bulk	0.5		-2 DAM, -1% C.Fail Chance
	Optimized	*Crafted*		+1d10 DAM, DT -5
MFC (Magic Fusion Cell)	Standard	1.5		DT -2
	Overcharge	3		+1d10 DAM, DT -5, +1% C.Fail Chance
	Max Charge	4		+2d10 DAM, DT -10, +4% C.Fail Chance
	Bulk	0.5		-4 DAM, -1% C.Fail Chance
	Optimized	*Crafted*		+1d10 DAM, DT -5
ECP (Energon Crystal Pack)	Standard	0.5		DT -2
	Overcharge	1		+3 DAM, DT -5, +1% C.Fail Chance
	Max Charge	1.5		+5 DAM, DT -10, +4% C.Fail Chance
	Bulk	0.25		-2 DAM, -1% C.Fail Chance
	Optimized	*Crafted*		+3 DAM, DT -5
2mm EC	Standard	5		-10 DT
	Hyper Velocity	10		Ignores half of targets DT (Minimum of 10), +10 to hit

Master Tiered Equipment List (Public Pre-Release) - Ammo

	Type	Value	Wg	Effect
Flamer Fuel	Standard	0.5		-
	Homemade	0.25		+4% C.Fail Chance
	Optimized	*Crafted*		+1d10 DAM, DT -5, +1% C.Fail Chance
25mm Grenade	Standard	4	0.25	AoE (5)
	High Explosive	10	0.25	+3d10 DAM, AoE (10)
	Plasma	10	0.25	+3d10 DAM, AoE (5), 3x DAM on Crit.
	Anti-Matrix	6	0.25	AoE (5), Anti-Matrix (light)
	Timed	4	0.25	AoE (5), Explodes on the next turn
37mm Grenade	Standard	5	0.5	AoE (10)
	Anti-Tank	20	0.5	-15 DT
	High Explosive	12	0.5	+3d10 DAM, AoE (15)
	Smoke	6	0.5	Produces a smoke cloud 20' across, all attacks going into or out of suffer a -20% to hit penalty and -2 to all PER checks. Last for 3 turns.
	Flash Bang	8	0.5	AoE (10), The target's Weapon Skills are halved for 3 Rounds
	Enchanted	15	0.5	AoE (10), Enchanted
40mm Grenade	Standard	6	0.5	AoE (10)
	High Explosive	15	0.5	+3d10 DAM, AoE (15)
	Incendiary	9	0.5	-15 DAM , AoE (5), ++ (3 turns)
	Plasma	15	0.5	+3d10 DAM, AoE (5), 3x DAM on Crit.
	Anti-Matrix	9	0.5	AoE (5), Anti-Matrix
	Canister	15	0.5	Reduces range to Short, DAM halved after Short rage as 'Shotgun', +6d10 DAM, Target DT x 3, Dose not scatter
Rocket	Standard	30	2	AoE (10)
	Anti-Tank	60	2	AoE (1), -30 DT
	Hight Explosive	*Crafted*	2	AoE (15), +5d10 DAM, as Standard
	Incendiary	*Crafted*	2	AoE (5), -35 DAM, ++ (3 turns), as Standard
Missile	Standard	50	3	AoE (15)
	High Explosive	100	3	AoE (20), +6d10 DAM
	High Velocity	100	3	AoE (15), +15 to hit
	Hive	75	3	Half damage, AoE (30)
	Anti-Tank	100	3	AoE (1), -50 DT
Balefire Egg	Standard	175	6	+120 RADs, AoE (40), Gives off 10 Rads ever 12s
Railway Spikes	Standard	1		-
Dart	Standard	1		-
Bolt	Standard	1		At GM's discretion a character may attempt to recover used Bolts. Roll LCK -1 for each bolt fired, on a pass the bolt is recovered. On a fail the bolt is considered lost or broken.
	Explosive	10	0.5	30 ++ DAM, AoE (5)
Flare	Low Burn	2		2d10 Fire/Turn (3 Turns), Bright: Illuminates an area roughly 20ft, -20 to sneak in illuminated area, +10 to hit targets in illuminated area, last for 3 turns, Burning
	High Burn	3		4d10 Fire/Turn (2 Turns), Bright: Illuminates an area roughly 20ft, -20 to sneak in illuminated area, +10 to hit targets in illuminated area, last for 3 turns, Burning

Master Tiered Equipment List (Public Pre-Release) - Melee

	Name	Damage	AP	Wg	Val	Special Attack (require Melee/Unarmed 60)	Notes
0	Rock	1xLCK +2 +	15	1	0	Puppy Please?: +10 AP, doubles Crit chance, doubles Crit-Fail chance	It's a rock, they're everywhere, can be thrown
	Straight Razor	1xSTR +5 +	15	1	10	Sneaky Strike: +5 AP, MUST be made as a sneak attack, +5 DAM and ignores target DT, can not be used on targets whearing environmentally sealed armour	Concealable
	Cleaver	3xSTR +5 +	35	2	10	CHOPI!: +20 AP, +1d10 DAM, deals FULL limb damage	-
	Rolling Pin	1xSTR +5 +	15	1	10	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	-
	Club	1xSTR +15 +	20	3	15	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	-
	Monkey Wrench	1xSTR +15 +	20	3	20	Brained!: +5 AP, +3 DAM, an additional +1d10 DAM for headshots	Can be used as a tool
	Tire Iron/Hammer	2xSTR +10 +	25	3	20	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	-
	Pool Cue/Staff	1xSTR +10 +	20	1	20	Low Sweep!: -5 AP, makes a 'Trip' attempt counting STR as +1	Reach
	Taser	10++	20	1	25	That's My Purse!: +5 AP, Target's AP is halved unless END check is passed, Target disabled for d3 turns on a crit-success	Powered (GP 10), Concealable, Stunning, Crit Fail strikes user
	Zebra Slicer	1xAGI +	15	0.5	10	Sneaky Strike: +5 AP, MUST be made as a sneak attack, +5 DAM and ignorestarget DT, can not be used on targets wearing environmentally sealed armour	Agile, Concealable
	Boxing Tape	1xSTR +5 +	15	1	10	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Set, Innocuous, Unarmed, Stunning
	Bare Hoof (Body)	1xSTR +	15	0	-	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Set, Unarmed
1	Horn (Unicorn)	1xSTR +5 +	15	0	-	Potent Strike: +10 AP, +(Potency) DAM, Cost (Potency) Strain	Armor-Piercing (light), Unarmed
	Horn (Alicorn)	1xSTR +10 +	15	0	-	Majestic Strike: +10 AP, +5 +(Potency) DAM, Cost (Potency) Strain	Armor-Piercing (light), Unarmed
	Griffin Claw (incl bonus)	1xSTR ++	15	0	-	Screaming Dive: +10 AP, +2d10 DAM on the first attack made after a flight move	Set, Unarmed
	9-Iron	1xSTR +20 +	25	3	30	FORE!: +5 AP, attack also causes stunning damage	-
	Knife	1xSTR +8 ++	15	1	30	STAB!: +10 AP, attack will cause a bleeding effect, 1d10 damage per turn, untill healed	-
	Switchblade	1xSTR +8 ++	15	1	35	Backstab!: +10 AP, +5 +1d10 DAM, MUST taget someone not currently engaged with player that they are behind	Concealable
	Sickle	2xSTR +5 +	20	2	40	En Garde!: As 'Parry' +5 AP, on a sucessful 'Parry' you may make a free attack with a -30 to hit penalty	Crippling
	Machete	2xSTR +10 ++	20	2	50	CHOPI!: +20 AP, +1d10 DAM, deals FULL limb damage	-
	Sword	2xSTR +15 +	25	3	75	En Garde!: As 'Parry' +5 AP, on a sucessful 'Parry' you may make a free attack with a -30 to hit penalty	-
	Lead Pipe	2xSTR +10 +	25	3	50	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	-
	Nail Board	3xSTR +10 +	30	4	50	Bash!: +30 AP, Knocks the target back as per Slam	-
	Cattle Prod	1xSTR +10 ++	30	3	50	BZZZAP!: +15 AP, deals 2xSTR + 10 +++ stunning DAM, uses 2 charges	Powered (GP 15), Stunning
2	Police Baton	2xSTR +10 +	25	2	50	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	-
	Shovel Spear	3xSTR +5 +	35	3	50	Low Sweep!: -5 AP, makes a 'Trip' attempt counting STR as +1	Reach
	Knife Spear	3xSTR +15 +	30	3	75	En Garde!: As 'Parry' +5 AP, on a sucessful 'Parry' you may make a free attack with a -30 to hit penalty	Reach, Charging
	Crowbar	2xSTR +20 +	25	5	75	Mr. Freepony I presume?: May substitute melee/2 for science on a SINGLE hacking attempt. A failure will destroy the terminal.	Can be used to pry open locks
	Dress Cane	1xSTR +15 +	25	3	75	BONKI!: +5 AP, attack causes stunning damage, half stun DAM if target is wearing a helmet	Innocuous
	Whip	1xAGI +10 +	30	1	50	Whip Shot: +10 AP, may make a disarm attempt out out to 'Point Blank' range	Agile, Reach, Crit Fail strikes user, Kinky
	Zebra Sword	2xAGI +10 +	25	3	60	Skilled Strike: +15 AP, +10 to hit, attack gains 'Armour Piercing'	Agile
	Boxing Socks	2xSTR +5 +	15	6	50	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Set, Unarmed, Stunning
	Brass Shoe	1xSTR +5 ++	15	1	50	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Set, Unarmed
	Kick Dagger	1xSTR +5 ++	20	3	75	Slash: +5 AP, attack gains +15 DAM but looses the 'Armor Piercing' rule	Armor Piercing (light), Unarmed
	Mantis Helmet	2xSTR +10 +	25	10	75	Charge!: +5 AP, attack has the 'Charging' rule	Armor Piercing (light), Unarmed
	Bladed Helmet	3xSTR +10 +	30	10	75	Charge!: +5 AP, attack has the 'Charging' rule	Unarmed
	Wingblades	1xAGI +10 +	20	3	100	Flyby: +5 AP, +2d10 DAM if passing a target while flying	Agile, Crippling, Set [86]
	Baseball Bat	2xSTR +20 +	25	3	100	Homerun!: +20 AP, +15 +1d10 DAM	-
	Bamboo Sword	2xSTR +15 +	25	5	150	MEN, DOU, KOTE + 10 AP called shots ignores 5 penalty	Stunning, Agile can use str or agi
	Battle Axe	3xSTR +12 ++	30	5	150	CHOPI!: +20 AP, +1d10 DAM, deals FULL limb damage	Armor Piercing (light)
	Hatchet	3xSTR +10 +	25	3	150	CHOPI!: +20 AP, +1d10 DAM, deals FULL limb damage	-
	War Club	1xSTR +18 ++	20	3	150	Tribal Fury: +15 AP, +2d10 DAM	-
	Rebar Club	4xSTR +25 +	40	9	150	(Insert Name) SMASH!: +20 AP, -15 to hit, -20 DAM, knocks target prone	Unwieldy
	Scythe	3xSTR +25 +	35	4	200	Cleave: +15 AP, -20 to hit, make a wide swing that will hit AGI/2 targets within melee range	Reach, Crippling, Unwieldy
	Combat Knife	1xSTR +15 ++	15	1	200	STAB!: +10 AP, attack will cause a bleeding effect, 1d10 damage per turn, untill healed	-
	Sledgehammer	5xSTR +15 +	35	12	250	(Insert Name) SMASH!: +20 AP, -15 to hit, -20 DAM, knocks target prone	Unwieldy
	Harpoon w/chain	1xSTR +15 ++	25	7	250	GET OVER HERE 40AP Spear your target dealing +2d10 Damage and dragging them to you, Only works in Short Range	Reach, Crit Fail strikes user
	Cutlass	3xSTR +15 ++	25	5	300	Avast!: Can only be made as a sneak attack, -10 to hit, Target will suffer a -10 to all skill rolls for 1 turn	-
	Pickaxe	2xSTR +5 +++	35	6	350	Minecraft: +10 AP, +5 DAM, attack has 'Armor Piercing (Heavy)'	Armor Piercing
	Magic Energy Spear	3xSTR +15 +	30	4	500	Low Sweep!: -5 AP, makes a 'Trip' attempt counting STR as +1	Magic, Reach, Charging
	Steel Saw	3xSTR +5 +++++	35	20	700	Scrap Heap: 60AP deals half damage -20 to hit. Target's armor degrades one condition level	Unwieldy, Armor Piercing, Powered
	Chain	2xAGI +10 ++	35	8	200	Low Sweep!: -5 AP, makes a 'Trip' attempt counting STR as +1	Agile, Reach, Crit Fail strikes user
	Rapier	1xAGI +10 +	15	2	300	Riposte!: May make a free normal attack on a sucessfull 'Parry'	Agile, Armor Piercing (light)
	Body Spikes	2xSTR +10 +	15	1	150	Shoulder Check: Deals an extra 1d10 DAM on a 'Slam'	Unarmed
	Mace Hoof	3xSTR +20++	30	8	200	Bash!: +30 AP, Knocks the target back as per Slam	-1 AGI, Unwieldy, Unarmed
	Spiked Shoe	1xSTR +10 ++	15	1	250	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Set, Unarmed
	Tail Flail	2xSTR +15 ++	20	6	250	WACK!!: +10 AP, attack dose +1d10+15 DAM and can not be parried	Unarmed, Crit Fail strikes user
	Bear Trap Hoof	3xSTR +25 +	30	6	300	Rip and Tear: +10 AP, attack will cause a bleeding effect, 2d10 damage per turn, untill healed	Crippling, Unarmed
	Solaris Hoof	4xSTR +15 ++	25	4	300	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Powered (ECP 10), Unlucky, Unarmed

Master Tiered Equipment List (Public Pre-Release) - Melee

	Name	Damage	AP	Wg	Val	Special Attack (require Melee/Unarmed 60)	Notes
3	Bowie Knife	1xSTR +18 ++	15	1	1000	STAB!: +10 AP, attack will cause a bleeding effect, 1d10 damage per turn, untill healed	-
	Gladius	2xSTR +28 ++	25	2	1200	Ceasar's Might: +10 AP, attack has the 'Crippling' rule	-
	Ripper	1xSTR +10 ++++	30	6	1200	Eviscerate!: +20 AP, -10 to hit, +2d10 DAM, attack will cause a bleeding effect, 2d10 damage per turn, untill healed	Unwieldy, Powered (ECP 20), Armor Piercing
	Fire Axe	5xSTR +30 +	30	8	1200	Cleave: +15 AP, -20 to hit, make a wide swing that will hit AGI/2 targets within melee range	Unwieldy
	Plasma Lance	3xSTR +20 ++	30	6	1200	Plasma Joust: 45AP +15 damage +10 to hit. Wielder must be Charging (also gains the +2d10 damage from the Charging rule)	Magic, Reach, Charging, Armor Piercing, Rare
	Bumper Sword	4xSTR +30 +	35	12	1500	Cleave: +15 AP, -20 to hit, make a wide swing that will hit AGI/2 targets within melee range	Unwieldy, Reach
	Zebra Chain Whip	2xSTR +10 +++	30	8	1500	Chain Slam! 40 AP Snag a character in Short Range and slam them into whatever you please, 2d10 Bonus Damage	Bonus Crit Damage, Bonus to Trip Attempts, Reach , Agile
	Auto Axe	6xSTR +25 +++++	60	20	2000	Eviscerate!: +20 AP, -10 to hit, +2d10 DAM, attack will cause a bleeding effect, 2d10 damage per turn, untill healed	Unwieldy, Powered (MFC 10), Armour Piercing
	War Axe	4xSTR +30 ++	35	10	2000	Cleave: +15 AP, -20 to hit, make a wide swing that will hit AGI/2 targets within melee range	Unwieldy, Armor Piercing
	Magical Energy Sword	4xSTR +20 +	25	6	3000	En Garde!: As 'Parry' +5 AP, on a sucessful 'Parry' you may make a free attack with a -30 to hit penalty	Armor Piercing , Magic
	Cosmic Knife	2xAGI +12 +	20	1	1000	STAB!: +10 AP, attack will cause a bleeding effect, 1d10 damage per turn, untill healed	Agile, Armor Piercing (light)
	Zap Sock	2xSTR +20 +	25	6	1200	Overcharge: +25 AP, attack deals double DAM, including anit-matrix DAM, must roll LCK on a miss or attack 'strikes' user, uses 2 charges	Powered (MFC 10), Anti-Matrix, Unarmed
	Displacer Sock	4xSTR +++	30	6	1300	Hadouken!: +15AP, +2d10 DAM. Sends enemies an additional (STR) yards	Powered (ECP 5), Repulser, Unarmed
	Power Hoof	4xSTR +25 ++	25	6	1500	Uppercut: +5 AP, MUST hit with a normal attack first, makes a called headshot with only a -10 penalty	Powered (MFC 20), Unarmed
4	Chainsaw	8xSTR +40 ++++	60	20	2200	Eviscerate!: +20 AP, -10 to hit, +2d10 DAM, attack will cause a bleeding effect, 2d10 damage per turn, untill healed	Unwieldy, Powered (GP 10), Crippling
	Zebra Thunder Axe	4xSTR +25 +	25	8	2500	Thunder Strike: +20 AP, welder strikes the ground sending out a wave of electricity, gains AoE (5), dose not harm user	Anti-Matrix, Magic, Unwieldy
	Super Sledge	5xSTR +40 ++	35	20	2500	(Insert Name) SMASH!: +20 AP, -15 to hit, -20 DAM, knocks target prone	Unwieldy, Crippling
	Thermic Lance	4xSTR +15 ++	30	20	3000	Burning Charge!: +10 AP, attack has the 'Burning' and 'Charging' special rule	Armor Piercing (heavy), Magic, Reach
	Magic Energy Axe	5xSTR +20 ++	25	8	3500	CHOP!: +20 AP, +1d10 DAM, deals FULL limb damage	Armor Piercing (heavy), Magic
	Nero Mace	2xSTR+20+	20	7	3500	Overcharge: +25 AP, attack deals double DAM, including anit-matrix DAM, Crit Fail hits users. uses 2 charges	Anti matrix, Shock, Powered (MFC 3)
	Katana	2xAGI +30 ++	20	3	2000	Skilled Strike: +15 AP, +10 to hit, attack gains 'Armour Piercing'	Agile
	Enchanted Zebra Sword	2xAGI +30 ++	25	3	3000	Skilled Strike: +15 AP, +10 to hit, attack gains 'Armour Piercing'	Agile, Magic, Enchanted
	Industrial Shoe	4xSTR +30 ++++	35	10	2800	Eviscerate!: +20 AP, -10 to hit, +2d10 DAM, attack will cause a bleeding effect, 2d10 damage per turn, untill healed	Unwieldy, Powered (GP 10), Armor Piercing (heavy), Unarmed
	Ballistic Hoof	5xSTR +15 +++	25	6	3000	Bash!: +20 AP, Knocks the target back as per Slam	Powered (12 Gauge 1), Unarmed
	Enclave Battle Tail	2xAGI +25 +	25	3	-	Overhead Sting: +10 AP, attack gains 'Armour Piercing' and can not be parried	Agile, Poisoned, Unarmed, Requires Enclave Power Armor [87]
Thrown						Notes	Range
	Rock	1xLCK +2 +	15	1	0	Thrown, It's a rock, they're everywhere	5 + STR Yards
	Sling	1xLCK +5 +	15	1	5	Thrown, Uses Rocks as ammo, may not be used in melee	10 + 2xSTR Yards
	Throwing Knife	1xSTR + 8 +	15	1	5	Thrown	10 + STR Yards
	Throwing Hatchet	1xSTR +10 +	20	1	10	Thrown	10 + 2xSTR Yards
	Tomahawk	2xSTR +10 +	25	2	15	Thrown	10 + 2xSTR Yards
	Bolas	-	30	3	20	Thrown, Target must pass a AGI check or be knocked and heald prone, may spend 35 AP and roll against STR or AGI at -2 to break free. May not be used in melee	10 + STR Yards
	Boomerang	2xSTR +8 +	25	2	20	Thrown	20 + 3xSTR Yards
	Throwing Knife Spear	3xSTR +10 +	30	3	25	Thrown	20 + 3xSTR Yards
	Throwing Spear	3xSTR +20 +	25	3	40	Thrown	20 + 3xSTR Yards
	Javalin	3xSTR +15+	25	2	50	Thrown, may not be used in melee	25 + 5xSTR Yards
	Chuckling Hammer	3xSTR +20 ++	30	5	100	Thrown	10 + 2xSTR Yards
	Magic Energy Throwing Knife	1xSTR + 25 +	15	3	200	Armor Piercing (heavy), Magic, Thrown	10 + STR Yards
	Magic Energy Throwing Axe	2xSTR +20 +	20	4	300	Armor Piercing (heavy), Magic, Thrown	10 + 2xSTR Yards
	Magic Throwing Spear	3xSTR +20 +	25	3	350	Armor Piercing (heavy), Magic, Thrown	20 + 3xSTR Yards
	Chakram	2xAGI +15 +	15	3	50	Agile, Thrown, weapon imediatly returns to user on a crit, user must roll AGI to catch the weapon or be hit by it, being damaged as normal	10 + 3xSTR Yards
	Zebra Throwing Stars	1xAGI +5 +	10	1	100	Agile, Enchanted, Thrown, may not be used in melee	10 + 2xSTR Yards
	Kpinga	4xAGI +15 +	25	4	150	Agile, Thrown, Crippling	20 + 2xSTR Yards

Master Tiered Equipment List (Public Pre-Release) - Tiered Armour/Clothing

	Name	DT	Wg	Val	Class	Effect	Faction	Notes
0	Pre-War Outfit	-	2	10	Clothing	-	-	-
	Trader Outfit	-	2	25	Clothing	Barter +5	-	-
	Sexy Sleepware	-	2	25	Clothing	CHA +1	-	Will certainly turn heads in the day time
	Stable Jumpsuit	-	1	25	Clothing	Melee +2, Speech +2	-	-
	Engineer Jumpsuit	-	2	25	Clothing	Mechanics +5	-	-
	Scientist Lab Coat	-	2	25	Clothing	Science +5	-	-
	Pre-War Businesswear	-	2	25	Clothing	Speech +5	-	-
	Sports Armour	4	10	50	Light	-	-	HUT! HUT! HIKE!
	Raider Armour	5	15	50	Light	-	Raider	Extra spikey
	Flakk Vest	8	8	50	Light	-	-	ONLY covers the torso, may be combined with any 'Clothing' item [88]
1	Sports Helmet/Raider Helmet	2	3	10	Light Helmet	-	-	Always from a different team from your sports armour and never for a team you want OR Extra spike
	Lantern Helmet	1	2	20	Light Helmet	PER +1	-	Integrated 'Flash Light'
	Steel Pot Helmet	3	6	25	Light Helmet	-	-	Either an old metal Equestrian military helmet or a big cooking pot
	Wasteland Surgeon Outfit	2	2	50	Clothing	Medicine +5	-	-
	Merc Outfit	2	2	50	Clothing	Firearms +5, Magical Energy Weapons +5	-	-
	Ministry of Peace Nurse Outfit	-	2	50	Clothing	Medicine +5	-	-
	Stable Utility Jumpsuit	-	2	50	Clothing	Mechanics +5, Lockpick +5	-	-
	Flight Suite	-	2	50	Clothing	+10 to Pilot vehicles	-	-
	Stable-Tec Scientist Scrubs	2	2	100	Clothing	INT +1, Science +5	-	Does not effect Skillpoints per level
	Duster	3	5	100	Clothing	+1 CHA, +5 Firearms	-	May be combined with 'Light Armour' and other 'Clothing'
2	Tribal Armour	5	15	80	Light	Melee +5, Unarmed +5	Tribal	-
	Leather Armour	6	15	80	Light	-	-	-
	Radiation Suit	4	10	150	Light	Rad Resistance +20%	-	Environmentally Sealed, Can not be Reinforced, helmet included
	Flakk Armour	8	20	100	Medium	-	-	-
	Armoured Duster	8	15	150	Medium	+1 CHA, +5 Firearms	-	May be combined with other 'Clothing'
	Metal Armour	12	30	150	Heavy	AGI -1	-	Reduces Flight by 1 rank
	Tribal/Leather Helmet	4	4	30	Light Helmet	-	-	-
	Gas Mask	2	4	50	Light Helmet	+25% poison resistance against airborne threats, +10% RAD resistance, -1 CHAR, -1 PER	-	May not be combined with glasses. May be combined with Hats, Light and Medium helmets
	Metal Helmet	10	8	75	Heavy Helmet	-1 PER	-	Reduces Flight by 1 rank [89]
	Ministry of Peace Doctor's Coat	1	2	150	Clothing	Medicine +10, Science +10	-	-
3	Ranger Scribe Robes	1	5	150	Clothing	+1 INT, +10 Science, +5 Mechanics	Rangers	-
	Leather Armour, Reinforced	10	20	180	Light	-	-	Can not be Reinforced
	Security Armour	8	15	200	Light	-	-	-
	Zebra Recruit Armour	8	10	250	Light	Melee +5, Unarmed +5	*Zebra*	Most ponies would not recognise faction, Rare
	Advanced Radiation Suit	6	10	300	Light	Rad Resistance +40%	-	Environmentally Sealed, Can not be Reinforced
	Light Talon Armour	10	20	400	Light	Firearms +5, Magical Energy Weapons +5	Talons	Griffins only
	Zebra Prime Armour	10	12	500	Light	Melee +5, Unarmed +5, +1 CHA	*Zebra*	Most ponies would not recognise faction, Rare
	Trooper Armour	10	24	200	Medium	Comes with Bandoleer	-	Most likely will be associated with a major settlement or Wasteland power
	Lightweight Metal Armour	12	20	250	Medium	AGI -1	-	-
	Talon Combat Armour	14	22	450	Medium	Firearms +5, Magical Energy Weapons +5	Talons	Griffins only
4	Combat Armour	15	25	500	Medium	Battle Saddles +5	-	-
	Metal Armour, Reinforced	14	35	250	Heavy	AGI -1	-	Reduces Flight by 1 rank
	Scrap Armour	16	45	350	Heavy	AGI -1	-	Prevents Flight
	Police/Security Helmet	6	4	50	Light Helmet	-	-	-
	Trooper Helmet	6	6	125	Medium Helmet	-	-	-
	Combat Helmet	8	6	150	Medium Helmet	-	-	-
	Zebra Field Helmet	8	6	150	Medium Helmet	-	*Zebra*	Most ponies would not recognise faction, Rare
	Scrap Helmet	12	8	150	Heavy Helmet	-1 PER	-	-
	Space Suit	10	8	800	Light	Rad Resistance +40%	-	Very Rare, Environmentally Sealed, Can not be Reinforced, Comes with Helmet
	MoM Assassin Suit	12	20	1200	Light	Sneak +10	-	Blends into the shadows, despite being pink, Comes with Helmet, Integrated Night Vision [90]
5	Canterlot Security Armour	16	15	1800	Light	-	-	Rare

Master Tiered Equipment List (Public Pre-Release) - Tiered Armour/Clothing

	Name	DT	Wg	Val	Class	Effect	Faction	Notes
	MoP Combat Armour	15	25	600	Medium	Medicine +5, Science +5	-	Rare
	NCR Ranger Patrol Armour	15	25	600	Medium	Firearms +5, Explosives +5	NCR	-
	Combat Armour, Reinforced	18	30	625	Medium	Battle Saddles +5	-	Can not be Reinforced
	Zebra Centurion Armour	17	30	850	Medium	Melee +5, +5 Unarmed, +1 CHA	*Zebra*	Most ponies would not recognise faction, Rare
	Recon Armour	17	20	1200	Medium	Sneak +20	-	Rare
	Bomb Disposal Suit	16	35	800	Heavy	+5 Explosives, -1 AGI	-	+10 DT against Explosive Damage
	Clipboard Armour	14	30	800	Heavy	AGI -1	-	Stubbornite!: This armour to stubborn to degrade.
	Combat Armour MKII	20	25	850	Heavy	DR 5%, Battle Saddles +10	-	-
	Canterlot Guard Armour	18	35	1000	Heavy	+1 CHA, +5 Speech	-	Rare
	Midnight Guard Armour	18	35	1000	Heavy	+1 PER, +5 Sneak	-	Rare
	Zebra Legate Armour	20	35	1000	Heavy	+5 Melee, +5 Unarmed, +1 CHA	*Zebra*	Most ponies would not recognise faction, Rare
	Salvaged Power Armour	22	40	1200	Heavy	DR 10%, AGL -2, Battle Saddles +10	Possibly NCR	NOT Power Armour, Prevents Flight, Rare
	T-36d Power Armour	20	40	1600	Heavy	DR 5%, AGL -2, STR +1	-	Power Armour, Prevents Flight, Environmentally Sealed when combined with T-36d helmet, Can not administer potions/chems per 'Power Armour' rule, Rare [91]
	Recon Helmet	8	6	200	Medium Helmet	+5 Sneak	-	Rare
	NCR Ranger Patrol Helmet	8	8	300	Medium Helmet	-	NCR	Integrated Night Vision
	Combat Helmet MK II	12	8	250	Heavy Helmet	-	-	Helmet Light
	Canterlot Guard Helmet	16	8	350	Heavy Helmet	-	-	Rare, Gives 1 rank of the 'Royal Canterlock Voice' perk while worn (+5 Speech and +5 Barter)
	Midnight Guard Helmet	16	8	350	Heavy Helmet	-	-	Rare, Night Vision and +5 Sneak
	Zebra Legate Helmet	18	8	400	Heavy Helmet	-	*Zebra*	Most ponies would not recognise faction, Rare
	Salvaged Power Armour Helmet	22	12	600	Heavy Helmet	DR 10%, -1 PER	Possibly NCR	Rare
	T-36d Power Armour Helmet	18	12	600	Heavy Helmet	DR 5%, PER -1, ALL Res +5%	-	Night Vision, Power Armour, Environmentally Sealed when combined with T-45b Power Armour, Does not grant SATS or EFS, Rare
4	Mk IV Environment Suit	10	25	2000	Light	*STR +1*, ALL Res +40%	Foal-Sized only	Boosts STR up to a max of 5, see comments, Environmentally Sealed, Can not be Reinforced, Can not be combined with helmets [92]
	NCR Ranger Combat Armour	20	30	2000	Medium	Battle Saddles +10	NCR	-
	MoM Riot Gear	20	30	2500	Medium	Firearms +5, CHA +1, Fire Res +20%	-	Very Rare, Comes with Helmet, Integrated Night Vision
	Experimental Griffin Power Armour	25	30	2800	Medium	DR 10%, STR +1, AGI -1, ALL Res +10%	Talons	Power Armour, Powered Tail Stinger, Very Very Rare, Griffins only, Comes with Helmet
	Enclave Power Armour	28	10	3200	Medium	DR 10%, PER +1, CHA -1, ALL Res +10%	Enclave	Power Armour, Enclave Battle Tail, Very Rare, Comes with Helmet [93]
	Tesla Power Armour	24	10	3500	Medium	DR 10%, CHA -1, ALL Res +10%, +1d10 DAM to MEWs	Enclave	Power Armour, Enclave Battle Tail, Very Rare, Comes with Helmet [94]
	T-45b Power Armour	24	40	2400	Heavy	DR 10%, AGI -2, STR +1, ALL Res +10%	Rangers	Power Armour, Prevents Flight, Environmentally Sealed when combined with T-45b helmet, Can not administer potions/chems per 'Power Armour' rule, Rare [95]
	T-51b Power Armour	32	30	3500	Heavy	DR 20%, AGI -2, STR +2, ALL Res +15%	Rangers	Power Armour, Prevents Flight, Environmentally Sealed when combined with T-51b Helmet, Ra [96]
	T-45b Power Armour Helmet	24	14	1000	Heavy Helmet	DR 5%, ALL Res +5%	Rangers	Night Vision, Power Armour, Environmentally Sealed when combined with T-45b Power Armour, Does not grant SATS, Rare
	T-51b Power Armour Helmet	32	16	1400	Heavy Helmet	DR 5%, ALL Res +10%	Rangers	Night Vision, Power Armour, Environmentally Sealed when combined with T-51b Power Armour, Rare
Accessory	EyeGlasses	-	1	5	Glasses	-	-	-
	SunGlasses	-	1	25	Glasses	+1 CHA	-	Yeahhhh!
	Ragged Cloak	1	1	25	Cloak	-	-	-
	Leather Cloak	2	3	50	Cloak	-	-	-
	Mesh-Weave Cloak	3	5	75	Cloak	-	-	-
	Royal Fire Department Cloak	-	5	100	Cloak	Fire Resistance +20%	-	-
	Green Gecko Cloak	-	5	100	Cloak	Poison Resistance +20%	-	-
	Golden Gecko Cloak	-	5	100	Cloak	RAD Resistance +20%	-	-
	MoP Environment Cloak	-	5	250	Cloak	ALL Resistance +20%	-	-
	Hat (Cowboy, Fedora, Fez, etc)	-	1	25	Hat	PER +1	-	-
	Giant Hat	-	2	25	Hat	-1 PER, -5 Sneak, +1 CHA	-	"This isn't about you, this is about my giant hats!"

Master Tiered Equipment List (Public Pre-Release) - Mods

Tier	Name	Mod Name	Effect	Val
0	9mm Pistol	9mm Extended Mags	+7 Mag Size	5
	.32 Revolver	.32 Long Barrel	+3 Dam	15
	.32 Rifle	.32 Rifle Extended Mags	+3 Mag Size	5
	Service Carbine	Service Carbine Extended Mags	+5 Mag Size	5
	Pump Charge Rifle	Bigger Charge Pack	+2 Mag Size	5
	Light Grenade Rifle	LGR Under Barrel Mount Kit	Mounts the weapon onto any 'Automatic Rifle', Combat Shotgun, Service Rifle or Service Carbine. Allowing the player to fire the Light Grenade Rifle without needing to switch weapons. Wg of the LGR is added to that of the weapon it is being mounted to. Mounted LGR uses the Firearms skill.	25
1		LGR Long Barrel	Makes weapon Med Ranged	20
	.357 Revolver	.357 Long Barrel	+3 Dam	35
		.357 HD Cylinder	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	20
	10mm Pistol	10mm Silencer	Makes the weapon Silent	50
		10mm Extended Mags	+4 Mag Size	20
	Needler Pistol	Sleep Darts	End check or target falls asleep for 1d10 turns	75
	Silenced .22 SMG	Sil. .22 SMG Exp. Drums	+60 Mag Size	35
	9mm SMG	9mm SMG Drums	+30 Mag Size	35
		9mm SMG Light Bolt	Lowers AP cost to 25, +1 Rate of Fire	75
	Varmint Rifle	Varmint Rifle Extended Mags	+3 Mag Size	20
		Varmint Rifle Silencer	Makes the weapon Silent	50
	Service Rifle	Service Rifle Forged Receiver	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	25
		Service Rifle Upgraded Springs	Weapon can now use the Burst Fire rule (Burst 3) for 30 AP	75
	Crossbow	Crossbow Poison Reserve	Applies poison to the bolts. Requires poison.	75
		Crossbow Carbon Fiber Parts	Reduces weight by 3	50
	Magic Energy Pistol	M. Pistol Focus Optics	+3 Dam per beam	50
		M. Pistol Recycler	A roll of 01-25 to hit does not use ammo	25
		M. Pistol Beam Splitter	Weapon fires 2 beams dealing 6+ DAM each [97]	50
	Recharger Rifle	Recharger Rifle Short-Circuit Capacitor	+5 Dam, +1 Mag Size, now uses 2 ammo per shot	50
		Recharger Rifle Hyperbreeder	Now recharges 4 shots a turn	50
2	Light Flamer	L. Flamer Under Barrel Mount Kit	Mounts the weapon onto any 'Automatic Rifle', Combat Shotgun, Service Rifle or Service Carbine. Allowing the character to fire the Light Flamer without needing to switch weapons. Wg of the L. Flamer is added to that of the weapon it is being mounted to. Mounted L. Flamer uses the Firearms skill.	50
	Zebra Grenade Rifle	Zebra GR Under Barrel Mount Kit	Mounts the weapon onto any 'Automatic Rifle', Combat Shotgun, Service Rifle or Service Carbine. Allowing the character to fire the Zebra Grenade Rifle without needing to switch weapons. Wg of the ZGR is added to that of the weapon it is being mounted to. Mounted ZGR uses the Firearms skill.	50
	Anti-Pony Grenade Rifle	Anti-Pony G.R. Ext. Mags	+2 Mag Size	50
		Anti-Pony G.R. Rifled Barrel	Adds +10 to hit	75
		Anti-Pony G.R. Upgraded Int.	Lowers AP cost to 25	100
	Police Pistol	Police Pistol Snub Barrel	-10 to hit but weapon is now concealable	50
	.44 Revolver	.44 Revolver Heavy Frame	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	50
	5.56mm Pistol	5.56mm Pistol Long Barrel	+3 DAM	100
	Police SMG	Police SMG Military Trigger Group	Weapon becomes 'full-auto' with a RoF of 4	150
		Police SMG Silencer	Makes the weapon Silent	150
2	10mm SMG (auto)	10mm SMG Extended Mags	+10 Mag Size	75
		10mm SMG Recoil Comp.	Removes -10 penalty from Burst/Full Auto	150
	Cowpony Repeater	CP. Repeater Long Tube	+3 Mag Size	75
		CP. Repeater Maple Stock	-1.5 Wg	50
	Hunting Rifle	Hunting Rifle Extended Mags	+5 Mag Size	100
	10mm Repeater	Lever-action Rifle Long Tube	+4 Mag Size	75
		Lever-action Rifle Long Barrel	+8 Dam	200
	Assault Rifle (auto)	Assault Rifle Extended Mags	+6 Mag Size	100
		Assault Rifle Silencer	Makes the weapon Silent	150
	Hunting Shotgun	Hunting Shotgun Long Tube	+3 Mag Size	75
	Light Machine Gun (auto)	LMG Expanded Drums	+110 Mag Size	100

Master Tiered Equipment List (Public Pre-Release) - Mods

Tier	Name	Mod Name	Effect	Val
	Plasma Pistol	Plas. Pistol Hi-Energy Ionizer	+5 Dam	150
		Plas. Pistol Mag. Accelerator	Adds +10 to hit	100
		Plas. Pistol Recycler	A roll of 01-25 to hit does not use ammo	75
	Recharger Pistol	Recharger Pistol Short-circuit Capacitor	+5 Dam, now uses 2 ammo per shot, +2% C.Fail Chance	100
		Recharger Pistol Hyperbreeder	Now recharges 4 shots a turn	100
	Magic Energy Rifle	Mag. Rifle Focus Optics	+3 Dam per beam	150
		Mag. Rifle Beam Splitter	Weapon fires 2 beams dealing 12+ DAM each [98]	250
	Incinerator	Incinerator Extra Tanks	+40 Mag Size	100
		Incinerator Stripped Down	Reduces Wg by 4	150
	Grenade Rifle	Grenade Rifle Long Barrel	Weapon becomes Long Ranged	75
		GR Under Barrel Mount Kit	Mounts the weapon onto any 'Automatic Rifle', Combat Shotgun, Service Rifle or Service Carbine. Allowing the player to fire the Grenade Rifle without needing to switch weapons. Wg of the GR is added to that of the weapon it is being mounted to. [99]	150
3	Colt .45 Auto Pistol	.45 AP HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200
		.45 AP Silencer	Makes the weapon Silent	350
		.45 AP Commander	-10 to hit but weapon is now concealable. May not have a silencer OR HD Slide.	150
	.44 Pistol	.44 Pistol Heavy Frame	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	300
		.44 Pistol Extended Mags	+5 Mag Size	200
	PDW (auto)	PDW Extended Mags	+6 Mag Size	200
		.45 Auto SMG Drums	+20 Mag Size	300
	0.45 Auto SMG (auto)	.45 Auto SMG Recoil Comp.	Removes -10 penalty from Burst/Full Auto	250
	Enchanted Crossbow	E. Crossbow Carbon Fiber Parts	Reduces weight by 3	300
	Sniper Rifle	Sniper Rifle Extended Mags	+3 Mag Size	100
		Sniper Rifle Suppressor	Weapon counts as Silent to anyone at Long Range or beyond	500
		Sniper Rifle Carbon Fibre Parts	Reduces Wg by 5	400
	Automatic Rifle (auto)	AR Upgraded Internals	Lowers AP cost to 30, +1 Rate of Fire, Noe fires 3 round Burst	650
	Riot Shotgun	Riot Shotgun Extended Drums	+5 Mag Size	200
		Riot Shotgun Improved Parts	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	300
	Plasma Rifle	Plasma Rifle Magic Accelerator	Adds +10 to hit	350
		Plasma Rifle Hi-Energy Ionizer	+5 Dam	500
		Plasma Rifle Dual-Cell Harness	+24 Mag Size	500
	Tri Prism Rifle	Tri Prism HD Capacitors	Gives 50% chance to avoid Glitching (and weapon degradation) when suffering a Critical Fail	300
		Tri Prism LR Hi-Cap Terminal	+24 Mag Size	200
		Tri Prism LR Focus Optics	+3 DAM to each beam (+9 in total)	500
	Magic Energy Repeater (auto)	Magic Energy Repeater Recycler	A roll of 01-25 to hit does not use ammo	100
		Magic Energy Repeater Composit Stock	Reduces Wg by 1.5	150
	Flamer	Flamer Expanded Tanks	+60 Mag Size	200
		Flamer High Pressure Fuel System	Fires 5 round Burst instead of 3	350
	Grenade Launcher	Grenade Launcher Long Barrel	Weapon becomes Long Ranged	250
		Grenade Launcher Chrome Lined Barrel	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	300
4	12.7mm Pistol	12.7mm Pistol Silencer	Makes the weapon Silent	500
	12.7mm SMG (auto)	12.7mm SMG Extended Mags	+8 Mag Size	750
		12.7mm SMG Silencer	Makes the weapon Silent	500
	Brush Gun	Brush Gun Long Tube	+2 Mag Size	350
	Markspory Carbine	Markspory Carbine Silencer	Makes the weapon Silent	500
	Assault Carbine (auto)	Assault Carbine Extended Mags	+6 Mag Size	750
	Anti-Machine Rifle	Anti-Mac Rifle Carbon Fiber Parts	Reduces Wg by 7	1000
	Minigun (auto)	Minigun Damped Subframe	Removes -10 penalty from Full Auto	2500
		Minigun High-Speed Motor	Increases Rate of Fire to 10	3500
	Shoulder Mounted Machine Gun (auto)	SMMG Extended Mags	+40 Mag Size	750
		SMMG Mechanical Upgrade	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	1750
		SMMG Compensator	Removes -10 penalty from Full Auto	2500
	Gauss Rifle	Gauss Rifle High Capacity Terminal	+5 Mag Size	2000
	Plasma Defender	Plasma Def. hi-cap Terminal	+32 Mag Size	600

Master Tiered Equipment List (Public Pre-Release) - Mods

Tier	Name	Mod Name	Effect	Val
	Plasma SMG	Plasma Def. Magic Accelerator	Adds +10 to hit	750
		Plasma SMG Hi-Energy Ionizer	+5 Dam	1500
		Plasma SMG Magic Accelerator	Adds +10 to hit	750
	Multiplas Rifle	Multiplas High Capacity Terminal	+30 Mag Size	750
		Multiplas Rifle Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	1200
		Multiplas Rifle Hi-Energy Tri-Ionizer	+5 Dam per shot	1500
	Plasma Caster	Plasma Caster Hi-Energy Ionizer	+5 Dam	1500
		Plasma Caster Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	2500
	Thunder Cannon	Super Shocker Coil	The DoT effect now does 4d10 lightning damage per turn (instead of 2d10) and drains the same amount of AP if target fails its END check	1500
	Gatling Caster (auto)	Gatling Caster Focus Gem	Adds +5 to DAM	3500
		Gatling Caster Carbon Fiber Frame	Reduces Wg by 7	1000
	Missile Launcher	Missile Launcher Guidance System	Adds +10 to Hit at and Beyond Med Range	2000
		Missile Launcher Auxillary Tube	+1 Mag Size, gives the 'Double Barreled' rule	2000
Missile Launcher Composite Frame		Reduces Wg by 7	1000	
Grenade Machine Gun (burst)	Grenade MG High-speed Kit	Lowers AP cost to 30	1500	
	Grenade MG Internal Stabilizer	Removes -10 penalty from Burst Fire	1750	
Melee				
0	Rock	Increased Destiny	+1% Crit Chance, Stackable! You may purchas this mod as many times as you wish.	Nx15 [100]
	Rolling Pin	Rolling Pin Steel Roller	+3 DAM	5
	Club	Club Spikey Bits	+5 DAM	10
		Club Hardwood Haft	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	5
	Taser	Taser Overcharged Power Cell	Gains 'Anti-Matrix', +4% Crit-Fail Chance	25
	Zebra Slicer	Zebra Slicer Serated Blade	+1 Crit Chance, +1 Crit Fail Chance	5
1	Knife	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50
		Knife Enchanted Blade	Gives the 'Enchanted' special rule	100
	Switch Blade	Switch Blade Honed Edge	+2 DAM	10
		Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50
	Machete	Machete Weighted Spine	Additional 2d10 Limb DAM	25
		Machete Heavy Blade	+5 DAM	20
	Sword	Sword Enchanted Blade	Gives the 'Enchanted' special rule	225
	Nail Board	Nail Board More Nails	Attacks will cause a bleeding effect, 1d10 damage per turn, untill healed	30
		Nail Board More Board	Gives the 'Reach' special rule	30
	Dress Cane	Dress Cane Hidden Blade	+5 DAM	20
	Brass Shoe	Brass Shoe Hardened Shoe	+1d10 DAM	20
	Bladed Helmet	Bladed Helmet Reienforcement	Becomes a helmet with 3 DT	25
	Wingblades	Wingblade Fine Blades	+5 to Hit, +1d10 DAM	50
2	Baseball Bat	Baseball Bat Barbed Wire Wrapping	+5 DAM	50
	War Club	War Club Shell Casings	+5 DAM, +1d10	75
		War Club Hardwood Haft	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	50
	Combat Knife	Combat Knife Serated Blade	+1 Crit Chance, +1 Crit Fail Chance	75
	Sledgehammer	Sledgehammer Spiked Head	+2d10 DAM	150
	Cutlass	Cutlass Enchanted Blade	Gives the 'Enchanted' special rule	600
	Steel Saw	Steel Saw Improved Motor	+5 Dam	250
	Chain	Chain Spiky Bits	+5 DAM	50
	Solaris Hoof	Solaris Hoof Superheated Hoof	Gains the 'Burning' special rule, +5 AP to attack	150
3	Bowie Knife	Bowie Knife Bigger Blade	+10 DAM	200
		Bowie Knife Serated Blade	+2 Crit Chance, +1 Crit Fail Chance	350
	Ripper	Ripper High Speed Motor	-5 total AP to attack	500
		Ripper High Carbide Teeth	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	500
		Ripper Under Barrel Mount	Mounts the weapon onto any 'Rifle', 'Automotic Rifle', Combat Shotgun, Service Rifle or Service Carbine. Allowing the player to use the Ripper without needing to switch weapons. Wg of theRipper is added to that of the weapon it is being mounted to. [101]	500
	Plasma Lance	"Baleful Blade	A roll of 01-50 to hit causes +4d10 fire damage and +4d10 RADS. User gains +1d10 RADS.	1000

Master Tiered Equipment List (Public Pre-Release) - Mods

Tier	Name	Mod Name	Effect	Val
	Bumper Sword	Bumper Sword Light Weight Bumper	-3 Wg	300
	Auto Axe	Auto Axe Light Frame	-3 Wg	300
		Auto Axe Heavy Cutter	Gives 'Armour Piercing (Heavy)'	1000
	Power Hoof	Power Hoof Tenderizer Plate	+2d10 DAM	1000
		Power Hoof Chrome Buffer	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	600
4	Chainsaw	Chainsaw Enchanted Bits	Gives the 'Enchanted' special rule	6000
		Chainsaw Lightened Frame	-3 Wg	500
	Zebra Thunder Axe	ZTA Bigger Blade	+10 DAM	500
		ZTA Crystal Thingy	-5 total AP to attack	1200
	Super Sledge	Super Sledge Tenderizer	+2d10 DAM	1500
		Super Sledge Heavy Piston	+20 DAM	1500
	Industrial Shoe	Industrial Shoe High Speed Cutter	+1d10 DAM, -5 total AP to attack	2000
Upgrades	General			
	Battle Saddles	Ammo Changer	Allows swift (AP 5) swapping of ammo feeds (clips, drums, belts, etc) for one of the battle saddle's weapons. Can be installed to handle anywhere from two to five feeds.	5 per feed
		Ammo Loader	May reload single or double shot weapons for 10 AP	1/2 cost of modded weapon
		Jambuster	Allows swift (AP 15) clearing of a jam or fixing of a glitched magical energy weapon mounted within the battle saddle	25
		Minedropper	Replaces the weapon mount on one side of the saddle with a device for the swift arming and release of dropped munitions (limited to one general type, but not limited to mines). Carries up to ten explosives. This costs 15 AP and may be done during the course of a movement action.	150
		Weapons Link	Links two identical weapons together in a battle saddle. Both weapons will fire simultaneously, requiring only one Battle Saddles skill roll for attack and costing the AP of only one weapon.	1/2 cost of modded weapon
	Speed Loader	Speed Loader (Revolver)	Lowers the AP to re-load the weapon to 10 AP	1/4 cost of modded weapon
		Speed Loader (Tube Loaded) [102]	Lowers the AP to re-load the weapon to 10 AP. May no longer spend half AP to load weapon half way.	1/4 cost of modded weapon
	Trigger Conversion (any)	Trigger Conversion	Converts a weapon designed to be used by one species to a design useable by another (such as converting a hellhound's plasma rifle so a pony could use it).	Moderate difficulty mechanics roll or 100 caps
	Scopes [103]	1.5x Scope	Adds +5 to hit at short range, may be mounted on Pistols, SMG, Rifles, Automatic Rifle and Shotguns. Not for long range weapons.	25
		3x Scope	Ignores 10% of range penalties past short range, may be mounted on rifles and Automatic Rifle.	50
		3x Night Vision Scope	Gives night vision and ignores 10% of range penalties past short range, may be mounted on rifles and Automatic Rifle.	100
		5x Scope	Ignores 15% of range penalties past short range, may be mounted on rifles and Automatic Rifle. Not on short range weapons.	150
		10x Scope	Ignores 15% of range penalties past short range, +10 to hit past short range, may be mounted on rifles. Long range and sniper only.	300
		Red Dot Sight	Adds +10 to hit at point blank and short range, may be mounted on SMG, Rifles, Automatic Rifle and Shotguns. Not on long range weapon.	100
	General Ranged Mods	Shotgun Choke 20 Gauge	Only loses '5++' damage at Med range. (or Short if Sawed Off)	75
		Shotgun Choke 12 Gauge	Only loses '10+++' damage at Med range. (or Short if Sawed Off)	125
		Custom Action (Lever/Pump-Action)	-5 total AP to fire (to a min of 20 AP)	1/3 cost of modded weapon
		Custom Action (Bolt-Action)	-10 total AP to fire (to a min of 20 AP)	1/2 cost of modded weapon
		Lightened Bolt (auto)	+1 RoF, +2% Crit-Fail Chance. Full-Auto weapons only. Not for 'Minigun', MEWs or 'Burst' fire weapons.	1/2 cost of modded weapon
		Match Barrel	+5 to hit. Not for shotguns or explosives.	1/3 cost of modded weapon
		Sawed Off	The weapons barrel has been cut down to be as short as possible, making it more concealable. The weapon has it's wg reduced by 1/4 (rounded to nearest .5) and recieves a +10 to sneak attempts to conceal it, but the range is reduced by 1 bracket (ie. a long range weapon is now med range.) A weapon that has had it's range reduced to point blank has the following range modifiers. -10 at Short, -20 at Med and no Long or Extreme range shots may be made. 'Shotgun' type weapons will have there DAM halved after Point Blank range. 'Tube Loaded' weapons will have there ammo capacity halved to a minimum of 5 and may no longer have mods that increase there ammo capacity. Not for explosive weapons, heavy weapons or silenced weapons. If weapon is both sawed off and compact it will gain an additional +5 to the sneak attempt to conceal it, for a total of +15.	1/3 cost of modded weapon
		Basic Compensator	Removes 5% of the penalty from Burst/Full Auto. Dose not stack with other compensators. Not for shotguns, explosives or 'Silenced' weapons	50
		Basic Silencer	Silences Weapon. +3% Crit-Fail chance. Not for revolvers, shotguns explosives or heavy weapons.	75
		Bigger Gem (MEW)	Additional -3 DT to targets (total of -5 DT), +1% Crit-Fail chance.	1/3 cost of modded weapon
		Ionic Trasducer (MEW)	-10 DAM but weapon gains "Anti-Matrix (Light)" (A 'Gatling Caster' may not have this mod)	1/3 cost of modded weapon
		Spell Dampener (MEW)	On a crit-success against targets with magic (unicorns, alicorn, etc.) or enchanted weapons, magic will be unavailable or the weapons enchantment disabled for d6 rounds, any effects being maintained or shields up will immediately end	1/2 cost of modded weapon
		Targeter (MEW)	+5 to hit, Multi-Las, Multi-Plas and MEWs with a 'Beam Splitter' may fire on up to 3 separate targets (2 if splitter) with a -5 penalty per target (when splitting fire the +5 bonus dose not apply)	1/2 cost of modded weapon

Master Tiered Equipment List (Public Pre-Release) - Mods

Tier	Name	Mod Name	Effect	Val
		Bi-Pod (General)	A character using a weapon equipped with a bi-pod reduces Strength requirements by 4 as well as reducing accuracy penalties by 5% at medium range and 10% at long and extreme range. Being generally low to the ground and not designed to rapidly shift aim, bipods negate the bonus for firing at point blank range and instead impose a -20% penalty to accuracy. Must spend 30 AP to set up the bi-pod. May be mounted on rifles, automatic rifles and heavy weapons. Not for short ranged or explosive weapons. Miniguns, shoulder mounted machineguns and gatling casters may not have a bi-pod.	100
		Laser Sight (General)	Adds +5 bonus to hit at short range and point blank, -10 to Stealth checks when using the weapon	50
		Flashlight (General)	Directional Light, -25 to sneak for player and those in illuminated area	20
		Bayonet Lug (General)	Allows a player to mount a 'Combar Knife' on the barrel of a rifle. May be mounted/removed in combat for 15AP. While mounted there is a -10 penalty for ranged attacks at Med range and beyond, due to the added weight throwing off aim. In melee the weapon has the same stats and special attack as a 'Knife Spear' but cost 25AP per attack instead of 30AP. May not be mounted on silenced weapons or weapons that have a 'Light Grenade Rifle' or a 'Grenade Rifle' mounted to them as these get in the way. May be mounted on any Rifle or Automatic rifle with above restrictions.	20
		Folding Stock (General)	The weapon is fitted with a stock that can be folded to the side if desired. The weapon may freely switch between being 'Compact' [closed](see below, wg is uneffected) and being a standard rifle [open]. Cost 15 AP if done durring combat. An SMG may be fitted with a folding stock, reducing it's STR requirement by 1 and turning it into an 'Automatic Rifle'. For any SMG, Rifle or Automatic Rifle.	1/3 cost of modded weapon
		Compact (General)	The stock of the weapon have been cut off. The weapons STR requirement is increased by +1, but it's WG is reduced by 1/4 (rounded to nearest .5) and the weapon is now considered a 'pistol' or 'SMG' in the case of automatic weapons. 'Bolt-Action', 'Lever-Action' and 'Pump-Action' weapons still need "2 Hands" to use. Long range weapons will gain the 'Carbine' special rule. Only Rifles and Automatic Rifles may have this mod.	1/4 cost of modded weapon
		Custom Grip (General)	The weapon had had it's grip customised to perfectly fit your claw/talon/mouth/hand/tentacle/.ect. As such the character this mod was made for recieves a +5 modifier to hit. Anyone else will have a -5 penalty to use this weapon due to how uncomfortable the weapon is for them. Not for any non flame thrower or heavy explosive weapon.	1/3 cost of modded weapon
	Melee/Thrown	Sharpened/Weighted	+1d10 DAM, Effect is lost after the first Crit-Fail	1/4 cost of modded weapon
		Balanced	+5 to hit, +5 to parry	1/2 cost of modded weapon
		Tempered	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	1/2 cost of modded weapon
		Custom Grip	The weapon had had it's grip customised to perfectly fit your claw/talon/mouth/hand/tentacle/.ect. As such the player this mod was made for recieves a +5 modifier to hit. Anyone else will have a -5 penalty due to how uncomfortable the weapon is for them. Not for unarmed weapons.	1/2 cost of modded weapon
		Silicone Grip/Geko Skin Grip/Padded Sock Insert	The weapons grip has been replaced or wrapped with a more comfortable material, or given a padded insert, making it easier to reset for another blow. -5 AP to attacks to a min of 10 AP. (Padded Sock Insert is for unarmed weapons)	1/2 cost of modded weapon
		Barbed/Nail/Serrated.	Adds 1d10 Bleed damage	Cost of modded weapon
		Flavored Handle Wraps	Makes the handle taste good. +1 CHA to resist fear effects.	50
	Armour	Camoflauge	+10 Sneak in chosen enviornment, (IE. Desert, Wooded, Urban, .exe), -10 to Sneak in any other environment. Not for 'MoM Assassin Suit' or 'Recon Armour'	1/4 cost of modded armour
		Specilized Gear	+5 to any non-combat skill. May be taken up to 3 times but can not be the same skill.	75
		Bandoleer	Adds a 'Bandoleer' to the armour.	50
		Tac Vest	Adds a 'Tac Vest' to the armour.	200
		Custom Fit	Removes AGI penalties for the character it is modded for, doubles the penalties for every other character.	1/2 cost of modded armour
		Ablative Plating	+10% DR, extra DR is lost after the first critical hit suffered. +3 wg. For 'Medium' and 'Heavy' armour	1/4 cost of modded armour
		Gecko Skin Padding	+10 resistance depending on gecko skin type. +2 wg. Green: Poison, Fire: Fire, Golden: RAD	100
		Plating Kit	+5 DT but armour type is increased by 1 (light becomes medium, medium becomes heavy) +8 wg. May be combined with 'Reinforcement Mod Kit' applying the reinforcement as the new armour type. Not for 'Heavy' armour.	1/2 cost of modded armour
		Layered Plating	+5% DR, +5 WG	cost of modded armour
		Fully Enclosed	+50% Poison resistance against airborne threats such as poison gasses, noxious fumes, spores, Morning Glory's cooking, .etc. Must be modded with a helmet.	3/4 cost of modded armour
		Air Tank	Allows 'Fully Enclosed' armours count as 'Environmentally Sealed' for 2 hours, tank may be refilled at a workbench, taking 2-4 hours to refill tank.	150
		Servo Harness	Adds small servoes to the armour that assist in movement. The armour will now accounts 50% for its WG, effect is lost till repaired if hit by Anti-Matrix. Not for 'Salvaged Power Armour'	1/3 cost of modded armour
		Quick Release	May remove armour for 50 AP	1/4 cost of modded armour
		Chemical Hardening Process	Uses chemistry journals The nature of this process is unknown, but the result is greater resistance to all forms of damage. +10 Resist to all and +10 DT and 10 WG. For Power Armor Only	cost of modded armour
		Reinforcement Mod Kit	Used to turn Stable jumpsuits, clothing and armors into reinforced versions of those bardings. For 'Light Armor' and clothing adds +4 DT and 5 wg. 'Med Armor' adds +3 DT and 5 wg. 'Heavy Armor' adds +2 DT and 5 wg. 'Power Armor' can not be reinforced. Increases value of armour by 25% of base cost, to a minimum of 100caps.	100
	Helmet	Helmet Light	Directional Light, -25 to sneak for player and those in illuminated area	20
		Visor Kit	Adds a visor to helmet, +1 PER. Not for 'Lantern Helmet'	1/2 cost of modded helmet
		Integrated Gas Mask	Perminantly integrates a 'Gas Mask' into the helmet	75
		Integrated Night Vision	Perminantly integrates 'Night Vision Goggles' into the helmet, Rare	150
Note: All upgrades that have a % listed for cost only use the base cost of the weapon being upgraded rounded up (modified by availability and barter as seen fit)				

Master Tiered Equipment List (Public Pre-Release) - Crafted

Type	Name	DAM/DT	AP	RoF	Mag	Ammo	Wg	STR	Range	Type	Note: It is up to the GM to decide if a schematic is required beforehand.	Made At	Components	Skill	Difficulty
Weapons	Dart Gun	5+	25	-	1	Dart	3	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled	Workbench	Paint Gun,Poison Gland, Surgical Tubing, Toy Car	Mechanics	Easy
	Dart	-	-	-	-	-	-	-	-	Ammo	-	Workbench	Scrap Metal (makes 5)	Mechanics	Easy
	Zip Gun	15++	15	-	1	10mm	1	1	Point Blank	Pistol	Concealable, +6% Crit-Success Chance	Workbench	Paint Gun, Scrap Metal, Scrap Electronics, Duct Tape	Mechanics	Very Easy
	Pipe Rifle	20+	20	-	1	10mm	4	2	Long	Rifle	-	Workbench	Pipe, Crutch, Scrap Metal, Scrap Electronics, Duct Tape	Mechanics	Easy
	Scrap Carbine	20+	20/10+10	-	12	9mm	7	3	Med	Rifle	+1% Crit-Fail Chance	Workbench	9mm Pistol, Pipe, Scrap Metal, Tin Can (3)	Mechanics	Moderate
	Full-Auto Carbine	10+	25	4	20	5.56mm	7	4	Short	Automatic Rifle	+3% Crit-Fail Chance	Workbench	22 Revolver, Pipe, Scrap Metal, Tin Can (3)	Mechanics	Moderate
	Laser Carbine	15++	20	-	20	Gem Pack	8	3	Long	Rifle	Magiq, +1% Crit-Fail Chance, Carbine	Workbench	Magiq Energy Pistol, Scrap Electronics, Scrap Metal, 32 Rifle	Science	Easy
	Plasma Carbine	20+++	25	-	24*	Gem Pack (2)	9	3	Med	Rifle	Magiq, +5% Crit-Fail Chance	Workbench	Plasma Pistol, Scrap Electronics, Scrap Metal, Varmint Rifle	Science	Moderate
	Bastard Gun	10+	30	3	25	5.56mm	8	5	Short	Automatic Rifle	+4% C-Fail Chance, Cobbed Together. May be repaired with ANY Rifle, Automatic Rifle, SMG or Pistol. May also rechamber the weapon to use a different ammo by repairing it with a weapon of the desired ammo type, changing it's starts as followed. 22LR: -2 DAM, +2 RoF. 9mm: +1 RoF, 10mm: +2 DAM, 45 Auto: +8 DAM, 5mm: -.308: -1 RoF, +10 DAM, +1 STR each.	Workbench	ANY 2 Different Rifles, ANY SMG, Scrap Metal, Duct Tape	Mechanics	Moderate
	Scatter Gun	35++++	35/25+10	-	6	20 Gauge	10	5	Short	Shotgun, Rifle	Revolver, Pump-Action, +1% Crit-Fail Chance	Workbench	Pipe, Varmint Rifle, Scrap Metal, Tin Can (3), Duct Tape	Mechanics	Moderate
	Par-T-Cannon	45++	40	-	1	Anything [104]	8	5	Med	Rifle	Misc. effects added depending on what is fired	Workbench	Vacuum Cleaner, Leaf Blower, Firehose Nozzle, Conductor	Mechanics	Moderate
	Railway Rifle	25++	25	-	8	Railway Spikes	12	5	Med	Rifle	5 DT, Called Limb Shots will pin target to nearby surface and the limb will count as Crippled on a critical success. Requires a Break Free action to unpin the pinned limb, opposed by STR 5, limb will no longer be considered crippled once un pinned.	Workbench	Crutch, Spark Battery, Pressure Cooker, Steam Gauge Assembly	Mechanics	Moderate
	Railway Spikes	-	-	-	-	-	-	-	-	Ammo	-	Workbench	Scrap Metal (makes 2)	Mechanics	Moderate
	Coil Gun	40++	35	-	1	Sluggs	15	6	Med	Rifle	Weapon counts as having the 'And Stay Back' perk	Workbench	Laser Rifle, Scrap Electronics (5), Scrap Battery, Pipe	Mechanics	Hard
	Sluggs	-	-	-	-	-	-	-	-	Ammo	-	Workbench	Scrap Metal (Makes 1)	Mechanics	Moderate
	Nail Gun	6+	15	6	80	Nails	4	2	Short	Pistol	Double Limb Damage, Silent	Workbench	Found	N/A	N/A
	Nails	-	-	-	-	-	-	-	-	Ammo	-	Workbench	Scrap Metal (Makes 10)	Mechanics	Moderate
	Molotov Cocktail	25++	-	-	-	-	0.5	-	10 + STR Yards	Thrown	Burning, AoE (5)	Workbench	Abraxo Cleaner, Flamer Fuel, Vodka Bottle(anny empty bottle), Rag	Explosives	Easy
	Shishkebab	2xSTR +20 +	20	-	-	-	3	-	-	Melee	Burning [105]	Workbench	Lawn Mower Blade, Fuel Tank, Pilot Light, Garden Hose	Mechanics	Moderate
	Scrap Spear	3xSTR +10 +	30	-	-	-	5	-	10 + STR Yards	Melee	Reach, Can be thrown [106]	Workbench	Pipe (2), Scrap Metal, Leather Belt	Mechanics	Very Easy
	Hellhound Helmet/Knife	2xSTR +15 +	20	-	-	-	10	-	-	Unarmed/Melee	Unarmed, Armor Piercing [107]	Workbench	Hellhound Hand, Leather Belt, Medical Brace, Wonder Glue [108]	Mechanics	Hard
	Crystal Lance	3xSTR +15 +	30	-	-	-	6	-	-	Melee	Reach, Charging, Armor Piercing (light), Rare, Shining Joust: 45AP +15 damage +10 to hit. Welder must be Charging (also gains the +2d10 damage from the Charging rule)	Workbench			
	Crystal Sword	3xSTR +30 +	25	-	-	-	5	-	-	Melee	Armor Piercing Crazy Diamond: 40AP This attack is Armor Piercing (heavy)	Workbench			
	Thunder Hammer	5xSTR +10 ++ [+ lightning]	35	-	-	-	14	-	-	Melee	Unwieldy,Thunderstruck: 55AP +3d10 lightning damage. Target losses AP equal to the lightning damage dealt	Workbench	Sledgehammer, Box of Materials (2), Bundle of Components (20), Magiq Fission Battery (4)	Mechanics	Very Hard
	Sparkle Grenade	200+10d10	25	-	-	-	0.5	-	10 + STR Yards	Thrown	Burning, AoE (20)	Workbench	Abraxo Cleaner, Sparkle-Cola RAD, Tin Can, Turpentine	Explosives	Hard
	Bottlecap Mine	100++	35	-	-	-	0.5	-	-	Placed	AoE (15)	Workbench	Bottlecaps(10), Cherry Bomb, Lunch Box, Sensor Module	Explosives	Moderate
	Powder Charge	30++	35	-	-	-	0.5	-	-	Placed	AoE (5)	Workbench	Duct Tape, Dynamite, Sensor Module, Tin Can	Explosives	Easy
	Time Bomb	100+5d10	35	-	-	-	4	-	-	Placed	AoE (25), May be set to detonate between 10 seconds to 15 minutes	Workbench	Egg Timer, Duct Tape, Scrap Electronics, Dynamite (5)	Explosives	Moderate
	Ammo Grenade	25++	25	-	-	-	0.5	-	10 + STR Yards	Thrown	AoE (5)	Workbench	10 Rounds of Any Ammo (20 if 5mm or .22 LR, 5 if .50 BMG)	Explosives	Easy
	Tin Can Grenade	35++	25	-	-	-	0.5	-	10 + STR Yards	Thrown	AoE (5)	Workbench	Cherry Bomb, Duct Tape, Tin Can	Explosives	Easy
	MFC Grenade	30+++	25	-	-	-	0.5	-	10 + STR Yards	Thrown	Magiq, AoE (5)	Workbench	MFC(3)	Explosives	Moderate
	Homemade Flamer Fuel	-	-	-	-	-	-	-	-	Ammo	+4% C-Fail Chance (50)	Workbench	Sugar Apple Bombs, Abraxo Cleaner, Roots (2)	Science	Easy
Kits and Crafting Components	Weapon/Armor Repair Kit	-	-	-	-	-	2	-	-	Item	Used to repair and maintain weapons/armor. Not consumed when performing general maintenance. Can be consumed to repair weapon/armor by 25%. May not bring a weapon/armor above 100% or 'Good' condition.	Workbench	Scrap Metal (2),Scrap Electronics,Wonder Glue, Wrench, Duct Tape	Mechanics	Moderate
	Maintenance Kit	-	-	-	-	-	5	-	-	Item	All the tools a toaster repairperson might need. Gives +5 to Mechanics rolls.	Workbench	Hammer, Screwdriver, Wrench, Scrap Metal, Scrap Electronics	Mechanics	Easy
	Reinforcement Mod Kit	-	-	-	-	-	10	-	-	Mod	Used to turn Stable jumpstuds, clothing and armors into reinforced versions of those barding. For 'Light Armor' and clothing adds +4 DT and 5 wg. 'Med Armor' adds +3 DT and 5 wg. 'Heavy Armor' adds +2 DT and 5 wg. 'Power Armor' can not be reinforced. Increases value of armour by 25%, to a minimum of 100caps.	Workbench	Scrap Metal(4), Leather Belt, Wonder Glue(2)	Mechanics	Moderate
	Winterized Clothing Mod Kit	-	-	-	-	-	5	-	-	Mod	Requires sewing kit to apply. Adds cold environment protection and +2 lbs to clothing or armor.	Workbench	Old Blanket (or other sutch item), Leather Belt, Wonder Glue	Mechanics	Easy
	Doctors Kit	-	-	-	-	-	6	-	-	Medical Item	Everything a wasteland doctor needs. (Not to be confused with Doctor's Bag.) Gives +5 to Medicine.	Workbench	Forceps, Scalpale, Anesthetic (Strong alcohol, etc), Bandages (5), Bag/Box (container) [109]	Medicine	Moderate
	Hackers Tools	-	-	-	-	-	1	-	-	Item	Expert tools for hacking into terminals and maneframes. Gives +5 to all Science rolls for hacking.	Workbench	Scrap Electronics(3), Spark Batery	Science	Moderate
	Small Tanned Hide	-	-	-	-	-	2	-	-	Item	Is a crafting component	Fire/Hot Plate	Small critter skin(3), Turpentine	Survival	Easy
	Med Tanned Hide	-	-	-	-	-	5	-	-	Item	Is a crafting component	Fire/Hot Plate	Med Critter skin(2), Turpentine(2)	Survival	Moderate
	Large Tanned Hide	-	-	-	-	-	10	-	-	Item	Is a crafting component	Fire/Hot Plate	Large Critter skin, Turpentine(2)	Survival	Moderate
	Leather Belt	-	-	-	-	-	2	-	-	Item	Is a crafting component and a belt	Fire/Hot Plate	Tanned Hide [110]	Survival	Very Easy
Medicine, Drugs and Food	Bandages	-	-	-	-	-	-	-	-	Medical Item	Heals (Medicine / 10, rounded down)/2(min 1) d10	N/A	Any clothing or subtly clean piece of cloth (Makes 3+1d3)	Medicine	Very Easy
	Magical Bandages	-	-	-	-	-	-	-	-	Medical Item	Healing divided over 5 turns. Heals 25 + (Medicine / 10, rounded down) d10 (duration 5 turns)	N/A	Bandages(3), Healing Potion (Makes 3)	Medicine	Easy
	Watered Down Healing Potion	-	-	-	-	-	-	-	-	Medical Item	Heals 12 + (Medicine / 10, rounded down) d6 (instant)	N/A	Healing Potion, Pure Water, Empty Bottle (Makes 2)	Medicine	Moderate
	Battle Booze	-	-	-	-	-	-	-	-	Alcohol	+20 hp, +25 max AP (4 mins), +1 STR (1 hour)	Fire/Hot Plate	Vodka, Cave Fungus, Green Herb	Survival	Easy
	Balefire-Kabob	-	-	-	-	-	-	-	-	Food	Heals15 + (Survival / 10, rounded down) d10, +10 max AP (1 hour)	Fire/Hot Plate	Critter Egg, Gum Drops, Suggar Apple Bombs	Survival	Easy
	Blood Guard	-	-	-	-	-	-	-	-	Food	+15 hp, +25 Poison Resistance (1 hour)	Fire/Hot Plate	Cave Fungus, Foraged Fruite, Foraged Root	Survival	Easy
	Root Water	-	-	-	-	-	-	-	-	Food	+15 hp	Fire/Hot Plate	Foraged Roots(3), Empty Bottle	Survival	Moderate
	Caravan Lunch	-	-	-	-	-	-	-	-	Food	+40 hp, counts as 2 Meals/Drinks	N/A	Cram, Pork n' Beans, Lunchbox, Sunrise Sarsaprilla /OR/ Sparkle-Cola	Survival	Easy
	Trail Mix	-	-	-	-	-	-	-	-	Food	+15 hp, +3 RADs, +10 max AP (1 hour)	N/A	Fresh Apple, Fresh Pear, Foraged Nuts, Sugar Apple Bombs	Survival	Easy
	Rushing Water	-	-	-	-	-	-	-	-	Chem/Food	-5 AP from all attacks (4 mins)	Fire/Hot Plate	Pure Water, Dash	Science	Very Hard
Clothing	Turbo	-	-	-	-	-	-	-	-	Chem	2xAP for 1 turn, 30% Addiction Chance	Fire/Hot Plate	Foraged Nuts, Poison Gland, Dash, Turpentine	Science	Hard
	Sparkle-Cola RAD	-	-	-	-	-	-	-	-	Food	+16 Radiation, +10 HP, +20 AP	Fire/Hot Plate	Sparkle-Cola(3), Raddish	Science	Hard
	Leather Armor	6	-	-	-	-	15	-	-	Light Armor	-	Workbench	Large Tanned Hide, Med Tanned Hide(3), Leather Belt(4),Scrap Metal	Survival	Hard
	Duster	3	-	-	-	-	5	-	-	Clothing	+1 CHA, +5 Firearms	Workbench	Large Tanned Hide(2), Small Tanned Hide(2), Scrap Metal	Survival	Moderate
	Leather Cloak	2	-	-	-	-	3	-	-	Cloak	-	Workbench	Small Tanned Hide, Med Tanned Hide, Leather Belt	Survival	Moderate
Misc.	Hat (Cowboy, Desperado, etc)	-	-	-	-	-	1	-	-	Hat	+1 Per	Workbench	Med Tanned Hide, Turpentine	Survival	Moderate
	Clipboard Armour	14	-	-	-	-	30	-	-	Heavy Armor	Stubbornite! This armour to stubborn to degrade.	Workbench	Clipboard (12), Duct Tape (5), Wonder Glue (5), Leather Belt (5), Med Tanned Hide	Survival	Hard
Misc.	Bandoleer	-	-	-	-	-	5	-	-	Item	May hold 3 items that may be accessed for half AP during combat. Weapons may be reloaded for -5 AP. (Item must be placed in the Bandoleer beforehand)	Workbench	Small Tanned Hide(3), Leather Belt(2), Turpentine	Survival	Moderate

Master Tiered Equipment List (Public Pre-Release) - Crafted

Type	Name	DAM/DT	AP	RoF	Mag	Ammo	Wg	STR	Range	Type	Note: It is up to the GM to decide if a schematic is required beforehoof.	Made At	Components	Skill	Difficulty
	Scrap Scope	-	-	-	-	-	-	-	-	Mod	+5 to hit past Short Range (Ignores 5% of range penalties past Short range if using 'Alt. Mods' list)	Workbench	Drinking Glass (2), Scrap Metal	Mechanics	Very Easy
	Junk Silencer	-	-	-	-	-	-	-	-	Mod	Makes weapon silent, +8% Crit-Fail chance (May not be mounted on heavy, shotgun or sniper weapons)	Workbench	Scrap Metal (2), Tin Can	Mechanics	Moderate
	Sharpen/Weight Melee Weapon	-	-	-	-	-	-	-	-	Mod	+1d10 DAM, effect is lost after the first Crit-Fail	N/A	Whet stone	Mechanics	Moderate

Master Tiered Equipment List (Public Pre-Release) - Ammo Crafting

	Name	Type	Special	Made At	Case	Lead	Powder	Primer	Skill	Difficulty
Breakdown	.22 LR (3)	Standard	-	Reloading Bench	-	2	Pistol (3)	-	Mechanics	Very Easy
	.308 Round	Standard	-	Reloading Bench	Case, .308	15	Rifle (4)	Large Rifle	Mechanics	Easy
	.32 Round	Standard	-	Reloading Bench	Case, .32	10	Pistol (3)	Small Pistol	Mechanics	Very Easy
	.357 Round	Standard	-	Reloading Bench	Case, .357	14	Pistol (6)	Small Pistol	Mechanics	Easy
	.44 Magnum Round	Standard	-	Reloading Bench	Case, .44 Magnum	27	Pistol (8)	Large Pistol	Mechanics	Moderate
	.45 Auto	Standard	-	Reloading Bench	Case, .45 Auto	16	Pistol (8)	Large Pistol	Mechanics	Easy
	.45-70 Min.	Standard	-	Reloading Bench	Case, .45-70 Min	27	Rifle (3)	Large Rifle	Mechanics	Moderate
	.50 MG	Standard	-	Reloading Bench	Case, .50 MG	64	Rifle (20)	.50 MG	Mechanics	Hard
	5mm Round	Standard	-10 DT	Reloading Bench	Case, 5mm	11	Rifle (4)	Small Rifle	Mechanics	Easy
	5.56mm Round	Standard	-	Reloading Bench	Case, 5.56mm	10	Rifle (3)	Small Rifle	Mechanics	Easy
	9mm Round	Standard	-	Reloading Bench	Case, 9mm	11	Pistol (5)	Small Pistol	Mechanics	Easy
	10mm Round	Standard	-	Reloading Bench	Case, 10mm	15	Pistol (7)	Large Pistol	Mechanics	Easy
	12.7mm Round	Standard	-	Reloading Bench	Case, 12.7mm	28	Pistol (10)	Large Pistol	Mechanics	Moderate
	14mm Round	Standard	-	Reloading Bench	Case, 14mm	35	Pistol (12)	Large Pistol	Mechanics	Moderate
	20 Gauge	Buckshot	Target DT x 3	Reloading Bench	Hull, 20 Gauge	37	Pistol (26)	Shot Shell	Mechanics	Very Easy
	12 Gauge	Buckshot	Target DT x 3	Reloading Bench	Hull, 12 Gauge	26	Pistol (18)	Shot Shell	Mechanics	Very Easy
	Rocket	Standard	AoE (10)	Work Bench	Conductor	-	Cherry Bomb	.50 MG	Science	Moderate
	Scrap Metal	-	-	Reloading Bench	-	200	-	-	Mechanics	Very Easy
Crafted	.308 Rounds	Standard	-	Reloading Bench	Case, .308	17	Rifle (5)	Large Rifle	Mechanics	Easy
	.308 Rounds	JFP Hoof-load	+1d10 DAM, +2% C.Fail Chance	Reloading Bench	Case, .308	19	Rifle (6)	Large Rifle	Mechanics	Moderate
	.32 Round	Standard	-	Reloading Bench	Case, .32	11	Pistol (4)	Small Pistol	Mechanics	Very Easy
	.357 Round	Standard	-	Reloading Bench	Case, .357	16	Pistol (8)	Small Pistol	Mechanics	Easy
	.357 Round	JFP Hoof-load	+1d10 DAM, DT -3, +5 to Hit	Reloading Bench	Case, .357	20	Pistol (10)	Small Pistol	Mechanics	Moderate
	.44 Magnum Round	Standard	-	Reloading Bench	Case, .44 Magnum	30	Pistol (10)	Large Pistol	Mechanics	Moderate
	.44 Magnum Round	SWC Hoof-load	+1d10 DAM, Target DT -6	Reloading Bench	Case, .44 Magnum	32	Pistol (12)	Large Pistol	Mechanics	Hard
	.44 Magnum Round	Standard	-	Reloading Bench	Case, .45 Auto	16	Pistol (8)	Large Pistol	Mechanics	Easy
	.45 Auto Round	+P	+3 DAM, Target DT -2, +1% C.Fail Chance	Reloading Bench	Case, .45 Auto	17	Pistol (10)	Large Pistol	Mechanics	Moderate
	.45 Auto Round	Super Hoof-load	+1d10 DAM, Target DT -4, +4% C.Fail Chance	Reloading Bench	Case, .45 Auto	19	Pistol (12)	Large Pistol	Mechanics	Hard
	.45-70 Min.	Standard	-	Reloading Bench	Case, .45-70 Min	30	Rifle (4)	Large Rifle	Mechanics	Hard
	.45-70 Min.	SWC Hoof-load	+2d10 DAM, Target DT -6, +4% C.Fail Chance	Reloading Bench	Case, .45-70 Min	40	Rifle (5)	Large Rifle	Mechanics	Very Hard
	.50 MG	Standard	-	Reloading Bench	Case, .50 MG	70	Rifle (22)	.50 MG	Mechanics	Hard
	.50 MG	Match Hoof-load	+2d10 DAM, +10 to Hit	Reloading Bench	Case, .50 MG	75	Rifle (25)	.50 MG	Mechanics	Very Hard
	5mm Round	Standard	-10DT	Reloading Bench	Case, 5mm	13	Rifle (5)	Small Rifle	Mechanics	Easy
	5mm Round	JSP Hoof-load	+3 DAM, -10DT, +1% C.Fail Chance	Reloading Bench	Case, 5mm	15	Rifle (6)	Small Rifle	Mechanics	Moderate
	5.56mm Round	Standard	-	Reloading Bench	Case, 5.56mm	12	Rifle (4)	Small Rifle	Mechanics	Easy
	5.56mm Round	Match Hoof-load	+2 DAM, +10 to Hit	Reloading Bench	Case, 5.56mm	12	Rifle (5)	Small Rifle	Mechanics	Moderate
	9mm Round	Standard	-	Reloading Bench	Case, 9mm	13	Pistol (6)	Small Pistol	Mechanics	Easy
	9mm Round	JHP Hoof-load	+2d10 DAM, DT x 2	Reloading Bench	Case, 9mm	15	Pistol (7)	Small Pistol	Mechanics	Moderate
	10mm Round	Standard	-	Reloading Bench	Case, 10mm	17	Pistol (9)	Large Pistol	Mechanics	Easy
	10mm Round	JHP Hoof-load	+2d10 DAM, DT x 2	Reloading Bench	Case, 10mm	21	Pistol (12)	Large Pistol	Mechanics	Moderate
	12.7mm Round	Standard	-	Reloading Bench	Case, 12.7mm	31	Pistol (12)	Large Pistol	Mechanics	Moderate
	12.7mm Round	JHP Hoof-load	+3d10 DAM, DT x 2	Reloading Bench	Case, 12.7mm	34	Pistol (15)	Large Pistol	Mechanics	Hard
	14mm Round	Standard	-	Reloading Bench	Case, 14mm	41	Pistol (16)	Large Pistol	Mechanics	Moderate
	14mm Round	JHP Hoof-load	+3d10 DAM, DT x 2	Reloading Bench	Case, 14mm	45	Pistol (20)	Large Pistol	Mechanics	Hard
	20 Gauge	Buckshot	Target DT x 3	Reloading Bench	Hull, 20 Gauge	30	Pistol (20)	Shot Shell	Mechanics	Very Easy
	20 Gauge	Magnum	+5 DAM, DT -2, Target DT x 3, +1% C.Fail Chance	Reloading Bench	Hull, 20 Gauge	30	Pistol (28)	Shot Shell	Mechanics	Easy
	20 Gauge	Slug	-3d10 DAM, Full DAM past short	Reloading Bench	Hull, 20 Gauge	33	Pistol (20)	Shot Shell	Mechanics	Easy
	12 Gauge	Buckshot	Target DT x 3	Reloading Bench	Hull, 12 Gauge	40	Pistol (30)	Shot Shell	Mechanics	Very Easy
	12 Gauge	Magnum	+5 DAM, DT -2, Target DT x 3, +1% C.Fail Chance	Reloading Bench	Hull, 12 Gauge	40	Pistol (40)	Shot Shell	Mechanics	Easy
	12 Gauge	Coin	+5 DAM, DT -5, Target DT x 3, +2% C.Fail Chance	Reloading Bench	Hull, 12 Gauge	8x Pre-War Bits	Pistol (30)	Shot Shell	Mechanics	Easy
	12 Gauge	Slug	-4d10 DAM, Full DAM past short	Reloading Bench	Hull, 12 Gauge	45	Pistol (30)	Shot Shell	Mechanics	Easy
	Rocket	High Explosive	AoE (15), +5d10 DAM	Reloading Bench	Conductor	-	Cherry Bomb (2)	.50 MG	Science	Moderate
	Rocket	Incendiary	AoE (5), -35 DAM, ++ (3 turns)	Reloading Bench	Conductor	-	Flamer Fuel (5)	.50 MG	Science	Moderate
Recycled and Combined	Name	Type	From	Special	Recycled At	Skill	Difficulty	Note: After combat Cases, Hulls and Spent Gems can be recovered with the corresponding skill roll (Firearms for Cases and Hulls, MEW for Gems). You will recover 10% of the cases, hulls or spent gems from fired ammo for each margin of success on the roll (To a max of 50%). Those with 'Ammo Crafter' or 'Vigilant Recycler' with recover 20% per (To a max of 100%).		
	Gem Pack	Standard	4 Drained Gem Packs (3 with Vigilant Recycler perk)	DT -2	Work Bench	Science	Very Easy			
		Standard	MFC or ECP	DT -2	Work Bench	Science	Easy			
		Overcharge	Gem Pack (2)	+1d10 DAM, DT -5, +1% C.Fail Chance	Work Bench	Science	Easy			
		Max Charge	Gem Pack (2)	+2d10 DAM, DT -10, +4% C.Fail Chance	Work Bench	Science	Hard			
		Optimized	Gem Pack (2)	+1d10 DAM, DT -5	Work Bench	Science	Moderate			
	MFC (Magic Fusion Cell)	Standard	4 Drained MFC (3 with Vigilant Recycler perk)	DT -2	Work Bench	Science	Easy			
		Standard	Gem Pack or ECP	DT -2	Work Bench	Science	Easy			
		Overcharge	MFC (2)	+1d10 DAM, DT -5, +1% C.Fail Chance	Work Bench	Science	Moderate			
		Max Charge	MFC (2)	+2d10 DAM, DT -10, +4% C.Fail Chance	Work Bench	Science	Hard			
		Optimized	MFC (2)	+1d10 DAM, DT -5	Work Bench	Science	Moderate			
	ECP (Energon)	Standard	4 Drained ECP (3 with Vigilant Recycler perk)	DT -2	Work Bench	Science	Moderate			

Master Tiered Equipment List (Public Pre-Release) - Ammo Crafting

	Name	Type	Special	Made At	Case	Lead	Powder	Primer	Skill	Difficulty
		Standard	Gem Pack or MFC	DT -2	Work Bench	Science	Easy			
		Overcharge	ECP (2)	+3 DAM, DT -5, +1% C.Fail Chance	Work Bench	Science	Moderate			
		Max Charge	ECP (2)	+5 DAM, DT -10, +4% C.Fail Chance	Work Bench	Science	Hard			
		Optimized	ECP (2)	+3 DAM, DT -5	Work Bench	Science	Hard			
	Flamer Fuel	Standard	4 Drained flamer fuel tank (3 with Vigilant Recycler perk)	-	Work Bench	Science	Very Easy			
		Optimized	Flamer Fuel (2)	+1d10 DAM, DT -5, +1% C.Fail Chance	Work Bench	Science	Easy			
	Rocket	Standard	Missile (makes 2)	AoE (10)	Work Bench	Science	Moderate			

Master Tiered Equipment List (Public Pre-Release) - Medical/Food

	Name	Value	Effect	Weight	Duration	Addiction Chance	Addiction Effects
Chems / Medicine	Stampede	80	+20% DR, +2d10 damage (3d10 for Unarmed/Melee)	-	4 minutes	20%	-1 END, -1 PER, C, Ps
	Rad-X	20	Increases Rad Resistance by 25 + ((Medicine / 10, round down) x 5)	-	4 minutes	-	-
	Rad Away	60	Removes 200 RADs	-	Instant	-	-
	Med-X	20	+20% DR	-	4 minutes	10%	-1 AGI, -1 INT, C, Ps
	Dash	20	+15 AP	-	4 minutes	20%	-1 AGI, -1 CHA, C, Ps
	Ultra Dash	80	40+ ap	-	4 turns	30%	-2 AGI, -1 CHA, C, Ps
	Rage	20	+2d10 damage (3d10 for Unarmed/Melee)	-	4 minutes	20%	-1 END, -1 PER, C, Ps
	Buck	80	+ 3 END, + 2 STR, + 60 HP	-	4 minutes	10%	-1 STR, -1 END, C, Ps
	Focus	80	To hit +15%	-	1 min	10%	Accuracy -15%
	Hydra	60	Cure all crippled limbs, dose NOT regrow lost limbs	-	4 minutes	10%	-3 END
	Mint-Als	60	+2 INT, +2 PER, +1 CHA	-	1 hour	20%	-1 PER, -1 INT, C, Ps
	Party-time Mint-Als	80	+2 INT, +2 PER, +5 CHA	-	30 minutes	35%	-1 PER, -1 INT, C, Ps
	Scholar	80	+2 PER, +5 INT	-	30 minutes	35%	-1 PER, -2 INT, C, Ps
	Fixer	20	Temporarily Removes Withdrawal Symptoms	-	END hours	-	-
	Healing Potion	35	Heals 20 + (Medicine / 10, rounded down) d10	-	Instant	-	-
	Bandages	5	Heals ((Medicine / 10, rounded down)/2)[min 1] d10, 60AP to apply in combat [111]	-	varries	-	-
	Magical Bandages	20	Healing divided over 5 turns. Heals 20 + (Medicine / 10, rounded down) d10, 60AP to apply in combat	-	5 turns	-	-
	Super Restoration Potion	100	Heals 60 + (Medicine / 5, rounded down) d10	-	Instant	-	-
	Doctor's Bag	100	Cures crippled limb and heals 40 + (Medicine / 10, rounded down) d10, Takes 2 full turns to apply in combat [112]	-	Instant	-	-
Food and Drink			Note: Cooking/Preparing food halves the Rads (rounded down)				
Drink	Aqua Cura	10	+15 hp, +15 Rads	1	Instant	-	-
	Dirty water	10	+15 hp, +5 Rads	1	Instant	-	-
	Pure water	20	+15 hp	1	Instant	-	-
	Sunrise Sarsaprilla	10	+15 hp, +3 Rads	1	Instant	-	-
	Sparkle-Cola	10	+15 hp, +3 Rads	1	Instant	-	-
	Sparkle-Cola Vanilla	10	+15 hp, +3 Rads	1	Instant	-	-
	Sparkle-Cola Cherry	10	+15 hp, +3 Rads	1	Instant	-	-
	Sparkle-Cola RAD	40	+15 hp, +20 Rads, +25 AP (1 hour)	1	Instant	5%	-1 CHA, -15 RAD Resistance, P
	Brawndo, The Thirst Mutalator!	50	+1 STR, +1 END (1 hour), +5 Rads, +10 HP	1	Instant	-	-
Food (Veggie)	Coffee	10	+5 hp, +10 AP (1 hour)	1	Instant	-	-
	Cram	5	+10 hp, +3 Rads	1	Instant	-	-
	Canned Fruit/Vegtibles	5	+10 hp, +3 Rads	1	Instant	-	-
	Big Mac & Cheese	5	+10 hp, +3 Rads	1	Instant	-	-
	Dandy Buck Apples	5	+10 hp, +3 Rads	1	Instant	-	-
	Fancy Buck Snack Cakes	5	+10 hp, +3 Rads	1	Instant	-	-
	InstaMash	5	+10 hp, +3 Rads	1	Instant	-	-
	Noodles	5	+10 hp, +3 Rads	1	Instant	-	-
	Potato Crisps	5	+10 hp, +3 Rads	1	Instant	-	-
	Sugar Apple Bombs	5	+10 hp, +3 Rads	1	Instant	-	-
	Chocolate Frosted Sugar Apple B	5	+10 hp, +3 Rads	1	Instant	-	-
	YumYum Deviled Eggs	5	+10 hp, +3 Rads	1	Instant	-	-
	Fresh apple	10	+10 hp	1	Instant	-	-
	Fresh carrot	10	+10 hp	1	Instant	-	-
	Fresh pear	10	+10 hp	1	Instant	-	-
	Fresh potato	10	+10 hp	1	Instant	-	-

Master Tiered Equipment List (Public Pre-Release) - Medical/Food

	Name	Value	Effect	Weight	Duration	Addiction Chance	Addiction Effects
	Fresh radish	10	+10 hp	1	Instant	-	-
	Sweetroll/Pastry	5	+5 hp	1	Instant	-	-
	Slop	10	+15 Radiation, +25 HP	2	Instant	-	-
	Ant nectar	20	-2 IN, -2 CH, +4 ST	1	30 Minute	5%	-2 STR
	Fire ant nectar	20	+25 Fire Resistance, -3 IN, +4 AGI	1	30 Minute	5%	-2 STR
	Maresissippi Quantum pie	20	+3 Radiation, +20 AP, -1 IN, +1 ST	1	1 Hour	-	-
	Gum drops/Candy/Junk Food	2	+3 hp	0.5	Instant	-	-
	Bubblegum	1	+1 hp	0.25	Instant	-	-
	MRE	50	+10+(Survival/2)hp, half cost for Steel Rangers or Enclave	1.5	Instant	-	-
Food (Carni)	Crispy squirrel bits	5	+10 hp, +3 Rads	1	Instant	-	-
	Iguana bits	5	+10 hp, +3 Rads	1	Instant	-	-
	Iguana-on-a-stick	5	+10 hp, +3 Rads	1	Instant	-	-
	Pork n' Beans	5	+10 hp, +3 Rads	1	Instant	-	-
	Salisbury Steak	5	+10 hp, +3 Rads	1	Instant	-	-
	Squirrel on a stick	5	+10 hp, +3 Rads	1	Instant	-	-
	Squirrel stew	5	+10 hp, +3 Rads	1	Instant	-	-
	Ant meat	10	+15 hp, +3 Rads	2	Instant	-	-
	Bloatsprite meat	5	+10 hp, +3 Rads	1	Instant	-	-
	Dog meat	5	+10 hp, +3 Rads	1	Instant	-	-
	Radhog meat	10	+15 hp, +3 Rads	2	Instant	-	-
	Radroach meat	5	+10 hp, +3 Rads	1	Instant	-	-
	Strange meat	5	+10 hp, +3 Rads	1	Instant	-	-
	Strange meat pie	10	+15 hp, +3 Rads	1	Instant	-	-
	Equine's Flesh [113]	-	+20 hp, +3 Rads	1	Instant	-	-
	Bacon!!!	20	+25 hp, +3 Rads	1	Instant	-	-
	Brahmin steak	25	+1 STR (1 hour), +15hp, +3 Rads	3	Instant	-	-
	Yao guai meat	25	+10% Damage (1 hour), +9 Rads, +15 HP	3	Instant	-	-
	Manticore meat	25	+1 END (1 hour), +9 Rads, +15 hp	3	Instant	-	-
	Radscorpion meat	25	+10% Posion resistance (1 hour), +9 Rads, +15 hp	3	Instant	-	-
Alcohol	Wine	10	+2 Charisma, -1 Intelligence	1	1 Hour	2%	-1 CHA, -1 AGI, P
	Hard Cider	5	+1 Charisma, -1 Intelligence	1	1 Hour	2%	-1 CHA, -1 AGI, P
	Beer	5	+1 Strength, -1 Intelligence	1	1 Hour	2%	-1 CHA, -1 AGI, P
	Buckweiser	5	+1 Agility, -1 Intelligence	1	1 Hour	2%	-1 CHA, -1 AGI, P
	Black and White	25	+1 Strength, +1 Charisma, -1 Intelligence, +1 Perception	1	1 Hour	10%	-1 CHA, -1 AGI, P
	Wild Pegasus	30	+1 Agility, +1 Strength, +1 Charisma, -1 Intelligence, -1 Perception	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Vodka	20	+1 Strength, +1 Charisma, -1 Intelligence	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Moonshine	30	+2 Strength, +2 Charisma, -2 Intelligence	2	1 Hour	20%	-1 CHA, -1 AGI, P
	Whiskey	20	+1 Strength, +1 Charisma, -1 Intelligence	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Scotch	20	+1 Strength, +1 Charisma, -1 Intelligence	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Scrumpy	20	+1 Strength, +1 Charisma, -1 Intelligence	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Absinthe	30	+1 Charisma, -1 Intelligence, +2 Perception	1	1 Hour	10%	-1 CHA, -1 AGI, P
	Rum	20	+1 Strength, +1 Charisma, -1 Intelligence	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Tequila	20	+1 Strength, +1 Charisma, -2 Intelligence, +1 Perception	1	1 Hour	5%	-1 CHA, -1 AGI, P
	Buckfast Powersmash	30	+2 Strength, +15 AP, -2 Intelligence	1	1 Hour	15%	-1 CHA, -1 AGI, P
	FOREVERpure [114]	40	+2 Strength, -2 Agility, +2 Charisma, -2 Intelligence, -2 Perception	2	1 Hour	20%	-1 CHA, -1 AGI, P
	Grog	20	+1 Strength, +1 Charisma, -1 Intelligence	2	1 Hour	5%	-1 CHA, -1 AGI, P

Master Tiered Equipment List (Public Pre-Release) - Misc

Type	Item	Value	Weight	Effect
Gathered Material	General Trash (tin cans, empty bottles, etc)	1	2	Why are you even carrying this? DM can randomise how much of this is found. 2d6, 3d6, etc.
	Bundle of Kitchen Supplies (spoons, dishes, toasters, etc)	8	5	Nice for cooking.
	Box of materials (duct tape, wonder glue, turpentine, wrenches, etc)	12	5	Used to build stuff or resupply Maintenance Kits. Many wrenches were harmed in the making of this armour/battle saddle/robot of ill repute.
	Bundle of components (pilot lights, capacitors, conductors, etc)	20	10	Depending on your Repair skill, you could search for specific components at the DM's discretion (if you need them for a recipe or something).
	Bundle of Medical Supplies (scalpels, scissors, tweezers, medical braces, surgical tubing, crutches, etc)	25	6	Used to build stuff or resupply Doctor's Bags.
Survival Gear	Rope (per 10 Yards)	3	5	You never know when a surprise skipping contest might break out.
	Two-Way Radio	75	4	A simple radio that lets you talk with somepony else on the same frequency. Has a range of 1 mile (1.6 km) [115]
	Canteen	5	1	holds up to 5 bottles worth of water (or other liquid). When full, the weight is 5.
	Compass	30	1	+10 Survival for the purpose of navigating.
	Bedroll	15	5	Sleep anywhere!
	Shovel	25	3	May be used as a melee weapon (1xSTR+10, 35 AP, Reach)
	Lighter	5	-	Burn baby burn.
	Lantern	10	2	Let there be light.
	Hot Plate	5	2	Used for cooking or alchemy. May be used to replace the iron kettle in an alchemy kit to reduce the kit's weight to 7. (Found in Bundle of Kitchen Supplies.)
	Screwdriver	1	0.5	Needed for Lockpicking.
	Bobby Pins	0.5	-	They seem to turn up everywhere. Is there some kind of Bobby Pin fairy? Needed for Lockpicking.
	Binoculars	10	1	They let you see farther... that's it.
	Night Vision Goggles	100	3	Rare, Gives night vision you crazy stalker
Example General Goods	Pack of Cigarettes	10	0.5	Smoke 'em if you got 'em.
	Carton of Cigarettes	40	2	4 Packs of Cigarettes, Smoke 'em if you got 'em.
	Food Sanitizer	150	7	Reduces radiation in food (but not drink) by half.
	Scrap electronics	1	1	Could be useful. Do not eat. (Found in Bundle of Components.)
	Scrap metal	1	1	Could be useful. (Found in Box of Materials.)
	Scalpel	5	1	Because performing surgery with your teeth gives onlookers the wrong impression. (Found in Bundle of Medical Supplies.)
	Empty Bottle	1	0.5	Could be filled with water if you're too cheap to get a canteen. Add a bottlecap to keep from leaking. (Found in General Trash.)
Tool Kits	Sewing kit	5	1	Good for mending clothes and sometimes ponies too!
	Hackers Tools	50	1	Expert tools for hacking into terminals and maneframes. Gives +5 to all Science rolls for hacking.
	Maintenance Kit	20	5	All the tools a toaster repairpony might need. Gives +5 to Mechanics rolls.
	Weapon/Armor Repair Kit	75	1	Used to repair and maintain weapons/armor. Not consumed when performing general maintenance. Can be consumed to repair weapon/armor by 25%. May not bring a weapon/armor above 100% or 'Good' condition.
	Reinforcement Mod Kit	100	10	Used to turn Stable jumpsuits, clothing and armors into reinforced versions of those bardings. For 'Light Armor' and clothing adds +4 DT and 5 wg. 'Med Armor' adds +3 DT and 5 wg. 'Heavy Armor' adds +2 DT and 5 wg. 'Power Armor' can not be reinforced. Increases value of armour by 25% of base cost, to a minimum of 100caps.
	My Little Chemistry Set	1200	50	Used to create chems. (Not portable.) Gives +10 to Science and Medicine for creating chems or poisons.
	Alchemy Kit	20	15	Includes all the tools you need to brew, including an iron kettle. Gives +5 to Survival for alchemy.
	Doctor's Kit	30	6	Everything a wasteland doctor needs. (Not to be confused with Doctor's Bag.) Gives +5 to Medicine.
	Winterized Clothing Mod Kit	20	3	Requires sewing kit to apply. Adds cold environment protection and +2 lbs to clothing or armor.

Master Tiered Equipment List (Public Pre-Release) - Misc

Type	Item	Value	Weight	Effect
	Schematic (Rank 1)	300	-	Plans for crafting new stuff.
	Schematic (Rank 2)	400	-	Plans for crafting good new stuff. Rare to find for sale.
	Schematic (Rank 3)	500	-	Plans for crafting great new stuff. (Never found for sale from NPCs, but they may have a quest for you to earn it.)
Carrying Equipment	Saddle Bags	10	5	Holds your stuff (it can be assumed that characters start off with one of these)
	Backpack	75	5	Increases carry capacity by 20wg.
	Battle Saddle	10	5	Reduces Str requirement of weapon(s) by 2 - Cannot hold Big Gun
	Large Battle Saddle	20	10	Reduces Str requirement of weapon(s) by 2
	Bandoleer	30	3	May hold 3 items that may be accessed for half AP during combat. Weapons may be reloaded for -5 AP. Dose not benifit weapons mounted on battle saddles. ((Item must be placed in the Bandoleer beforehoof) example: 1 Grendade, A healing potion, A single reload for a weapon, etc.) May be combined with any 'Clothing' or 'Light Armour'.
	Tac Vest	150	6	May hold 8 items that may be accessed for half AP during combat. Weapons may be reloaded for -5 AP. Dose not benifit weapons mounted on battle saddles. ((Item must be placed in the Bandoleer beforehoof) example: 1 Grendade, A healing potion, A single reload for a weapon, etc.) May be combined with any 'Clothing' or 'Light Armour'.
Stable-Tech	ArcanoTech Port	350	0.5	A small device designed soley to run a peripheral. (Note: All PipBucks, Magically Powered Armors and functional Terminals have an integrated ArcanoTech Port, as do some cyberponies.)
	Pipbuck	NSFS	4	Grants the wearer the following spells at no strain: Light, Locate Object (tagged objects whose tagged codes I know), Organize and Target (aka S.A.T.S.). These spells are considered to be cast at Expert level, but with a Potency and Versatility of only 1 each. Activating any of these abilities is a 10 AP action. Additionally, the PipBuck effectively grants the wearer the Detect Others (aka E.F.S.) spell at Advanced level with a Potency of 1. Activating this ability is a 25 AP action. All PipBucks and suits of magically powered barding have tags. PipBucks also include a radio and automapping features, as well as a port for a peripheral. PipBucks are subject to disabling through damage or anti-matrix weaponry.
	Stealthbuck	100	0.5	Peripheral: requires a port. Grants the wearer the following spell at no strain: Invisibility (aka Sensory Foil: Visual) cast at Expert level but with a Potency of only 1. Activating a StealthBuck is a 25 AP action.
	Broadcaster	NSFS	0.5	Peripheral: requires a port. Allows short-range radio broadcasting. Activating a broadcaster is a 25 AP action.
	Pool Ball	2	1	
	Ashtray	1	1	
	Baseball	2	1	
	Baseball Glove	4	1	
	Basketball	1	1	
	Bent tin can	1	1	
	Big spoon	1	1	
	Bonesaw	5	2	
	Box of detergent	1	1	
	Brahmin skull	1	2	
	Butter knife	1	1	
	Buttercup toy	150	2	
	Camera	5	1	
	Ceramic dinner plate	1	1	
	Chessboard	1	1	
	Clipboard	1	1	
	Coffee mug	1	1	
	Coffee pot	1	1	
	Cup	1	1	
	Cutting board	1	1	

Master Tiered Equipment List (Public Pre-Release) - Misc

Type	Item	Value	Weight	Effect
	Dinner plate	1	1	
	Dog bowl	1	1	
	Empty syringe	5	1	
	Fishing pole	10	1.5	
	Flour	2	1	
	Forceps	5	1	
	Fork	1	0.5	
	Geiger Counter	200	3	
	Glass pitcher	1	1	
	Hammer	3	2	
	Harmonica	2	1	
	Iron	2	5	
	Medical brace	2	1	
	Metal cooking pan	5	1	
	Metal cooking pot	5	1	
	Nuka-Cola truck	5	2	
	Ophthalmoscope	4	1	
	Paperweight	1	1	
	Pencil	1	0	
	Plunger	1	1	
	Pre-War Book	5	1	
	Pre-War Bits	0.25	0	
	Rake	1	2	
	Red plate	1	1	
	Scalpel	5	1	
	Scissors	3	1	
	Shot glass	1	1	
	Spatula	1	1	
	Spork	1	0.5	
	Teddy bear	3	1	
	Tin plate	1	1	
	Toaster	5	3	
	Triangle	1	1	
	Tweezers	3	1	
	Whet stone	1	2	
	White plate	1	1	
	Wood chipper	25	50	
	Wrench	1	1	
	Yeast	20	4	

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[illegible]

Master Tiered Equipment List (Public Pre-Release) - Special Rules

		Effect							
	Layering Clothing	Certain clothing can be worn together, allowing the character to gain the benefits of both. Hats or Helmets can be worn with any clothing or light armor that is not environmentally sealed. A coat can be worn over other clothing. Bonuses to DT stack. However, if two articles of clothing give bonuses to the same skill (such as a nurse outfit and a doctor coat), only the highest bonus applies.							
	Powered Tail Stinger	Causes +2d10 Unarmed Damage if tail is used and does not require 'Tail Trick'							
	Race Notes	Since the vast majority of barding available in the wasteland was made for Earth Ponies/Unicorns, a Pegasus will usually need most barding modified to allow him or her to fly. Mechanics of 25 should be enough. Griffins would require heavier alterations, needing a Mechanics skill of 40. Starting equipment is (of course) already modified. A skilled party member can also make the alterations. Alicorns and Hellhounds (especially Hellhounds) are significantly different in stature to regular ponies (and have many special rules of their own.) Alicorns and Hellhounds need pony barding to be heavily modified so they can wear it (Mechanics 50), in addition they only get HALF the normal DT from worn armor and ignore any 'Effects' (except movement penalties for Medium/Heavy)							
	Crit Fail Chance	*+2% C.Fail Chance* means that a character is 2% more likely to suffer a Critical Failure when using that ammo type in their weapon. For example; a Luck 6 character using [.45 Auto +P] rounds (which have +1% C.Fail Chance) has an increased Critical Failure range of 97 to 100, instead of 98 to 100.							
	Ammo Scarcity	Special ammo types are usually limited by how hard it is to find rather than its cost. For example the GM might require a Luck check to see if a merchant has the kind of bullet a character is looking for, modifying the roll depending on the circumstances in game. A d6/d10 could then be used to see how many of that round is in stock. Merchants encountered later on or traders with access to military supplies would be much more likely to have special ammo types and would have them in greater quantities. All this is up to the GM of course.							
Ammo	Anti-Matrix Damage	Anti-Matrix (AX) is special damage designed to shut down devices which rely on a spell matrix (such as robots, turrets, PipBucks, cybernetics and magically-powered armor). AX damage does not damage the target, but may cause the target's spell matrix to shut down. When attacking such a target with an anti-matrix weapon or ammo, and the attack successfully deals damage, add the bonus AX damage listed to the total attack. Should the amount of damage the target has taken including AX damage exceed the target's health, the spell matrix shuts down and will not restart unless it is rebooted. Rebooting a spell matrix requires special tools, a functional spell matrix to jumpstart the dead one, and a successful ordinary (+10) science check at moderate(50) skill requirement. Rebooting cybernetics also requires the cybersurgeon perk. AX damage taken in the same turn stacks. AX damage resets to zero at the beginning of each turn.							
	C = Cumulative	Each time an addicted individual takes the drug, roll for addiction to possibly gain another stacking level of this penalty when the drug wears off.							
Drugs	Ps = Psychological	Addicted characters must pass an Endurance roll to avoid taking the chem when it is available and useful.							

Master Tiered Equipment List (Public Pre-Release) - Materials

Type	Name	Value	Weight	Effect
Hunted	Small critter skin	D3	2	Requires Survival: 25 How could you. You monster.
	Med Critter skin	D6+1	5	Requires Survival: 50
	Large critter skin	2D6+5	10	Requires Survival: 75
	Poison Gland	30	1	Crafting Material
	Hellhound Hand	1250	1	Crafting Material
	Small Tanned Hide	D6	2	Crafting Material
	Med Tanned Hide	2D6+2	5	Crafting Material
	Large Tanned Hide	4D6+10	10	Crafting Material
Foraged	Roots	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Fruits	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Berries	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Veggies	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Nuts	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Mushrooms	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Grasses	1	1	+5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
	Cave Fungus	15	1	+5 hp, -(Survival/10) d10 RADs
	Critter Egg	10	1	+10 hp
	Green herbs	5	1	Used in alchemy.Chance/amount depends on Survival.
	Red herbs	5	1	Used in alchemy.Chance/amount depends on Survival.
	Blue herbs	10	1	Used in alchemy.Chance/amount depends on Survival.
Scavenged	Cherry Bomb	5	0	-
	Lunchbox	3	1	-
	Sensor Module	30	2	-
	Paint gun	15	5	-
	Surgical tubing	10	1	-
	Toy car	5	1	-
	Leather belt	5	1	-
	Medical brace	10	2	-
	Wonderglue	10	1	-
	Rag	3	0.5	-
	Abraxo Cleaner	5	1	-
	Tin Can	1	1	-
	Turpentine	10	2	-
	Crutch	10	2	-

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Type	Name	Value	Weight	Effect
	Spark Battery	75	10	-
	Pressure cooker	15	5	-
	Steam gauge assembly	25	10	-
	Conductor	30	5	-
	Firehose nozzle	5	1	-
	Leaf blower	15	2	-
	Vacuum cleaner	20	10	-
	Lawnmower blade	10	2	-
	Fuel Tank	25	5	-
	Trigger Reign	15	1	-
	Pilot light	15	1	-
	Pipe	5	2	-
	Duct Tape	5	1	-
	Egg Timer	2	1	-
	Drinking Glass	1	0.5	-
	Whet stone	1	2	-
	Garden Hose	10	5	-
	Jar of Pistol Powder (200)	2	1	-
	Jar of Rifle Powder (200)	5	1	-
	Box of Primers, Small Pistol (25)	5	1	-
	Box of Primers, Large Pistol (25)	8	1	-
	Box of Primers, Small Rifle (25)	8	1	-
	Box of Primers, Large Rifle (25)	10	1	-
	Box of Primers, Shot Shell (25)	5	1	-
	Box of Primers, .50 MG (25)	12	1	-
	Lead (200)	1	1	-
	Cases, any (25)	1	0.5	-

Master Tiered Equipment List (Public Pre-Release) - Tier 5

WARNING!: These are intended for use with vehicles and/or as part of special scenarios													
Tier	Tier	Name	Damage	AP	RoF	Mag	Ammo	Wg	Val	STR	Range	Type	Special
5	5.1	20mm AMR	100 +5d10	65/45+20	-	5	20mm Round	45	10K	10	Sniper	Very Heavy	-15 DT , Bi-Pod, Bolt-Action, can not fire Flakk Rounds
	5.1	20mm Flakk Rifle	60 +++	55	Burst	10	20mm Round	45	6K	10	Med	Heavy	Can fire Single Shot or Burst
	5.1	20mm Flakk Gun	80 +++	45	3	20	20mm Round	55	8K	5	Long	Very Heavy, CS (2)	Full Auto Only
	5.2	40mm Flakk Gun	100 +++	50	2	4	40mm Round	140	10K	6	Extreme	Very Heavy, CS (2)	Fires 2 round Bursts (not 3)
	5.2	50mm AT Rifle	100 +4d10	60/40+20	-	3	50mm Shell	75	12K	10	Med	Heavy	-25 DT (50mm Shell), AoE (1), Bi-Pod, Bolt-Action, Anti-Tank
	5.3	50mm AT Gun	120 +5d10	50	-	1	50mm Shell	180	20K	5	Long	Very Heavy, CS (2)	-25 DT (50mm Shell), AoE (1), Anti-Tank
	5.3	75mm AT Gun	160 +5d10	65	-	1	75mm Shell	250	30K	6	Extreme	Very Heavy, CS (2)	-45 DT (75mm Shell), AoE (1), Anti-Tank
	5.3	90mm AT Gun	180 +8d10	65	-	1	90mm Shell	450	40K	6	Extreme	Very Heavy, CS (3)	-65 DT (90mm Shell), AoE (1), Anti-Tank
	5.1	60mm Mortar	50 +++	30	-	-	60mm Mortar	30	8K	5	Long	Very Heavy, CS (2)	Mortar, AoE (10)
	5.2	81mm Mortar	80 +4d10	40	-	-	81mm Mortar	40	10K	5	Long	Very Heavy, CS (3)	Mortar, AoE (15)
	5.3	105mm Howitzer	120 +10d10	70	-	1	105mm Shell	800	100K	6	Extreme	Very Heavy, CS (4)	Howitzer, AoE (20)
	5.4	155mm Howitzer	250 +15d10	70	-	1	155mm Shell	1000	205K	6	Extreme	Very Heavy, CS (4)	Howitzer, AoE (25)
	5.2	Heavy Plasma Caster	80 +++	35	-	20*	MFC(4)	35	24K	9	Long	Heavy	Magic, -2DT (MFC), +2% Crit chance
	5.4	Magic Laser Cannon	100 +5d10	40	-	10*	MFC(10)	120	300K	5	Extreme	Very Heavy	Magic
	5.4	Novasurge Cannon	200 +10d10	50	-	10	Spell-Flux Pack	550	400K	5	Extreme	Very Heavy, CS (2)	Magic, -25 DT (Spell-Flux Pack), AoE (10), Anti-Tank
	5.4	Heavy Novasurge Cannon	350 +15d10	60	-	10*	Spell-Flux Pack(2)	700	500K	5	Extreme	Very Heavy, CS (3)	Magic, -25 DT (Spell-Flux Pack), AoE (15), Anti-Tank
	Special Rules												
Super Heavy Rules		Very Heavy	Must spend entire turn setting up the weapon. May not move while set up. Must spend an entire turn breaking down the weapon before you can move again (unless the weapon is being left behind). Very Heavy weapons are also Unwieldy and may not be mounted on a battle saddle.										
		Crew Served	Requires multiple ponies/zebra/griffin/etc to use the weapon and are usually mounted on some sort of wheeled carriage. -20 to all rolls involving the weapon (or -2 if SPECIAL) for each crew you are short. Each crew member must spend the listed AP to fire the weapon. Number of crew required is listed as 'CS (#)'. Crew Served weapons mounted on vehicles require 1 less crew member. May have 1 extra crew member that gives a -5 AP to fire/load the weapon.										
		Mortar	Ignore penalties for cover. Permanent -20 to hit, can not make precise or called shots, but may target a specific spot on the ground with no additional penalty. Can not fire at targets closer than med range. Firing and loading is the same action and takes the listed AP to do so.										
		Howitzer	Ignore penalties for range and cover. Permanent -20 to hit, can not make precise or called shots, but may target a specific spot on the ground with no additional penalty. Additional -20 to hit targets at short range and can not fire in point blank range.										
		Anti-Tank	The weapon is designed for taking out heavily armoured targets. As such the round will not explode unless it hits something suitably hard, giving it the potential to hit multiple targets/things in a row dealing only half DAM to those it passes through. Examples of things 'Hard' enough to set off the round are, A Steele Ranger, the ground, a solid brick wall, Blackjacks head, .etc (It's up to the GM to ultimately decide what sets the round off)										
Ammo		Name	Type	Val	Wg	Effect							
		Standard		6	1								
		20mm Round	Flakk	25	1	-20 DAM, AoE (3). A 'Near Miss' (missing by 10 or less) against airborne targets will still deal 3d10 DAM.							
			Armour Piercing	15	1	-10 DAM, Ignores half of target's DT (min of 15), Anti-Tank							
			Explosive	20	1	AoE (3)							
		40mm Round	Standard	8	3								
			Flakk	18	3	-20 DAM, AoE (5). A 'Near Miss' (missing by 10 or less) against airborne targets will still deal 5d10 DAM.							
			Standard	20	5	-25 DT, AoE (1)							
		50mm Shell	Armour Piercing	30	5	-45 DT, AoE (1)							
			Explosive	35	5	-15 DT, AoE (5)							
			Standard	30	7	-45 DT, AoE (1)							
		75mm Shell	Armour Piercing	40	7	-65 DT, AoE (1)							
			Explosive	45	7	-25 DT, AoE (10)							
			Standard	50	9	-65 DT, AoE (1)							
		90mm Shell	Armour Piercing	60	9	-100 DT, AoE (1)							
			Explosive	70	9	-35 DT, AoE (10)							
			Standard	10	1	AoE (10), May be thrown 10 + STR Yards with the listed DAM, when thrown a crit-fail will immediatly set off the explosive							
		60mm Mortar Round	Parachute Flare	12	1	No DAM, illuminates an area of roughly 60ft, -20 to sneak in illuminated area, +10 to hit targets in illuminated area, last for 6 turns							
			Smoke	8	1	No DAM. Creates a smoke screen at target location, the smoke grants a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 3 rounds.							
			Standard	13	3	AoE (15), May be thrown 10 + STR Yards with the listed DAM, when thrown a crit-fail will immediatly set off the explosive							
		81mm Mortar Round	Parachute Flare	16	3	No DAM, illuminates an area of roughly 60ft, -20 to sneak in illuminated area, +10 to hit targets in illuminated area, last for 6 turns							
			Smoke	10	3	No DAM. Creates a smoke screen at target location, the smoke grants a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 3 rounds.							
			Standard	50	10	AoE (20)							
		105mm Shell	Canister	80	10	DAM: 30+8d10 DAM, AoE (35), Target DT x 3 Range 1/2							
			Smoke	55	10	No DAM. Creates a smoke screen at target location, the smoke grants a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 3 rounds.							
		155mm Shell	Standard	80	12	AoE (25)							

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			High-Explosive	100	12	AoE (30), +10d10 DAM
			Smoke	85	12	No DAM. Creates a smoke screen at target location, the smoke grants a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 3 rounds.
		Spell-Flux Pack	Standard	120	1	-25 DT

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	Name	Damage	AP	RoF	Mag	Ammo	Wg	Val	STR	Range	Type	Special
Alien Weapons	Alien Shard Pistol	20 ++	20	-	18	Alien Glass Cartridge	3	650	3	Med	Pistol	+2 DT, +3% Crit Chance (Alien Glass Cartridge)
	Alien Shard Carbine	30 ++	25	3	60	Alien Glass Cartridge	8	1000	4	Long	Rifle	+2 DT, +3% Crit Chance (Alien Glass Cartridge), Carbine
	Alien Shard Shotgun	20 +6d10	35	-	12	Alien Glass Cartridge	5	1200	4	Short	Rifle, Shotgun	Target 2x DT, +2 DT, +3% Crit Chance (Alien Glass Cartridge)
	Alien Atomizer	30 ++	15	-	20	Alien Power Cell	2	1200	3	Short	Pistol	Magic, -5 DT (Alien Power Cell)
	Alien Disintegrator	40 ++	20	-	80	Alien Power Cell	7	1500	3	Med	Rifle	Magic, -5 DT (Alien Power Cell)
	Alien Death Ray	25 ++	20	-	40	Alien Power Cell	16	1800	5	Med	Heavy	Magic, -5 DT (Alien Power Cell), Each consecutive hit after the first receives a +5 bonus to hit and a +5 to DAM
	Alien Drone Gun	35 +++	35	-	10*	Alien Power Cell (10)	18	1800	6	Med	Heavy	AoE (10), -5 DT (Alien Power Cell)
	Alien Grenade	85 +5d10	-	-	-	-	0.5	75	-	10 + STR Yards	Thrown	Magic, AoE
	Cryo Grenade	5 ++	-	-	-	-	0.5	50	-	10 + STR Yards	Thrown	AoE (2), Target is frozen and unable to move for 1d3 turns
	Alien Mine	85 +5d10	-	-	-	-	0.5	75	-	Placed	Placed	Magic, AoE
	Cryo Mine	5 ++	-	-	-	-	0.5	50	-	Placed	Placed	AoE (2), Target is frozen and unable to move for 1d3 turns
Ammo	Name	Value	Wg	Effect								note: on a crit-success kill alien magic weapons turn the victim into a blue puddle
	Alien Glass Cartridge	5	-	+2 DT, +3% Crit Chance								
	Alien Power Cell	8	-	Magic, -5 DT								
Alien Food and Medicine	Alien Biogel	75	-	Counts as 'Healing Potion' or 'Weapon/Armor Repair Kit', Random Effect (if consumed)								Random Effect: roll 1d10 and consult chart (All effects last 1 hour)
	Alien Chemgel	150	-	Heals 60 + (Medicine / 5, rounded down) d10, Random Effect								
	Alien Fruit Paste	10	1	+10 hp								1) -1 INT 2) -1 PER 3) -1 END 4) -1 AGI 5) +35 RADs 6) -60 RADs 7) +30 HP 8) +15 Max AP 9) +2 STR 10) +2 AGI
	Alien Worm Food	10	1	+10 hp								
	Alien Squid Food	10	1	+10 hp								
	Alien Yellow Drink	20	1	+15 hp, Taste bad to zebra, griffins and hellhounds								
	Alien Blue Drink	20	1	+15 hp, taste bad to ponies [119]								

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- [1] A weapons degrade at 1% per crit fail, and 5% on a crit fail with a missed luck check. Armor degrades 1% each time damage gets through its DT and by 5% when hit with a critical that gets through the DT.
- [2] IF8/22: Small personal firearm produced by Ironshod Firearms from throughout the war till the day the bombs fell. Popular amongst city mares on the go.
- [3] CpP-11: Developed by Ironshod Arms for M.o.M. agents and spies. A number were even sold to the civilian market. It was widely used till the bombs fell.
- [4] Browning Protector: A standard for ponies in the war. Sturdy and reliable, these were mass produced for both military and civilian use.
- [5] .32 Special: A basic carry piece manufactured by Smith & Wesson.
- [6] Z-08: The Z08 was the first basic issue automatic pistol for the Zebra Empire. They were a very popular battlefield trophy for Equestrian troops, making them a common sight in Equestria.
- [7] ZZ-32: One of the earlier zebra made automatic weapons. Intended for use by zebra assault troops. They saw constant use until war's end.
- [8] Red Trotter: Little more than a child's toy. You could possibly kill something with it if you're lucky.
- [9] Not much use for anything bigger than a radhog. But it gets the job done.
- [10] Good hunting rifle but not much use for anything bigger than a radigator.
- [11] M12 Carbine: A lightened version of the standard M12 rifle issued to non-coms and reserve units. It was manufactured by many different companies.
- [12] It's a shotgun, aim and shoot. Don't point it at yourself.
- [13] F2 Flare Gun: Not really a weapon, flare guns are more used for signaling or lighting up the darkness. But that does not mean, that you can't shoot someone with it.
- [14] Super Pumper Blaster 2000: Developed by Flim Flam Arms as a basically a MEW BB gun. They sold it with the slogan "It will last foreverrr!" Despite the Flim Flam brothers reputation many actually work long after the war.
- [15] those with the "Rapid Re-Load" perk will charge 2 shots per 'pump'
- [16] M321: A light stand alone grenade launcher than could be mounted under barrel to some Equestrian Military rifles.
- [17] CP-32: A relative common small caliber carry pistol made by Horn & Hoof.
- [18] Model 17: A fairly common Smith & Wesson revolver, used extensively during the early stages of the war.
- [19] M10: The most manufactured pistol during the war. It has become a wasteland standard.
- [20] Sleeper: Used by M.o.M. agents, looking to take troublesome ponies alive without causing a ruckus.
- [21] SSMG-22: Lyra Machine and Tool was commissioned to produce this SMG for Spec-ops groups going deep behind enemy lines.
- [22] M3: Cheap, reliable and deadly this SMG saw extensive use through all theaters of the war.

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- [23] The little brother to the wastelands 10mm repeater. Makes a decent hunting and home defence weapon.
- [24] Waster made rifle, good for shootin small game and the ocasional raider.
- [25] M12: The standard issue rifle for the Equestrian military. Cheap and simple to produce it has even been manufactured in small numbers in the wasteland. The Zebra Empire also had a version of this weapon that was nearly identicle. With the main difference being that it was in a bullpup configuration.
- [26] A bit differnt than what most are used to, it fires bolts instead of bullets. It is near silent and the ammo is retrievable.
- [27] A favorite of caravan guards. This is the gun that "won" the wasteland.
- [28] Modle 20: A Buckingham made pump-action shotgun. They were reasonably popular with target shooters despite the stiff action.
- [29] Model 88: A fairly common Wintrotter made shotgun. It was popular as a home defense weapon and a few even found their way to the front lines.
- [30] PP MKIII: Skyhoof Labs created this weapon as a responce to the increase of robotic weapons platforms appearing on the battlefield towards the end of the war.
- [31] MML19: Made to harness the magical energies that unicorns have access to naturally, this weapon uses special gem packs to fire a blast of magical energy. It has the potential to turn it's target to dust.
- [32] XW MKI: A Flim Flam Arms magical energy weapon that uses a special spark cell that recharges over time.
- [33] APGR: Light semi-auto pony portable grenade launcher designed for a support roll.
- [34] P-2: A Smith & Wesson made pistol made specificaly for Equestria's police forces.
- [35] Colt Boa: When it was created mid way through the war it was boasted as being "The most powerfull mouth held pistol in the world"
- [36] R-56: An odd attempt by Colt to make a military sidearm that used the standard 5.56mm round. It was rejected by the military but was moderately popular as a civilian weapon due to the variety of different ammo types available. Or in more modern times built from a converted 5.56mm rifle.
- [37] ZS-09: Found commonly among zebra assassins and spies. Very few survived the war.
- [38] MP-9: Made by Horn & Hoof for Equestrian S.W.A.T. units. The MP-9 became the standard that all future SMGs were measured by after it's decisive role in storming a compound of zebra sympathizers.
- [39] MP10: Designed by Ironshod Firearms for security and police responce teams. The MP10 was renown for it's robustness and reliability, making them a common sight in the wasteland.
- [40] Model 86: A sturdy lever-action rifle made by Wintrotter Arms for the Equestrian military in the earlier days of the war. It saw extensive use as a civilian hunting rifle once automatic weapons became more common.
- [41] Good hunting or sniping gun. Kill a hellhound if you're lucky. If not... it wont hurt for long.
- [42] Waste made rifle made to use the most common ammo in the wasteland, 10mm rounds. Good for everything from radhogs to raiders and for keeping that pesky colt away from your daughter.

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- [43] M15: Based on the venerable M12 and intended as a replacement. The M15 is capable of full auto fire and is just as reliable. Large numbers were produced and sent to the front lines. The bombs fell before it could completely replace the M12. As with the M12 the zebra also had a version of this weapon, again in a bullpup configuration.
- [44] SIR15: Silenced and scoped version of the M15. Intended for use by spec-ops groups.
- [45] Listen here you primitive screw heads. This is my BOOMSTICK!
- [46] City-Killer: A Wintrotter made, burst capable, military shotgun, designed for urban and trench warfare. It uses a bullpup configuration, which places the magazine behind the trigger, Shortening the weapon and making it more easily controlled when firing in burst mode.
- [47] S87: A Buckingham made pump action shotgun that became very popular with police forces throughout Equestria. Robust and simple to maintain, many found their way to the front lines.
- [48] MG120: Designed by Ironshod Firearms as the Equestrian Military's standard issue light support weapon. Sturdy and reliable it saw extensive use throughout the war. Many examples still survive in the wasteland today.
- [49] Model 6: Developed late in the war by Skyhoof Labs. It boasted tremendous killing power in a hoof sized package. They were never put into mass production due to fears of the zebra copying it. But non the less a few were still produced.
- [50] PPK 7P: Magical plasma weapons were a natural step forward for energy weapons. More powerful, but shorter ranged, plasma weapons saw extensive use later in the war. The plasma pistol was the first to be put into mass production.
- [51] XWP MKIII: An improvement of the recharger rifle. The pistol can hold a much larger charge without much loss in power. Despite it's improvements it was not very popular and was an uncommon sight.
- [52] Fire Friend 1000: It Began life as a camping tool produced by Flim Flam Industries. Production was transfered over to Flim Flam Arms after several fatal accidents.
- [53] PD-3: Originally made by Skyhoof Labs as a response to the increasing amount of zebra robots being seen on the front. It was eventually produced by both sides after a 'Dr. Energy Spark' defected to the zebra. Despite it's effectiveness against both robots and power armor, the weapon saw little use due to logistical issues plaguing both side's manufacturing.
- [54] MER42: The larger counterpart to the MEP. Skyhoof Labs built many of these for use by pegasus troops. Due to their good accuracy and reliability, they were very popular with troops in the field.
- [55] The Incinerator: An inequine weapon used late in the war based off of a farming tool. It was created by a deranged medic who made a fortune on the patent that was later sold to Flim Flam Industries. He recieved a personal invitation to Stable 1 from Scootaloo herself.
- [56] M79: An earlier pony portable grenade launcher using the then new 40mm grenade. Little more than a tube with a trigger and stock, they were simple and cheap to produce. Ensuring that they saw near constant production till the bombs fell.
- [57] Colt M1911: The standard issue sidearm of the Equestrian military for most of the war. Sturdy, reliable and having good stopping power. Just the thing for stopping a charging zebra dead in it's tracks.

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- [58] Desert Griffin: Smith & Wesson's "Desert Griffin" is an oversized automatic pistol made for the civilian market. It became quite popular after the movie "The Matrix" came out. Thousands were produced by wars end but few were actually sold due to it's high cost.
- [59] P99 PDW: An attempt by Ironshod Firearms to make a small, portable, mid-ranged SMG for non-coms and Spec-Ops troops. It was not very popular due to the awkwardness of the bullpup design, non the less many Equestrian Spec-Ops groups used it. Most notably Col. Cheddar Jack O'Neigh's PG-1.
- [60] M111A2 'Tommy Gun': Originally designed by Lyra Machine and Tool as a heavier SMG for front line troops. It quickly gained a reputation with the Chicacolt and Manehattan mafia. Most notably in the hooves of 'Machinegun Knitter' who is said to have killed nearly 100 ponies/zebra/griffins with her's.
- [61] M8 Grand: Designed by Grand Idea of Ironshod Firearms. The M8 was the war's first self loading infantry rifle. It was phased out after only a few short years for the M12. Feeling it was vastly superior many units refused to switch to the newer rifles untill replacement parts were no longer available. Making working examples rather uncommon.
- [62] First used during Nightmare Moon's brief rise to power. These have been in constant use for over a millennium.
- [63] Model 91: Little more than a Wintrotter Model 86 re-chambered for the more powerfull .44 Magnum round. They were a common sight with big game hunters across Equestria and beyond.
- [64] G-113 'Syth': Standard Equestrian sniper rifle. Originally based off of a zebra design and adapted to Equestrian specifications by Ironshod. Accurate and simple to produce, it was in near constant production till the bombs fell.
- [65] ZAR-1: Capitolizing on the zebra's talents for stealth, the ZAR-1 was a deadly automatic rifle, issued to many of the Legion's troops towards the latter half of the war. Several different version were used, but most had scopes, silencers and a special enchantment that would enchant each round fired so that it would set the target on fire. Several different enchantments were encountered but the fire enchantment was by far the most common.
- [66] M10: An attempt to update the M8 Grand. It uses many of the same parts and sports a detachable magazine and full auto capability. It served along side the M12 for a time as a heavy infantry rifle before being phased out entirely. Many reserve units were given these as hoof-me-downs.
- [67] GG33: This was the standard assault rifle of the Griffin Empire at the end of the war. They were loosly based on the zebra assault rifle and chambered for the high velicity 5mm round. These were actually quite uncommon as the average griffin fighter preferred to get up close and personal.
- [68] Waster made shotgun good for shooting pesky trespassers from the front porch. "Be vewy, vewy quiet, I'm hunting waiders."
- [69] M-781: Designed by Wintrotter for M.o.M. and standard police for riot control units. It was intended to only fire 12 gauge beanbag rounds. But after rioting and protest started to become increasingly violent, other, more lethal ammunition was used.
- [70] GMG43: The GMG43 was an excelent, high rate of fire machine gun. Equestrian trops described the noise it made as sounding like ripping canvas.
- [71] MK24 MMG: Chambered in .308 and produced in large numbers by Horn&Hoof Industries. It saw heavy use midway through the war as a heavy squad support weapon. Several were captured by zebra forces, and they began to produce their own indigenous model.

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[72] Model 12 Carbine: Developed in with the Model 6 by Skyhoof Labs. It was intended to be the do all, end all of infantry weapons. And one again they were not put into mass production due to fears of the zebra copying it. But none the less a few were still produced and even found their way to the front.

[73] PCD-4: Built towards the end of the war to deal with the larger zebra war robots. The PCD-4 has the potential to disable even the largest of robot and sturdiest of power armors with a single shot.

[74] PPG-21: The magical plasma rifle is the next step up in MEWs. While still shorter range than its basic MEW counterpart. It is none the less far more deadly.

[75] M.E.S. 1255: For some reason Flim Flam Arms felt the need to design what was basically an MEW shotgun. Despite the strange idea it was rather well received and many were produced for the Equestrian military.

[76] One roll to hit

[77] Fast Blaster 6500: Feeling the need for a full-auto MEW Flim Flam Arms designed this weapon to fill such a roll. This weapon was an uncommon sight due to its high manufacture cost.

[78] MKI-90: The mere existence of this weapons mean that at some point, some pony said to themselves "You know, I really want to set that zebra on fire, but I just can't do it from here" Thus the flame thrower was born. Because as everypony knows a zebra's natural state is on fire.

[79] M-81 'Chi-Lake': A pump-action multi-shot 40mm grenade launcher designed to replace the M-79. It was not given the chance as the bombs fell before it went into full production, but enough were produced to make them a un-common sight in the waste.

[80] ZRPG-3: The zebra's answer to armor. RPGs were cheap and simple to produce. Equestria had its own version of the weapon, the PRPG-4. A single rocket having the potential to destroy a tank or heavy war robot with a single well placed shot.

[81] ZP-1: These were issued to zebra officers, special forces and members of the Caesar's personal guard. An Equestrian version was built by Colt, but did not see wide spread use. Ironically the ammunition produced for these would be used by zebra infiltrators to kill a great many ponies by wars end.

[82] ZZG-50: A 12.7mm SMG were the Legion's answer to power armor late in the war. With its high calibre and massive damage potential in close quarters, squads of the Legion's best could challenge the "Metal Monsters" in close quarters with their superior mobility, although it was much less effective in practice. Equestria had began producing their own version, in limited numbers, by the time the bombs fell.

[83] one roll to hit

[84] * In the second interval, the penalty is reduced to -10, and Flash Bangs have no effect beyond the second interval; characters with Hit The Deck or cover may make an Agility roll (penalty of -1 per degree of success on the attacker's Explosives roll, maximum -3) to avoid the effect

[85] ** Initial AoE (20) with no effect beyond the first interval; the gas will gain one AoE Interval per turn, but reduce the number of rounds it effects targets by one for each new AoE Interval, until it reaches the confines of the room or space it is set off in; if the AoE expands enough for the gas to reach 0 rounds of effect, the gas is dispersed; wind (or the pegasus trick Buffet) can increase the rate of dispersion; no effect on persons wearing environmentally sealed armor or clothing

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[86] you need wings for wingblades, DURR!

[87] Poison: -2 AGI per turn for 3 turns

[88] DT will only apply to the torso area.

[89] because it's heavy and awkward and don't argue with me

[90] and having streamers

[91] Can only be used by Earth Ponies, Unicorns, Pegasi, or Zebra.

[92] Built in EFS, Artificial Telekinisis (for inventory AP costs), Automatically administers one potion per round when below 50% HP (no AP cost), +1d10 to healing potions on self, Minor Regen (doubles natural healing rate), Self Repairing.

Any/all of these features may not be available according to GM discretion, especially if found in a damaged condition.

[93] Can only be used by Earth Ponies, Pegasi, or Zebra.

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[95] Can only be used by Earth Ponies, Unicorns, Pegasi, or Zebra.

[96] Can only be used by Earth Ponies, Unicorns, Pegasi, or Zebra.

[97] one roll to hit

[98] One roll to hit

[99] Mounted GR still uses Firearms skill

[100] N=the number of times you have taken the mod.

[101] Ripper still uses the 'Melee' skill

[102] except 'Grenade Launcher'

[103] 'Explosive' weapons can not have scopes

[104] At GMs discession

[105] has the "En Garde!" special attack

[106] has the "Low Sweep!" special attack

[107] Hellhound Helmet: has the "Charge!" special attack

Hellhound Knife: has the "STAB!" special attack

[108] for a knife, substitute 'medical brace' for pipe or 'knife'. A hellhound knife is a melee weapon.

[109] Must be restocked/cleaned periodically

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[110] Small=1 Belt

Med= D3 Belts

Large= 2+D3 Belts

[111] no healing during combat

[112] no healing during combat

[113] You're a monster!

[114] Double Doses per bottle, roll END to not pass out, do not drink if END is 5 or lower

[115] Weather and terrain may effect range or signal quality at GMs discession.

[116] Ponies are Size 0. Size 1+ targets count their STR as +2 higher for the STR check. Size 2 targets are also knocked half as far. Size 3+ targets are immune.

[117] Wingblade require wings. (DUR)

[118] Involves a combination of extremely colorful, perception-tricking patterns and very minor illusion magic.

[119] except Blackjack, because she's weird