

## Tier arranged Fo3/NV Weapon List - Full Weapon List

Pistols												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Silenced .22 Pistol	8+	15	-	16	.22LR	3	10	1	Short	Pistol	Silent	
Zebra Special	8+ (++) for 3 turns)	15	3	12	.22LR	2	500	5	Short	Pistol	Rare, Enchanted	
.32 Revolver	15+	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver	
.357 Revolver	25+	25	-	6	.357 Round	2	75	3	Short	Pistol	Revolver	
Police Pistol	28+	20	-	6	.357 Round	3	200	4	Short	Pistol	Revolver	
.44 Revolver	35+	25	-	6	.44 Round	3.5	250	5	Short	Pistol	Revolver	
Colt .45 Auto Pistol	25+	15	-	7	.45 Auto	1.5	1000	3	Short	Pistol		
Hunting Revolver	50++	30	-	5	.45-70 Govt	4	2200	6	Sniper	Pistol	Revolver, Sniper, Scoped	
Ranger Sequoia	55+	25	-	5	.45-70 Govt	4	2000	6	Med	Pistol	Revolver	
10mm Pistol	15+	15	-	12	10mm Round	3	75	4	Short	Pistol		
12.7mm Pistol	35+	15	-	7	12.7mm Round	3.5	2500	7	Short	Pistol		
5.56mm Pistol	28++	20	-	5	5.56mm Round	5	1100	6	Med	Pistol	Revolver	
9mm Pistol	10+	15	-	13	9mm Round	1.5	10	2	Short	Pistol		
Dart Gun	5+	25	-	1	Dart	3	Made	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled, Armor-Piercing (Dart)	
Rifles												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Hunting Rifle	42++	35	-	6	.308 Round	6	300	6	Long	Rifle		
Battle Rifle	48+	25	-	8	.308 Round	9.5	1000	6	Med	Rifle		
Sniper Rifle	38++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, Scoped	
Cowboy Repeater	32+	25	-	5	.357 Round	5	225	4	Long	Rifle	Tube loaded	
Trail Carbine	50++	30	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded	
Brush Gun	60++	30	-	6	.45-70 Govt	5	3000	6	Long	Rifle		
Anti-Materiel Rifle	100++	45	-	8	.50 MG	20	4000	8	Sniper	Rifle, Heavy	Sniper, Scoped	
Lever-action Rifle	40+	30	-	10	10mm Round	8	300	6	Long	Rifle		
Varmint Rifle	22+	25	-	5	5.56mm Round	5.5	50	3	Long	Rifle		
Service Rifle	12+	15	-	20	5.56mm Round	8.5	100	2	Med	Rifle		
Assault Rifle (auto)	15+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle		
Infiltrator (auto)	12+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle	Silent, Scoped	
Zebra Rifle (auto)	20+ (+ for 3 turns)	35	Burst Only	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, Scoped	
Markspory Carbine	22++	15	-	20	5.56mm Round	6	2500	4	Sniper	Rifle	Sniper, Carbine, Scoped	
Assault Carbine (auto)	12+	25	3	24	5mm Round	6	1500	3	Short	Automatic Rifle	Armor Piercing (5mm Round), Carbine	
Crossbow	20+	20	-	1	Bolt	6	150	3	Med	Rifle	Rare, Silent	
Composite Crossbow	25+	20	-	1	Bolt	6	300	3	Med	Rifle	Rare, Silent	
Enchanted Crossbow	20+(++ for 3 turns)	20	-	1	Bolt	6	1000	3	Med	Rifle	Rare, Enchanted, Silent	
Enchanted Composite Crossbow	25+(++ for 3 turns)	20	-	1	Bolt	6	1300	3	Med	Rifle	Very Rare, Enchanted, Silent	
Red Racer BB Gun	5+	20	-	6	BB	3	20	1	Long	Rifle	Silent	
SMGs												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Silenced .22 SMG	6+	30	4	180	.22LR	8	125	2	Short	SMG	Silent	
.45 Auto SMG	20+	30	3	30	.45 Auto	11	1400	6	Short	SMG		
10mm SMG	12+	30	4	30	10mm Round	5	300	4	Short	SMG		
9mm SMG	10+	30	4	30	9mm Round	4	250	3	Short	SMG		
P9T 12.7mm SMG	25+	30	3	21	12.7mm Round	11	2800	6	Short	SMG		
Shotguns												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Single Shotgun	50++ (25+ past Short)	45	-	1	Shotgun Shell	7	30	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3	
Caravan Shotgun	40++ (20+ past Short)	30	-	2	Shotgun Shell	3	75	3	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3	
Lever-Action Shotgun	30++ (15+ past Short)	25	-	5	Shotgun Shell	3	100	4	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3	

## Tier arranged Fo3/NV Weapon List - Full Weapon List

Sawed-off Shotgun	2x60++ (2x30+ past Point Blank)	55	-	2*	Shotgun Shell(2)	4	200	4	Short	Shotgun, Pistol	Shotgun Shell: remaining Target DT x 3, reduced damage past Point Blank
Riot Shotgun	40++ (20+ past Short)	20	-	12	Shotgun Shell	5	1200	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3
Hunting Shotgun	50++ (25+ past Short)	25	-	5	Shotgun Shell	7.5	1000	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3
Double-barrel Shotgun	66++ (33+ past Short)	35	-	2	Shotgun Shell	6	250	6	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3
Combat Shotgun	60++ (30+ past Short)	25	-	12	Shotgun Shell	7	2500	7	Short	Shotgun, Rifle	Combat Shotgun: -5DT at Point Blank, Shotgun Shell: remaining Target DT x 3
<b>Heavy Weapons</b>											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
Bronco Automatic Rifle	28++	35	2	20	.308 Round	16	1200	8	Short	Automatic, Heavy	Unwieldy, Fires 2 round Bursts (not 3)
Shoulder Mounted MG	30+	35	3	60	10mm Round	17	4000	6*	Med	Automatic, Heavy	
Light Machine Gun	15+	35	4	90	5.56mm Round	15	350	8	Med	Automatic, Heavy	
Minigun	15+	35	3 or 6	240	5mm Round	25	4000	10	Short	Automatic, Heavy	Armor Piercing (5mm Rounds), Full Auto Only
<b>Magic Pistols</b>											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
Recharger Pistol	10++	15	-	20	---	7	250	2	Med	Pistol	Magic, recharging ammo, -2 DT
Flare Pistol	5+(++)*	25	-	1	Flare Round	3	15	1	Medium	Pistol	Magic, Bright
Magical Energy Pistol	10+	15	-	30	Spark Cell	3	75	1	Med	Pistol	Magic, -2 DT (Spark Cell)
Gauss Pistol	18+	20	-	20	Spark Cell	4	250	3	Med	Pistol	Magic, Gauss, -4DT (Gauss Spark Cell)
Plasma Pistol	25++	25	-	16	Spark Cell	3	250	2	Short	Pistol	Magic, -2 DT (Spark Cell), +2% Crit chance
Plasma Defender	32++	20	-	32*	Spark Cell (2)	2	2000	2	Short	Pistol	Magic, -2DT (Spark Cell), +2% Crit chance
<b>Magic Rifles</b>											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
Recharger Rifle	15+	20	-	7	---	15	150	5	Long	Rifle	Magic, recharging ammo, -2 DT
Magical Energy Rifle	20+	20	-	24	MFC	8	250	3	Long	Rifle	Magic, -2DT (MFC)
Gauss Carbine	30+	20	-	20	MFC	8	1000	4	Med	Rifle	Magic, Gauss, -4DT (Gauss MFC), Carbine
Plasma Rifle	35++	25	-	12	MFC	8	1000	3	Med	Rifle	Magic, -2DT (MFC), +2% Crit chance
MASR	45++	30	-	20	MFC	4	1200	4	Long	Rifle	Magic, -2DT (MFC)
Tri Prism Rifle [1]	3x15+ [2]	25	-	16*	MFC (2)	9	1200	4	Short	Rifle	Magic, -2DT (MFC)
Multiplas Rifle	3x20++ [3]	35	-	60*	MFC (3)	7	2000	4	Short	Rifle	Magic, -2DT (MFC), +2% Crit chance
Gauss Rifle	100++	45	-	5*	MFC (5)	7	2500	4	Sniper	Rifle	Magic, Gauss, -4DT (Gauss MFC), Sniper, Scoped
Magic Energy Repeater	12++	35	3	60	Spark Cell	4	1200	4	Med	Automatic Rifle	Magic, -2DT (Spark Cell)
<b>Magic Heavy Weapons</b>											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
Gatling Caster	18+	35	3 or 6	240	ECP	18	4000	8	Short	Automatic, Heavy	Magic, -2DT (SC Pack), Full Auto Only
Thunder Cannon [4]	80++ (2+ Lightning for 2 turns)	40	-	20*	ECP (5)	8	4500	9	Med	Heavy	Rare, Magic, Target's AP is halved unless END check is passed (Max 1 test per turn)
Incinerator	18++ (3+ for 3 turns)	20	-	30	Flamer Fuel	12	400	7	Short	Heavy	Elemental (fire), Sets target on Fire causing (3+) damage per turn for 3 turns (this damage stacks per hit), Rolls to hit using Firearms or Magic Weapon skills (gains no bonus from Armed and Dangerous or Buck Rogers)

## Tier arranged Fo3/NV Weapon List - Full Weapon List

	Flamer	18++ (+ for 3 turns)	30	Burst Only	60	Flamer Fuel	15	1200	8	Short	Heavy, Flamer	Short Range only, always does damage but a 'miss' causes half damage, Elemental (fire), AoE (1)
	Plasma Caster	50++	25	-	10	MFC	20	3300	9	Short	Heavy	Magic, -2DT (MFC), +2% Crit chance
	Explosive Projectiles											
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
	Anti-Pony Grenade Rifle	30++AoE (Direct hit)	30	-	4	25mm Grenade	8	100	5	Med	Rifle	AoE (5)
	Grenade Machine Gun (burst)	30++ (direct hit AoE)	35	Burst	30	25mm Grenade	15	3500	9	Med	Heavy	AoE (5), Can fire Single Shot or Burst
	Grenade Launcher	50++AoE(Direct hit)	35	-	4	40mm Grenade	12	250	5	Med	Rifle	AoE (10)
	Balefire Egg Launcher	500+10d10 (AoE)	60	-	1	Balefire Egg	20	5000	9	Med	Heavy	Rare, Massive AoE (it's hard not to kill yourself), Rads
	Missile Launcher	150++ (direct hit AoE)	60	-	1	Missile	20	1200	6	Long	Heavy	AoE (15), -10 to hit dodging targets (Missile)
	Thrown Explosives											
	Name	DAM	AP	Wg	Value	Range	Type	Special				
	Dynamite	30++	25	0.5	10	10 + STR Yards	Thrown	AoE (10)				
	Fire Bomb	10+	25	0.5	10	10 + STR Yards	Thrown	AoE (10), Causes 5d10 Fire Damage for 3 Rounds				
	Flash Bang	0	25	0.5	20	10 + STR Yards	Thrown	AoE (20), -20 Penalty (-40 if using Nightvision) for 2 turns*				
	Frag Grenade	50++	25	0.5	30	10 + STR Yards	Thrown	AoE (10)				
	Incendiary Grenade	20+	25	0.5	30	10 + STR Yards	Thrown	AoE (10), Causes 8d10 Fire Damage for 3 Rounds				
	Plasma Grenade	80++++	25	0.5	50	10 + STR Yards	Thrown	AoE (15)				
	Anti-Matrix Grenade	10+	25	0.5	30	10 + STR Yards	Thrown	AoE (15), Anti-Matrix				
	Stun Grenade	30++	25	0.5	40	10 + STR Yards	Thrown	AoE (10), Stun Damage, Ignores DT from Armor (but not magic)				
	Knockout Gas Grenade	Special	25	0.5	40	10 + STR Yards	Thrown	AoE (Special)**. Poison Gas: -1 PER OR round. 5 Rounds. 0 Per = unconscious. Poison Resistance roll to avoid effects, with +10% bonus per AoE increment beyond the first. PER recovers 1 per 10 minutes.**				
	Placed Explosives											
	Name	DAM	AP	Wg	Value	Range	Type	Special				
	Powder Charge	30++	35	0.5	10	-	Placed	AoE				
	Frag Mine	50++	35	0.5	30	-	Placed	AoE				
	Plasma Mine	80++++	35	0.5	50	-	Placed	AoE, Magic				
	Pulse Mine	10+	35	0.5	30	-	Placed	AoE, +120 DAM vs Robots, +60 DAM vs Power Armour				
	Bottlecap Mine	100+++	35	0.5	50	-	Placed	AoE				
	Unarmed Weapons											
	Name	DAM	AP	(at Str7)	Wg	Value	Notes					
	Bare Hooves	1xSTR +	15	7+	0	0	Inconspicuous, Set, Unarmed					
	Horn (Unicorn)	1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed					
	Horn (Alicorn)	1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed					
	Griffin Claws (incl bonus)	1xSTR ++	15	7++	0	0	Set, Unarmed					

## Tier arranged Fo3/NV Weapon List - Full Weapon List

Brass Shoes	2xSTR +02 +	15	16+	1	50	Set, Unarmed				
Mantis Helmet	2xSTR +05 +	20	19+	10	75	Armor Piercing (light), Unarmed (Bladed)				
Bladed Helmet	3xSTR +05 +	25	26+	10	75	Unarmed (Bladed)				
Wingblades	1xAGI +10 +	20	17+	3	100	Agile, Crippling, Set, Unarmed (Bladed)**				
Spiked Shoes	2xSTR +08 +	15	22+	1	250	Set, Unarmed				
Yao Guai Helmet	2xSTR +10 +	20	24+	10	250	Unarmed (Bladed), Armor Piercing				
Bear Trap Hoof	3xSTR +25 +	30	46+	6	300	Unwieldy, Crippling, Unarmed				
Solaris Hoof	4xSTR +04 ++	25	28++	4	300	Unwieldy, Powered, Unlucky, Unarmed				
Body Spikes	2xSTR +	15	14+	1	150	Set, Unarmed				
Hellhound Helmet	2xSTR +10 +	20	24+	10	Made	Unarmed (Bladed), Armor Piercing				
Zap Sock	2xSTR +20 ++	25	34++	6	1200	Unwieldy, Powered, Anti-Matrix, Unarmed				
Power Hoof	4xSTR +12 ++	25	38++	6	1500	Unwieldy, Powered, Unarmed				
Displacer Sock	4xSTR +++	30	28+++	6	1300	Unwieldy, Powered, Repulser, Unarmed				
Supercharged Solaris Hoof	5xSTR +05 +++++	35	35+++++	6	Made	Unwieldy, Powered, Unarmed, Supercharged				
Industrial Shoe	4xSTR +10 +++++	35	38+++++	10	2800	Unwieldy, Powered, Armor Piercing (heavy), Unarmed				
Ballistic Hoof	5xSTR +15 ++	25	50++	6	3000	Unwieldy, Powered, Unarmed				
Enclave Battle Tail	2xAGI +25 + (poison: 2 AGI/turn, 3 turns)	25	39+	3	N/A	Agile, Poisoned, Unarmed (Bladed)				
						*Requires Enclave (or Experimental Griffin) Power Armor				
<b>Melee Weapons</b>										
Name	DAM	AP	(at Str?)	Wg	Value	Notes				
Straight Razor	1xSTR +05 +	15	12+	1	35	Concealable				
Cleaver	2xSTR +5 +	25	19+	2	10					
Rolling Pin	1xSTR +5 +	20	12+	1	10					
Zebra Slicer	1xAGI +	15	7+	0	15	Agile, Concealable				
Switchblade	1xSTR +05 +	15	12+	1	35	Concealable				
Knife	1xSTR +08 +	15	15+	1	30					
Machete	2xSTR +10 +	20	24+	2	50					
Sickle	2xSTR +05 +	20	19+	2	40	Crippling				
Sword	2xSTR +18 +	25	29+	3	100					
Knife Spear	3xSTR +15 +	30	36+	3	75	Reach, Charging				
Lead Pipe	2xSTR +10 +	25	24+	3	50					
Nail Board	3xSTR +10 +	30	31+	4	50					
Cattle Prod	1xSTR +10 ++	30	17++	3	50	Stunning				
Police Baton	2xSTR +10 +	25	24+	2	50					
Shovel Spear	4xSTR +05 +	35	33+	3	25	Reach				
Pool Cue	1xSTR +10 +	20	17+	1	20					
Tire Iron	2xSTR +10 +	25	24+	3	20					
9 Iron	1xSTR +15 +	20	22+	3	15					
Zebra Sword	2xAGI +10 +	25	24+	3	60	Agile				
Combat Knife	1xSTR +14 +	15	22+	1	200					
Cutlass	3xSTR +18 +	25	39+	5	300					
Hatchet	3xSTR +30 +	30	51+	2	150					
Dress Cane	1xSTR +15 +	25	22+	3	150	Inconspicuous				
War Club	2xSTR +15 +	20	29+	3	150					
Baseball Bat	2xSTR +20 +	25	34+	3	100					
Sledgehammer	5xSTR +15 +	35	50+	12	250	Unwieldy				
Rebar Club	4xSTR +25 +	40	53+	9	150	Unwieldy				
Steel Saw	3xSTR +05 +++++	35	26+++++	20	250	Unwieldy, Armor Piercing,				
Magic Energy Spear	3xSTR +15 ++	30	36++	4	500	Magic, Reach, Rare				
Crystal Empire Lance	3xSTR +15 +	30	36+	6	500	Reach, Charging, Armor Piercing (light), Rare				
Rapier	1xAGI +12 +	15	17+	2	300	Agile, Armor Piercing (light)				

## Tier arranged Fo3/NV Weapon List - Full Weapon List

Scythe	3xSTR +25 +	35	46+	4	200	Reach, Crippling				
Cosmic Knife	2xAGI +12 +	20	26+	1	1000	Agile, Armor Piercing (light)				
Bowie Knife	1xSTR +18 +	15	25+	1	1000					
Gladius	3xSTR +25 +	25	46+	2	1200					
Bumper Sword	4xSTR +30 +	35	58+	12	1500	Unwieldy, Reach				
Thunder Hammer	5xSTR +10 ++ [++ lightning]	35	45++ [++]	14	Made	Unwieldy				
Chainsaw	3xSTR +20 +++++	35	41+++++	20	2200	Unwieldy, Powered, Crippling, Rare				
Shishkebab	2xSTR +15 + [+ fire /5 turns]	20	29+	3	Made	Unwieldy, Burning				
Ripper	1xSTR +10 +++++	25	17+++++	6	1200	Powered, Armor Piercing				
Plasma Lance	3xSTR +20 ++	30	41++	6	1200	Magic, Reach, Charging, Armor Piercing, Rare				
Fire Axe	3xSTR +35 +	30	56+	8	1200	Unwieldy				
Enchanted Zebra Sword	2xAGI +30 ++ (++ 3 turns)	25	44++	3	3000	Agile, Magic, Enchanted, Rare				
Katana	2xAGI +30 +	20	44+	3	2000	Agile				
Crystal Sword	3xSTR +30 +	25	51+	5	2500	Armor Piercing				
Zebra Thunder Axe	3xSTR +35 ++	30	41++	8	2500	Anti-Matrix, Magic, Rare				
Thermic Lance	4xSTR +15 ++	30	43++	20	3000	Magic, Reach, Charging, Armor Piercing (heavy), Rare				
Super Sledge	5xSTR +40 ++	35	68++	20	2500	Unwieldy, Crippling				
Auto Axe	4xSTR +10 +++++	35	38+++++	20	3000	Unwieldy, Powered, Armor Piercing (Heavy), Rare				
<b>Thrown Melee</b>										
Name	DAM	AP	(at Str?)	Wg	Value	Range	Notes			
Throwing Knife	10+	15	10+	1	5	10 + STR Yards	Thrown			
Throwing Hatchet	1xSTR +10 +	20	17+	1	10	10 + 2xSTR Yards	Thrown			
Tomahawk	2xSTR +10 +	25	24+	2	15	10 + 2xSTR Yards	Thrown			
Throwing Knife Spear	3xSTR +10 +	30	31+	3	25	20 + 3xSTR Yards	Unwieldy, Thrown			
Throwing Spear	3xSTR +20 +	25	41+	3	40	20 + 3xSTR Yards	Unwieldy, Thrown			
Magic Energy Throwing Knife	25+	15	25+	4	200	10 + STR Yards	Armor Piercing (heavy), Magic, Thrown			
Magic Energy Throwing Axe	2xSTR +20 +	20	34+	3	300	10 + 2xSTR Yards	Armor Piercing (heavy), Magic, Thrown			
Zebra Throwing Stars (auto)	1xAGI +5 (++ 5sec)	30	12+	1	100	10 + 2xSTR Yards	Agile, Rate of Fire 2, Enchanted, Thrown			

## Tier arranged Fo3/NV Weapon List - Revised Ranged Weapons

	Change List: <a href="https://docs.google.com/document/d/1a9Y_JPeOpgXDj-birrzWvb2JAi8Nr7tRj8TPdFqHwmg/edit">https://docs.google.com/document/d/1a9Y_JPeOpgXDj-birrzWvb2JAi8Nr7tRj8TPdFqHwmg/edit</a>													
	Previous versions can also be found on another tab													
	<b>Tier 0</b>													
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special		
	Silenced .22 Pistol	8+	15	-	16	.22LR	3	10	1	Short	Pistol	Silent		
	9mm Pistol	10+	15	-	13	9mm Round	1.5	10	2	Short	Pistol			
	.32 Revolver	15+	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver		
	Flare Pistol	5+(++)*	25	-	1	Flare Round	3	15	1	Medium	Pistol	Magic, Bright		
	Red Racer BB Gun	5+	20	-	6	BB	3	20	1	Long	Rifle	Silent		
	.32 Rifle	20+	30	-	5	.32 Round	6	30	5	Long	Rifle			
	Single Shotgun	50++ (25+ past Short)	45	-	1	Shotgun Shell	7	30	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3		
												*reflects Low Burn ammo		
	<b>Tier 1</b>													
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special		
	10mm Pistol	15+	15	-	12	10mm Round	3	75	4	Short	Pistol			
	.357 Revolver	25+	25	-	6	.357 Round	2	75	3	Short	Pistol	Revolver		
	Dart Gun	5+	25	-	1	Dart	3	Made	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled, Armor-Piercing (Dart)		
	Magical Energy Pistol	10+	15	-	30	Spark Cell	3	75	1	Med	Pistol	Magic, -2 DT (Spark Cell)		
	Recharger Rifle	15+	20	-	7	---	15	150	5	Long	Rifle	Magic, recharging ammo, -2 DT		
	Varmint Rifle	22+	25	-	5	5.56mm Round	5.5	50	3	Long	Rifle			
	Service Rifle	12+	15	-	20	5.56mm Round	8.5	100	2	Med	Rifle			
	Silenced .22 SMG	6+	30	4	180	.22LR	8	125	2	Short	SMG	Silent		
	Caravan Shotgun	40++ (20+ past Short)	30	-	2	Shotgun Shell	3	75	3	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3		
	Lever-Action Shotgun	30++ (15+ past Short)	25	-	5	Shotgun Shell	3	100	4	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3		
	Anti-Pony Grenade Rifle	30++AoE (Direct hit)	30	-	4	25mm Grenade	8	100	5	Med	Rifle	AoE (5)		
	Crossbow	20+	20	-	1	Bolt	6	150	3	Med	Rifle	Rare, Silent		
	<b>Tier 2</b>													
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special		
	Police Pistol	28+	20	-	6	.357 Round	3	200	4	Short	Pistol	Revolver		
	.44 Revolver	35+	25	-	6	.44 Round	3.5	250	5	Short	Pistol	Revolver		
	Gauss Pistol	18+	20		20	Spark Cell	4	250	3	Med	Pistol	Magic, Gauss, -4DT (Gauss Spark Cell)		
	Plasma Pistol	25++	25	-	16	Spark Cell	3	250	2	Short	Pistol	Magic, -2 DT (Spark Cell), +2% Crit chance		
	Recharger Pistol	10++	15	-	20	---	7	250	2	Med	Pistol	Magic, recharging ammo, -2 DT		
	Hunting Rifle	42++	35	-	6	.308 Round	6	300	6	Long	Rifle			
	Cowboy Repeater	32+	25	-	5	.357 Round	5	225	4	Long	Rifle	Tube loaded		
	Lever-action Rifle	40+	30	-	10	10mm Round	8	300	6	Long	Rifle			
	Assault Rifle	15+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle			

## Tier arranged Fo3/NV Weapon List - Revised Ranged Weapons

	Infiltrator	12+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle	Silent, Scoped			
	Magical Energy Rifle	20+	20	-	24	MFC	8	250	3	Long	Rifle	Magic, -2DT (MFC)			
	9mm SMG	10+	30	4	30	9mm Round	4	250	3	Short	SMG				
	10mm SMG	12+	30	4	30	10mm Round	5	300	4	Short	SMG				
	Sawed-off Shotgun	2x60++ (2x30+ past Point Blank)	55	-	2*	Shotgun Shell(2)	4	200	4	Short	Shotgun, Pistol	Shotgun Shell: remaining Target DT x 3, reduced damage past Point Blank			
	Double-barrel Shotgun	66++ (33+ past Short)	35	-	2	Shotgun Shell	6	250	6	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Grenade Launcher	50++AoE(Direct hit)	35	-	4	40mm Grenade	12	250	5	Med	Rifle	AoE (10)			
	Light Machine Gun	15+	35	4	90	5.56mm Round	15	350	8	Med	Automatic, Heavy				
	Zebra Special	8+ (++ for 3 turns)	15	3	12	.22LR	2	500	5	Short	Pistol	Rare, Enchanted			
	Incinerator	18++ (+++ for 3 turns)	20	-	30	Flamer Fuel	12	400	7	Short	Heavy	Elemental (fire), Sets target on Fire causing (+++) damage per turn for 3 turns (this damage stacks per hit), Rolls to hit using Firearms or Magic Weapon skills (gains no bonus from Armed and Dangerous or Buck Rogers)			
	Composite Crossbow	25+	20	-	1	Bolt	6	300	3	Med	Rifle	Rare, Silent			
	<b>Tier 3</b>														
	<b>Name</b>	<b>DAM</b>	<b>AP</b>	<b>Rate of Fire</b>	<b>Mag Size</b>	<b>Ammo</b>	<b>Wg</b>	<b>Value</b>	<b>Str Req</b>	<b>Range</b>	<b>Type</b>	<b>Special</b>			
	Colt .45 Auto Pistol	25+	15	-	7	.45 Auto	1.5	1000	3	Short	Pistol				
	5.56mm Pistol	28++	20	-	5	5.56mm Round	5	1100	6	Med	Pistol	Revolver			
	Battle Rifle	48+	25	-	8	.308 Round	9.5	1000	6	Med	Rifle				
	Sniper Rifle	38++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, Scoped			
	Trail Carbine	50++	30	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded			
	Assault Carbine	12+	25	3	24	5mm Round	6	1500	3	Short	Automatic Rifle	Armor Piercing (5mm Round), Carbine			
	Zebra Rifle	20+ (+ for 3 turns)	35	Burst Only	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, Scoped			
	Bronco Auto Rifle	28++	35	2	20	.308 Round	16	1200	8	Short	Automatic, Heavy	Unwieldy, Fires 2 round Bursts (not 3)			
	Magic Energy Repeater	12++	35	3	60	Spark Cell	4	1200	4	Med	Automatic Rifle	Magic, -2DT (Spark Cell)			
	Gauss Carbine	30+	20	-	20	MFC	8	1000	4	Med	Rifle	Magic, Gauss, -4DT (Gauss MFC), Carbine			
	MASR	45++	30	-	20	MFC	4	1200	4	Long	Rifle	Magic, -2DT (MFC)			
	Plasma Rifle	35++	25	-	12	MFC	8	1000	3	Med	Rifle	Magic, -2DT (MFC), +2% Crit chance			
	Tri Prism Rifle	3x15+	25	-	16*	MFC (2)	9	1200	4	Short	Rifle	Magic, -2DT (MFC)			
	.45 Auto SMG	20+	30	3	30	.45 Auto	11	1400	6	Short	SMG				
	Riot Shotgun	40++ (20+ past Short)	20	-	12	Shotgun Shell	5	1200	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Hunting Shotgun	50++ (25+ past Short)	25	-	5	Shotgun Shell	7.5	1000	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Flamer	18++ (+++ for 3 turns)	30	Burst Only	60	Flamer Fuel	15	1200	8	Short	Heavy, Flamer	Short Range only, always does damage but a 'miss' causes half damage, Elemental (fire), AoE (1)			

## Tier arranged Fo3/NV Weapon List - Revised Ranged Weapons

[illegible]



# Tier arranged Fo3/NV Weapon List - Revised Melee Weapons

For Comparisons: <a href="https://docs.google.com/spreadsheets/dcc?key=0Ar_2YbJbWfHJdMwQXNqT0dpRzVUuHRNNW1sM1ZCNFE&amp;gid=27">https://docs.google.com/spreadsheets/dcc?key=0Ar_2YbJbWfHJdMwQXNqT0dpRzVUuHRNNW1sM1ZCNFE&amp;gid=27</a>									
Previous versions can also be found on another tab									
Tier 0	Name	DAM	AP	(Comparison at Str)	Wg	Value	Notes	Special Attack [5]	Note: [15]
	Straight Razor	1xSTR +5 +	15	12+	1	10	Concealable	Shave and a haircut: 25AP +5 damage, ignores DT* Can only be performed as a sneak attack. [7]	
	Cleaver	2xSTR +5 +	25	19+	2	10		Hack, whack, chop that meat: 30AP. Attack counts as Crippling [8]	
	Rolling Pin	1xSTR +5 +	20	12+	1	10		Lights Out: 25AP. This attack deals Stun damage instead of regular damage [9]	
	Zebra Slicer	1xAGI +	15	7+	0	15	Agile, Concealable	Tribal Diplomacy: 25AP +5 damage, ignores DT* Can only be performed as a sneak attack. [10]	
	Bare Hooves	1xSTR +	15	7+	0	0	Inconspicuous, Set, Unarmed	Punch Out: 20AP This attack deals Stun damage instead of regular damage [11]	
	Horn (Unicom)	1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed	Potent Strike: 25AP + [Potency] damage. This attack costs [Potency] Strain	
	Horn (Alicorn)	1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed	Majestic Strike: 25AP + [Potency] damage. This attack costs [Potency] Strain	
	Griffin Claws (incl bonus)	1xSTR ++	15	7++	0	0	Set, Unarmed	Eagle Dive: 15AP +2d10 damage on the first attack made directly after a flight move	
Tier 1	Name	DAM	AP	(Comparison at Str)	Wg	Value	Notes	Special Attack [12]	Note: [13]
	Switchblade	1xSTR +05 +	15	12+	1	35	Concealable	Backstab: 30AP +15 damage. Can only be used on a foe that is not actively engaging the player [14]	
	Knife	1xSTR +08 +	15	15+	1	30		Backlash: 30AP +10 damage	
	Machete	2xSTR +10 +	20	24+	2	50		Hack: 30AP. Attack counts as Crippling	
	Sickle	2xSTR +05 +	20	19+	2	40	Crippling	Maim: 25AP causes target to Bleed for 1d10 damage per turn until healed [15]	
	Sword	2xSTR +18 +	25	29+	3	100		Pommel Strike: 50AP [2xSTR +] Knocks target back like a Slam. Cannot be Parried [16]	
	Knife Spear	3xSTR +15 +	30	36+	3	75	Reach, Charging	Low Sweep: 20AP make a Trip attempt counting your STR as 1 higher. Can only be tried once per turn [17]	
	Lead Pipe	2xSTR +10 +	25	24+	3	50		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage [18]	
	Nail Board	3xSTR +10 +	30	31+	4	50		Maim: 35AP causes target to Bleed for 1d10 damage per turn until healed [19]	
	Cattle Prod	1xSTR +10 ++	30	17++	3	50	Stunning	Zzap!: 50AP +3d10 Stun damage	
	Police Baton	2xSTR +10 +	25	24+	2	50		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage [20]	
	Shovel Spear	4xSTR +05 +	35	33+	3	25	Reach	Low Sweep: 25AP make a Trip attempt counting your STR as 1 higher. Can only be tried once per turn [21]	
	Pool Cue	1xSTR +10 +	20	17+	1	20		Break: 25AP +20 damage. Weapon degrades 1 condition level (20% Cnd), e.g. Good drops to Used	
	Tire Iron	2xSTR +10 +	25	24+	3	20		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage	
	9 Iron	1xSTR +15 +	20	22+	3	15		Fore!: 20AP a special Disarm attempt at -20 Melee skill. Only effects small weapons, e.g. Pistol, Knife [22]	
	Brass Shoes	2xSTR +02 +	15	16+	1	50	Set, Unarmed	One-two Punch: 35AP +15 damage	
	Mantis Helmet	2xSTR +05 +	20	19+	10	75	Armor Piercing (light), Unarmed (Bladed)	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [23]	
	Bladed Helmet	3xSTR +05 +	25	26+	10	75	Unarmed (Bladed)	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [24]	
	Zebra Sword	2xAGI +10 +	25	24+	3	60	Agile	Black and White: 55AP [4xAGI +10 +]. On crit: ignores 1/2DT instead of dealing bonus damage	
	Wingblades	1xAGI +10 +	20	17+	3	100	Agile, Crippling, Set, Unarmed (Bladed)*	Fyby: 20AP +2d10 damage if the attack is made during a Charge [25]	
Tier 2	Name	DAM	AP	(Comparison at Str)	Wg	Value	Notes	Special Attack [26]	Note: [27]
	Combat Knife	1xSTR +14 +	15	22+	1	200		Backlash: 30AP +10 damage	
	Outlass	3xSTR +18 +	25	39+	5	300		Avast!: 25AP Can only be performed as a sneak attack. Target has -10 to skill rolls for the next turn [28]	
	Hatchet	3xSTR +30 +	30	51+	2	150		Hack: 35AP -10 damage. Attack counts as Crippling	
	Dress Cane	1xSTR +15 +	25	22+	3	150	Inconspicuous	Well, I Never!: 40AP +15 damage. Can only be performed as a sneak attack	
	War Club	2xSTR +15 +	20	29+	3	150		Tribal Wrath: 30AP +15 damage -20 to hit	
	Baseball Bat	2xSTR +20 +	25	34+	3	100		Home Run: 35AP +10 damage	
	Sledgehammer	5xSTR +15 +	35	50+	12	250	Unwieldy	Grand Slam: 60AP [4xSTR +] -10 to hit. Knocks target back like a Slam. Cannot be Parried [29]	
	Rebar Club	4xSTR +25 +	40	53+	9	150	Unwieldy	Concrete Knockout: 60AP [4xSTR +] -20 to hit. Knocks target back like a Slam. Cannot be Parried [30]	
	Steel Saw	3xSTR +05 +++++	35	26++++	20	250	Unwieldy, Armor Piercing	Scrap Heap: 60AP deals half damage -20 to hit. Target's armor degrades one condition level	
	Spiked Shoes	2xSTR +08 +	15	22+	1	250	Set, Unarmed	Maim: 25AP causes target to Bleed for 1d10 damage per turn until healed [31]	
	Yao Gual Helmet	2xSTR +10 +	20	24+	10	250	Unarmed (Bladed), Armor Piercing	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [32]	
	Bear Trap Hoof	3xSTR +25 +	30	46+	6	300	Unwieldy, Crippling, Unarmed	Maim: 40AP causes target to Bleed for 1d10 damage per turn until healed [33]	
	Solaris Hoof	4xSTR +04 ++	25	28++	4	300	Unwieldy, Powered, Unlucky, Unarmed	Shining Hoof: 40AP. This attack is Armor Piercing [34]	
	Magic Energy Spear	3xSTR +15 ++	30	36++	4	500	Magic, Reach, Rare	Exellon: 40 AP Attack gains Armor Piercing (Light)	
	Crystal Lance	3xSTR +15 +	30	36+	6	500	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) [35]	
	Rapier	1xAGI +12 +	15	17+	2	300	Agile, Armor Piercing (light)	Balestra: 35AP +5 damage. Character can make a Move of up to AGI x F&E as part of the attack	

## Tier arranged Fo3/NV Weapon List - Revised Melee Weapons

Scythe	3xSTR +25 +	35	46+	4	200	Reach, Crippling	Grim Harvest: 60AP -20 to hit. Apply the (Crippling) damage of this attack to all of the target's grounded limbs. Flying targets and targets of Size 2 or more are immune
Body Spikes	2xSTR +	15	14+	1	150	Set, Unarmed	Body Slam: 30AP a Slam attack that deals +1d10 damage [36]
<b>Tier 3</b>							
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes	Special Attack [37]
Cosmic Knife	2xAGI +12 +	20	26+	1	1000	Agile, Armor Piercing (light)	Star Destroyer: 45AP. This attack is Armor Piercing (Heavy)
Bowie Knife	1xSTR +18 +	15	25+	1	1000		Dirt-Nap: 25AP causes target to Bleed for 1d10 damage per turn until healed [39]
Gladius	3xSTR +25 +	25	46+	2	1200		Gladiator's Touch: 20AP a special Parry attempt that let's you counter attack at -25 damage if successful [40]
Bumper Sword	4xSTR +30 +	35	58+	12	1500	Unwieldy, Reach	Braver: 50AP +15 damage -10 to hit
Thunder Hammer [41]	5xSTR +10 ++ [++ lightning]	35	45++ [++]	14	Made	Unwieldy	Thunderstruck: 55AP +3d10 lightning damage. Target loses AP equal to the lightning damage dealt [42]
Chainsaw	3xSTR +20 +++++	35	41++++	20	2200	Unwieldy, Powered, Crippling, Rare	Chainsaw Massacre: 50AP +15 damage -20 to hit.
Shishkebab	2xSTR +15 + [+ fire /5 turns]	20	29+	3	Made	Unwieldy, Burning	Cauterize: 35AP +3d10 fire damage. This attack counts as Crippling but loses the Burning effect
Ripper	1xSTR +10 +++++	25	17++++	6	1200	Powered, Armor Piercing	Organ Grinder: 45AP +15 damage
Fire Axe	3xSTR +35 +	30	56+	8	1200	Unwieldy	Knock Knock: 50AP -25 damage. Knocks target back like a Slam. Cannot be Parried [43]
Plasma Lance	3xSTR +20 ++	30	41++	6	1200	Magic, Reach, Charging, Armor Piercing, Rare	Plasma Joust: 45AP +15 damage +10 to hit. Welder must be Charging (also gains the +2d10 damage from the Charging rule) [44]
Hellhound Helmet	2xSTR +10 +	20	24+	10	Made	Unarmed (Bladed), Armor Piercing	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [45]
Zap Sock	2xSTR +20 ++	25	34++	6	1200	Unwieldy, Powered, Anti-Matrix, Unarmed	Hoof Buzzer: 55AP +3d10 lightning damage. Target loses AP equal to the lightning damage dealt [46]
Power Hoof	4xSTR +12 ++	25	38++	6	1500	Unwieldy, Powered, Unarmed	Ultramarine Uppercut: 45AP +15 damage
Displacer Sock	4xSTR +++	30	28+++	6	1300	Unwieldy, Powered, Repulsor, Unarmed	Talk to the Hoof: 50AP a Repulsor Slam that knocks the target back twice as far. Cannot be Parried [47]
Supercharged Solaris Hoof [48]	5xSTR +05 +++++	35	35++++	6	Made	Unwieldy, Powered, Unarmed, Supercharged	Erupting Celestial Hoof: 45AP +5d10 fire damage. Only works if injured. See note. [49]
<b>Tier 4</b>							
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes	Special Attack [50]
Katana	2xAGI +30 +	20	44+	3	2000	Agile	Unlabored Fearlessness: 50AP (4xAGI +40 +). On crit. ignores 1/2DT instead of dealing bonus damage
Enchanted Zebra Sword	2xAGI +30 ++ (++ 3 turns)	25	44++	3	3000	Agile, Magic, Enchanted, Rare	Laguna Blade: 45AP +3d10 lightning damage [52]
Crystal Sword	3xSTR +30 +	25	51+	5	2500	Armor Piercing	Crazy Diamond: 40AP This attack is Armor Piercing (heavy)
Zebra Thunder Axe	3xSTR +35 ++	30	41++	8	2500	Anti-Matrix, Magic, Rare	Electrocutioner: 55AP +3d10 lightning damage. Target loses AP equal to the lightning damage dealt
Thermic Lance	4xSTR +15 ++	30	43++	20	3000	Magic, Reach, Charging, Armor Piercing (heavy), Rare	Infernal Joust: 45AP +10 damage +2d10 fire damage +10 to hit. Welder must be Charging (also gains the +2d10 damage from the Charging rule) [53]
Super Sledge	5xSTR +40 ++	35	68++	20	2500	Unwieldy, Crippling	Unstoppable Force: 70AP (10xSTR ++ ) -20 to hit. Knocks target back like a Slam. Cannot be Parried
Auto Axe	4xSTR +10 +++++	35	38++++	20	3000	Unwieldy, Powered, Armor Piercing (Heavy), Rare	Scrap Heap: 60AP deals half damage -20 to hit. Target's armor degrades one condition level
Ballistic Hoof	5xSTR +15 ++	25	50++	6	3000	Unwieldy, Powered, Unarmed	Two-Trot Goodbye: 50AP -15 damage. Knocks target back like a Slam. Cannot be Parried [54]
Industrial Shoe	4xSTR +10 +++++	35	38++++	10	2800	Unwieldy, Powered, Armor Piercing (heavy), Unarmed	Industrial Revolution: 55AP +15 damage
Enclave Battle Tail* 2xAGI +25 + (poison: 2 AGI/tum, 3 turns)		25	39+	3	N/A	Agile, Poisoned, Unarmed (Bladed)	Stinger: 20AP -25 damage. This attack is Armor Piercing (Light). Ignores 25(%) poison resistance
*Requires Enclave (or Expertise)							
<b>Thrown Melee</b>							
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Range	Notes
Throwing Knife	10+	15	10+	1	5	10 + STR Yards	Thrown
Throwing Hatchet	1xSTR +10 +	20	17+	1	10	10 + 2xSTR Yards	Thrown
Tomahawk	2xSTR +10 +	25	24+	2	15	10 + 2xSTR Yards	Thrown
Throwing Knife Spear	3xSTR +10 +	30	31+	3	25	20 + 3xSTR Yards	Unwieldy, Thrown
Throwing Spear	3xSTR +20 +	25	41+	3	40	20 + 3xSTR Yards	Unwieldy, Thrown
Magic Energy Throwing Knife	25+	15	25+	4	200	10 + STR Yards	Armor Piercing (heavy), Magic, Thrown
Magic Energy Throwing Axe	2xSTR +20 +	20	34+	3	300	10 + 2xSTR Yards	Armor Piercing (heavy), Magic, Thrown
Zebra Throwing Stars (auto)	1xAGI +5 +(++ 5sec)	30	12+	1	100	10 + 2xSTR Yards	Agile, Rate of Fire 2, Enchanted, Thrown

## Tier arranged Fo3/NV Weapon List - Thrown/Placed Explosives

Thrown Explosives							
Name	DAM	AP	Wg	Value	Range	Type	Special
Dynamite	30++	25	0.5	10	10 + STR Yards	Thrown	AoE (10)
Fire Bomb	10+	25	0.5	10	10 + STR Yards	Thrown	AoE (10), Causes 5d10 Fire Damage for 3 Rounds
Flash Bang	0	25	0.5	20	10 + STR Yards	Thrown	AoE (20), -20 Penalty (-40 if using Nightvision) for 2 turns*
Frag Grenade	50++	25	0.5	30	10 + STR Yards	Thrown	AoE (10)
Incendiary Grenade	20+	25	0.5	30	10 + STR Yards	Thrown	AoE (10), Causes 8d10 Fire Damage for 3 Rounds
Plasma Grenade	80++++	25	0.5	50	10 + STR Yards	Thrown	AoE (15)
Anti-Matrix Grenade	10+	25	0.5	30	10 + STR Yards	Thrown	AoE (15), Anti-Matrix
Stun Grenade	30++	25	0.5	40	10 + STR Yards	Thrown	AoE (10), Stun Damage, Ignores DT from Armor (but not magic)
Knockout Gas Grenade	Special	25	0.5	40	10 + STR Yards	Thrown	AoE (Special)**, Poison Gas: -1 PER OR round. 5 Rounds. 0 Per = unconscious. Poison Resistance roll to avoid effects, with +10% bonus per AoE increment beyond the first. PER recovers 1 per 10 minutes.**
<p>* 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</p> <p>** 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</p>							
Placed Explosives							
Name	DAM	AP	Wg	Value	Range	Type	Special
Powder Charge	30++	35	0.5	10	-	Placed	AoE (5)
Frag Mine	50++	35	0.5	30	-	Placed	AoE (10)
Plasma Mine	80++++	35	0.5	50	-	Placed	AoE (15), Magic
Pulse Mine	10+	35	0.5	30	-	Placed	AoE (15), Anti-Matrix
Bottlecap Mine	100+++	35	0.5	75	-	Placed	AoE (20)

## Tier arranged Fo3/NV Weapon List - Thrown/Placed Explosives

## Tier arranged Fo3/NV Weapon List - Ammo List and Special Rules

Basic Ammunition			Special Rules: Ranged OR Explosives	
Name	Value	Effect		
.22LR	0.5		Pistol	"1 Handed" (for Perks, Griffons, etc.)
0.308 Round	2		Rifle	"2 Handed" (for Perks, Griffons, etc.)
0.32 Round	0.5		SMG	Automatic "1 Handed" weapon (for Perks, Griffons, etc.)
.357 Round	1		Automatic Rifle	Automatic "2 Handed" weapon (for Perks, Griffons, etc.)
.44 Round	1.5		Shotgun	Losses 1d10 bonus damage for each yard past Short range. Also loses half base damage when past Medium. *Sawed-off
.45 Auto	1.5		Heavy	Designed for use with a Battle Saddle. Being 'saddled' reduces the Strength Requirement by 3 (instead of 2). Cannot otherwise be multiple-wielded.
.45-70 Govt	2		Carbine	Does not suffer a to-hit penalty at Point Blank range.
.50 MG	3		Revolver	Slower reload without Speed Loader. Cannot jam.
5mm Round	0.5	Armor Piercing	Bright	-20 to sneak attempts in illuminated areas, -20 to ranged attacks against targets obscured by the light
5.56mm Round	1		Sniper	Does not suffer hit penalties due to range (except at Point Blank). Counts as both Long ranged and Unwieldy for Point Blank penalties (a total of -25 at PB). If the weapon's Scope is damaged or the weapon's condition drops below Used, then the weapon loses the Sniper quality and the range changes to Long until repaired.
9mm Round	0.5		Silent	After EACH attack the wielder can make a Stealth check to remain hidden, target can make a PER check if it survives the round. Each Burst or Full Auto requires a single check with a penalty of -5 per bullet fired. (e.g. -ROFx2 for Full
10mm Round	1		Flamer	Rolls to hit using either Firearms or Magic Weapons skill (unless in a Battle Saddle). Does NOT benefit from Armed and Dangerous or Buck Rodgers. Sets target alight causing stacking fire damage (listed in brackets) per *hit* for the listed number of turns. MAXIMUM range of Short. At Point Blank, rolling a *miss* still hits but causes half damage.
12.7mm Round	1.5		Magic	Uses the Magical Energy Weapons skill. Critical hits do 200% damage rather than 150%.
BB	0.25		Recharging Ammo	Recharges 3 shots at the start of each turn after being drawn. Starts fully charged if drawn before combat.
Dart	1	Armor Piercing	AoE	Has an Area of Effect value. Targets within a number of feet equal to that value take full damage. For every full (AoE value) feet a target is away from the explosion, damage is reduced by 25%. (Any target more than four times the AoE value in feet from the explosion takes no damage.)
Bolt	1		Rare	These items are not available for purchase without GM permission, regardless of Tier.
Flare Round	2	DT -2, +2d10 Fire, Blinding		
Shotgun Shell	1	Target DT x 3		
Spark Cell	1	DT -2		
MFC (Magic Fusion)	1.5	DT -2		
ECP (Energon Crys)	0.5	DT -2		
Flamer Fuel	0.5	Ignores 1/2 DT unless target's barding is Fully Enclosed		
Railway Spikes	1			
25mm Grenade	4	AoE (5)		
40mm Grenade	6	AoE (10)		
Missile	25	-10 to hit Dodging opponents, AoE (15)		
Balefire Egg	125	10 Rads for 12s		
Anti-Matrix (AX) is special damage designed to shut down devices which rely on a spell matrix (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				

## Tier arranged Fo3/NV Weapon List - Ammo List and Special Rules

					Enchanted	Listing assumes a flame enchantment (this damage over time effect stacks per bullet and causes damage at the start of each of the target's turns). The enchantment damage (or effect) ignores armor, but does not occur unless the weapon's regular attack causes damage past the target's DT. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.
					Anti-Matrix (light)	See "Anti-Matrix Damage" Adds (10++) AX damage for disabling PipBucks, cybernetics and magically-powered armor; (30+++++) AX damage for disabling robots and turrets.
					Anti-Matrix	See "Anti-Matrix Damage" Adds (25+++) AX damage for disabling PipBucks, cybernetics and magically-powered armor; (75++++++) AX damage for disabling robots and turrets.
					Armor Piercing	Ignores half the target's DT (rounded down)
					Armor Piercing (heavy)	Ignores the target's DT.
					Unwieldy (ranged)	Suffers -10 to hit at Point Blank range. All Battle Saddle weapons count as Unwieldy (if they didn't already).
					Scoped	Adds +10 to hit past Short Range
					Tube Loaded	Slow reload. Can choose to reload only half the ammo capacity (rounded down) for half its normal reload cost.
					Elemental	Damage ignores DT but is reduced by the associated elemental resistance.
					Gauss	Any DT reduction caused by Ammo is doubled. E.g. Standard Spark Cells would ignore 4 DT instead of 2.
					<b>Special Rules: Melee OR Unarmed</b>	
					Magic	Critical hits do 200% damage rather than 150%.
					Powered	Attacks are never silent.
					Inconspicuous	Is not considered a "weapon" by members of societies and communities that restrict the carrying of weapons.
					Concealable	Can be easily hidden (Sneak +20).
					Charging	Deals an extra 2d10 damage on a charge.
					Stunning	The target applies Stun DT against Stun. Stun damage ignores DT except for magical shields (which double their DT against Stun Damage).
					Armor Piercing (light)	Ignores 5 of the target's DT.
					Armor Piercing	Ignores half the target's DT (rounded down)
					Armor Piercing	Ignores the target's DT.

Name	Type	Value	Effect
.22LR	Standard	0.5	-
	Hollow Point	1	+1d10 DAM, Target DT x 3
	Plinking	0.25	-2 DAM
0.308 Round	Standard	2	-
	Hollow Point	5	+3d10 DAM, Target DT x 3
	Armour Piercing	5	-5 DAM, Armor Piercing
	JSP Hoof-load	*Crafted*	+1d10 DAM, +2% C.Fail Chance
0.32 Round	Standard	0.5	-
	Hollow Point	1	+2d10 DAM, Target DT x 3
	Plinking	0.25	-2 DAM
.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
.44 Magnum Round	Standard	1.5	-
	Hollow Point	3	+3d10 DAM, Target DT x 3
	Special Round	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
.45-70 Govt	Standard	2	-
	Hollow Point	4	+3d10 DAM, Target DT x 3
	SWC Hoof-load	*Crafted*	+1d10 DAM, Target DT -6, +4% C.Fail Chance
.50 MG	Standard	3	-

## Tier arranged Fo3/NV Weapon List - Ammo List and Special Rules

		Armour Piercing	7	-5 DAM, Armor Piercing			
		Incendiary	9	Ignites Target causing 3d10 burning damage per round	Crippling	Deals double damage to limbs for the purposes of crippling. (Extra damage does not reduce hit points.)	
		Explosive	20	Regular damage to target. Causes half damage and possible knockdown in an AoE (5)			
		Match Hoof-load	*Crafted*	+1d10 DAM, +10 to Hit			
5mm Round	Standard	0.5	Armor Piercing		Unlucky	-1 Luck for purposes of determining Critical Success and Critical Failure ranges	
	Hollow Point	1.5	+1d10 DAM, Target DT x 2		Supercharged	Critical Success and Failure range are both increased by 3	
	Armour Piercing	1.5	-5 DAM, Armor Piercing (Heavy)		Agile	Uses Agility rather than Strength to determine damage (or VER+1 [Max: 10] rather than POT+1 for telekines-wielding).	
	Surplus	0.25	+2 DAM, Armor Piercing, +6% C.Fail Chance, -10 to Hit		Anti-Matrix	Causes +2d10 to Robots and Power Armored opponents; will shut down Robots, Power Armor and PipBucks on a critical success.	
	JSP Hoof-load	*Crafted*	+3 DAM, Armor Piercing, +1% C.Fail Chance		Repulser	Pushes the target back as per a Slam	
5.56mm Round	Standard	1	-		Enchanted	Listing assumes a flame enchantment. The enchantment damage (or effect) ignores armor, but does not occur unless the weapon's regular attack causes damage past the target's DT. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.	
	Hollow Point	2	+2d10 DAM, Target DT x 3		Burning	Sets opponent on fire, dealing an additional 1d10 per turn for five turns ignoring armor (unless environmentally sealed).	
	Armour Piercing	2	-5 DAM, Armor Piercing		Unarmed	Attacks count as unarmed attacks and fall under the Unarmed skill. Unarmed weapons cannot be disarmed, and take a minute to strap on or remove.	
	Surplus	1	+2 DAM, +4% C.Fail Chance		Unarmed (Bladed)	Attacks count as unarmed attacks and fall under the Unarmed skill. May be used with Steel Claw for bleeding effect	
	.223 Caliber	1	-2 DAM, -1% C.Fail Chance		Reach	+10% bonus to parry. If an opponent closes into melee/point blank range, you may immediately spend AP to make an attack regardless of your initiative.	
9mm Round	Match Hoof-load	*Crafted*	+2 DAM, +10 to Hit		Poisoned	Attacks also inflict poison damage. This damage may be resisted with Poison Resistance. Requires poison.	
	Standard	0.5	-		Set	This weapon is always used as part of a set (usually two or four). You do not have to purchase each separately. Nor can multiple weapon fighting be applied.	
	Hollow Point	1.5	+1d10 DAM, DT x 3		Unwieldy (melee)	Attempting to wield multiple of this weapon inflicts an extra -1 to Agility and a -10 to attacks per weapon. The Agility penalty does not apply if using telekinesis.	
	+P	1.5	+2 DAM, DT -2, +1% C.Fail Chance		Thrown	Attacks count as armed attacks but use the Unarmed skill.	
10mm Round	JHP Hoof-load	*Crafted*	+2d10 DAM, DT x 2		Rare	These items are not available for purchase without GM permission, regardless of Tier.	
	Standard	1	-				
	Hollow Point	2	+2d10 DAM, DT x 3				
12.7mm Round	JHP Hoof-load	*Crafted*	+2d10 DAM, DT x 2				
	Standard	1.5	-				
	Hollow Point	3.5	+3d10 DAM, DT x 3				
Shotgun Shell	JHP Hoof-load	*Crafted*	+3d10 DAM, DT x 2				
	Standard (Buckshot)	1	Target DT x 3				
	Magnum	2	+1d10 DAM, DT -2, Target DT x 3, +1% C.Fail Chance				
	Flechette	2	-5 DAM, DT -5, Target DT x 2 [55]				
	Slug	2	-1d10 DAM, -10 DAM, No damage loss over range				
	Pulse Slug	4	-1d10 DAM, -10 DAM, No damage loss over range, Anti-Matrix (light)				

## Tier arranged Fo3/NV Weapon List - Ammo List and Special Rules

		Dragon's Breath	4	-10 DAM, Target DT x 3, Ignites target at Point Blank causing 4d10 (2d10 at Short) fire damage per turn for 3 turns, Now loses damage at Short (instead of Medium)				
		Bean Bag	2	Deals Stun damage. Target gets half DT from armor as well as normal Stun DT. If Point Blank then END check to knock Target down/out (check modified by GM according to Target/repeated hits)	Jousting	May be used with a Slam attack. Gains +2d10 damage when used for a Slam attack.		
					** Wingblades require wings.			
	Spark Cell	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	<b>Ammo Note:</b>			
	MFC (Magic Fusion Cell)	Standard	1.5	DT -2	"+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.			
		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	<b>Crafted Ammo:</b> (working rule)			
		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				
	Flamer Fuel	Standard	0.5		To craft these ammo types the character requires the relevant Perk (either Ammo Crafter for bullet recipes or Vigilant Recycler for magic recipes.) It takes 2 standard bullets/cells to make 1 crafted one. The player will also need a suitable place to work (such as a reloading bench.) Any character is free to use Crafted ammo once it has been made, however if the character does NOT have the required Perk to make the ammo themselves then they suffer an additional +5% C.Fail Chance as they do not know how to properly handle the more powerful charges. This penalty is reduced by 1% for every full 25 points of Mechanics that the character has (meaning that at Mechanics 100 there is only a penalty of +1% C.Fail Chance for using the ammo without the perk).			
		Homemade	0.25	+4% C.Fail Chance				
		Optimized	*Crafted*	+2d10 DAM, +1% C.Fail Chance				
	Railway Spikes	Standard	1	-	<b>Ammo Scarcity:</b>			
	25mm Grenade	Standard	4	AoE (5)				
		High Explosive	10	+3d10 DAM, AoE (10)				
		Plasma	6	+3d10 DAM, AoE (5)				
		Pulse	6	AoE (5), Anti-Matrix (light)				
		Timed	*Crafted*	5 second fuse				
	40mm Grenade	Standard	6	AoE (10)	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.			
		Incendiary	9	-15 DAM, +2d10 Fire/turn (3 turns), AoE (5)				
		Plasma	9	+3d10 DAM, AoE (5)				
		Pulse	9	AoE (5), Anti-Matrix				
	Missile	Standard	25	-10 to hit Dodging Opponents, AoE (15)				
		High Explosive	75	-10 to hit Dodging Opponents, +6d10 DAM, AoE (20)				
		High Velocity	75	AoE (15)				
		High Pulse	100	-10 to hit Dodging Opponents, AoE (15), Anti-Matrix				



## Tier arranged Fo3/NV Weapon List - Ammo List and Special Rules

		Hive	50	Half damage, AoE (45)					
	Flare Round	Low Burn	2	DT -2, +2d10 Fire/turn (3 turns) -- as per weapon stats, Blinding					
		High Burn	3	DT -2, +4d10 Fire/turn (2 turns), Blinding					

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

Ranged Weapons						
				(The following are optional rules)	Merchants will not buy a player-made Mod	
<b>Tier 0</b>		Weapon Mods are Rare and usually only sold by weapon merchants.	The availability of weapon Mods is up to the GM	(Unless required) a Workbench grants +10 Mech OR Science	Creating a Mod requires a Workbench	<a href="https://docs.google.com/spreadsheets/cc?key=0Ar_2-YbJBWHUdGdRTTg4WkioY1pPYUTUemF6aThnNmc#gid=3">https://docs.google.com/spreadsheets/cc?key=0Ar_2-YbJBWHUdGdRTTg4WkioY1pPYUTUemF6aThnNmc#gid=3</a>
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Components (item cost in caps)
Silenced .22 Pistol	.22 HiCap Mag	+2 Mag Size	Must be made	None	Mechanics: 15 OR Firearms: 30	Extra .22 Mags (1)
9mm Pistol	9mm Extended Mags	+7 Mag Size	5	None	Mechanics: 25 OR Firearms: 50	Extra 9mm Mags (2)
	9mm Pistol Short Scope	Adds +10 to hit past Point Blank	10	Mechanics: 25 OR Firearms: 50 [56]	Mechanics: 30	Box of Materials [Camera, Tape, Wonder Glue] (12), Scrap Metal (1)
.32 Revolver	.32 Speed Loader	Reduces AP cost to reload (see combat rules)	5	None	Mechanics: 25	2x Scrap Metal (2x1) plus access to .32 rounds
	.32 Long Barrel	+3 Dam	30	Mechanics: 25 OR Firearms: 50 (requires Workbench) [57]	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another .32 Revolver [Used or better] (15)
Flare Pistol	-	-	-	-	-	-
Red Racer BB Gun	-	-	-	-	-	-
.32 Rifle	.32 Extended Mags	+3 Mag Size	5	None	Mechanics: 25 OR Firearms: 50	Extra .32 Mags (2)
Single Shotgun	Single Shotgun Choke	Now does 30++ at Medium	15	None	Mechanics: 50	Box of Materials (12), Scrap Metal (1)
<b>Tier 1</b>						Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Components (item cost in caps)
10mm Pistol	10mm Silencer	Makes the weapon Silent	100	None	Mechanics: 75	Box of Materials (12 caps), Good-quality Scrap Metal [Rare] (20 caps), Sound-dampening Materials [Rare] (50 caps)
	10mm Extended Mags	+4 Mag Size	25	None	Mechanics: 25 OR Firearms: 50	Extra 10mm Mags (12)
	10mm Laser Sight	Adds +10 to hit at P.B. and Short	50	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Civilian Laser Pointer [Rare] (20), Bundle of Components (20), 3xSpark Cell (3x1)
.357 Revolver	.357 Long Barrel	+3 Dam	50	Mechanics: 25 OR Firearms: 50 (requires Workbench)	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another .357 Revolver [Used or better] (50)
	.357 HD Cylinder	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	25	Mechanics: 25 OR Firearms: 50	-	Cannot be created by player characters [59]
	.357 Speed Loader	Reduces AP cost to reload (see combat rules)	10	None	Mechanics: 25	3x Scrap Metal [plus access to .357 rounds] (3x1)
Dart Gun	Create Dart Gun	Creates a Dart Gun	-	-	Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Access to Dart Gun Schematic, Poison Gland (25), Box of Materials [Paint Gun, Toy Car, Glue] (12), Bundle of Medical Supplies [Surgical Tubing] (25)
	Dart Gun Potent Poison	The Poison's END check is now made at -4 (instead of -2)	-	Mechanics: 25	Science: 50 OR Survival: 50	Poison Glands from 2 different species (2xVaries)
Magic Pistol	M. Pistol Combat Sights	Adds +10 to hit at PB and Short Range	50	Mechanics: 20 OR Magic Weps: 40	Mechanics: 50 OR Science: 50	Bundle of Components (20), Scrap Metal (1)
	M. Pistol Focus Optics	+3 Dam	75	Mechanics: 25 OR Magic Weps: 50 (requires Workbench)	Mechanics: 50 AND Science: 50	Salvaging another Magic Pistol [Used or better] (50)
	M. Pistol Recycler	A roll of 01-25 to hit does not use ammo	25	Mechanics: 40 OR Science: 40 (requires Workbench)	Mechanics: 25 AND Science: 75	Bundle of Components (20)
Recharger Rifle	Recharger Rifle Short-circuit Capacitor	+5 Dam, +1 Mag Size, uses 2 ammo per shot	100	Mechanics: 40 OR Science: 40 (requires Workbench)	Mechanics: 25 AND Science: 75	Bundle of Components (20)
	Recharger Rifle Hyperbreeder	Now recharges 6 shots at the start of each turn	50	Mechanics: 25 OR Science: 25 (requires Workbench)	Mechanics: 25 AND Science: 50	Bundle of Components (20)
Varmint Rifle	Varmint Rifle Extended Mags	+3 Mag Size	25	None	Mechanics: 25 OR Firearms: 50	Extra Small 5.56mm Mags (12)
	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)

## 19

		Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 OR Firearms: 60	Mechanics: 50 AND Science: 50	Small Rifle Scope (50), Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
		Varmint Rifle Silencer	Makes the weapon Silent	100	None	Mechanics: 75	Box of Materials (12), Good-quality Scrap Metal [Rare] (20), Sound-dampening Materials [Rare] (50)
	Service Rifle	Service Rifle Forged Receiver	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	25	Mechanics: 25 OR Firearms: 50 (requires Workbench)	-	Cannot be created by player characters [60]
		Service Rifle Upgraded Springs	Weapon can now use the Burst Fire rule for 30AP	125	Mechanics: 30 OR Firearms: 60 (requires Workbench)	Mechanics: 100	Salvaging another Service Rifle [Good or better] (75), Weapon Repair Kit (20)
	Silenced .22 SMG	.22 SMG Exp. Drums	+60 Mag Size	50	None	Mechanics: 25 OR Firearms: 50	Extra .22 Drums (25)
		.22 SMG Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	75	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Civilian Laser Pointer [Rare] (20), Bundle of Components (20), 3xSpark Cell (3x1)
		.22 SMG Upgraded Internals	+1 Rate of Fire	100	Mechanics: 30 OR Firearms: 60 (requires Workbench)	Mechanics: 100	Salvaging another .22 SMG [Good or better] (75), Weapon Repair Kit (20)
	Caravan Shotgun	Caravan Shotgun Choke	Now does 25++ at Medium	50	Mechanics: 15 OR Firearms: 30	Mechanics: 30	Box of Materials (12), 2xScrap Metal (2x1)
	Lever-action Shotgun	Lever-action Shotgun Long Tube	+3 Mag Size	50	Mechanics: 25 OR Firearms: 50	Mechanics: 30	Box of Materials (12), 2xScrap Metal (2x1)
	Anti-Pony Grenade Rifle	Anti-Pony G.R. Exp. Drums	+2 Mag Size	50	None	Mechanics: 25 OR Explosives: 50	Extra 25mm Grenade Drums (30)
		Anti-Pony G.R. Long Barrel	Adds +10 to hit	75	Mechanics: 25 OR Explosives: 50	Mechanics: 50 AND Explosives: 25	Box of Materials (12), Precisely measured and cut piping [Rare, must be bought] (50)
		Anti-Pony G.R. Upgraded Int.	Lowers AP cost to 25	100	Mechanics: 30 OR Explosives: 60 (requires Workbench)	Mechanics: 100	Salvaging another 25mm Anti-Pony G.R. [Good or better] (75), Weapon Repair Kit (20)
	Crossbow	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)
		Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 OR Firearms: 60	Mechanics: 50 AND Science: 50	Small Rifle Scope (50), Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
		Crossbow Poison Reserve	Automatically applies poison to the bolts. Requires poison.	100	Mechanics: 25 OR Survival: 50 (requires Workbench)	Mechanics: 50 AND Survival: 50	Box of Materials [Paint Gun, Tape, Glue] (12), Bundle of Medical Supplies (25), Poison Gland (25)
		Crossbow Carbon Fiber Parts	Reduces weight by 3	150	Mechanics: 25 OR Firearms: 50	Mechanics: 80	Salvaged Panels of Carbon Fibre [Rare, try old Sports Wagons] (200)
		Crossbow Bolt Magazine	Increases ammo capacity to 5. Reloading empty magazine costs 20AP. Increases weight by 2.	500	Mechanics: 40 OR Firearms: 80	-	-
	Tier 2						Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps
	Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Components (item cost in caps)
	Police Pistol	.357 Long Barrel	+3 Dam (+1% C.Fail chance on a Police Pistol)	50	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another .357 Revolver [Used or better] (50 caps)
		Police Pistol Snub Barrel	-10 to hit at Medium Range, +20 to Stealth checks made to conceal weapon	50	Mechanics: 25 OR Firearms: 50 (requires Workbench)	Mechanics: 50 (or 25 with the Gun having +2% C.Fail chance)	Any regular Police Pistol Barrel (such as the one currently attached to the weapon)
		.357 Speed Loader	Reduces AP cost to reload (see combat rules)	10	None	Mechanics: 25	3x Scrap Metal [plus access to .357 rounds] (3x1)
	.44 Revolver	.44 Revolver Scope	Adds +10 to hit at Short and Medium Range	150	Mechanics: 30 OR Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (75)
		.44 Revolver Heavy Frame	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	50	Mechanics: 25 OR Firearms: 50	-	Cannot be created by player characters [61]
		.44 Speed Loader	Reduces AP cost to reload (see combat rules)	20	None	Mechanics: 30	Box of Materials [plus access to .44 rounds] (12)
	Gauss Pistol	Gauss Pistol Hyper Gauss Chamber	Any DT reduction caused by Ammo is multiplied by 3 (instead of 2)	100	Mechanics: 50 AND Science: 50 (requires Workbench)	Mechanics: 50 AND Science: 75	Salvaging 2x Magic Pistol [Used or better] (2x50)
		Gauss Pistol High Capacity Terminal	+5 Mag Size	50	Mechanics: 25 OR Magic Weps: 50 (requires Workbench)	Mechanics: 50 AND Science: 25	Salvaging a Magic Pistol [Used or better] (50)
		Gauss Pistol Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 40 OR Science: 40 (requires Workbench)	Mechanics: 25 AND Science: 75	2x Bundle of Components (2x20)
	Plasma Pistol	Plas. Pistol Hi-Energy Ionizer	+5 Dam (does not stack with Overcharged Ionizer Mod)	150	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 50 AND Science: 50	Salvaging another Plasma Pistol [Used or better] (200)

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

		Plas. Pistol Overcharged Ionizer	+10 Dam, uses 2 ammo per shot	250	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 25 AND Science: 75	Plas. Pistol Hi-Energy Ionizer (150), Bundle of Components (20)
		Plas. Pistol Mag. Accelerator	Adds +10 to hit	150	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 50 AND Science: 50	Salvaging another Plasma Pistol [Used or better] (200)
		Plas. Pistol Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 40 OR Science: 40 (requires Workbench)	Mechanics: 25 AND Science: 75	2x Bundle of Components (2x20)
	Recharger Pistol	Recharger Pistol Short-circuit Capacitor	+4 Dam, uses 2 ammo per shot, +2% C.Fail Chance	100	Mechanics: 60 OR Science: 60 (requires Workbench)	Mechanics: 50 AND Science: 75	Bundle of Components (20)
		Recharger Pistol Hyperbreeder	Now recharges 6 shots at the start of each turn	50	Mechanics: 40 OR Science: 40 (requires Workbench)	Mechanics: 25 AND Science: 50	Bundle of Components (20)
	Hunting Rifle	Hunting Rifle Extended Mags	+5 Mag Size	100	None	Mechanics: 25 OR Firearms: 50	Extra .308 Magazines (60)
		Long Rifle Scope	Adds +10 to hit past Short Range	200	Mechanics: 30 OR Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (100)
		Hunting Rifle Custom Action	Lowers AP cost to 30	250	Mechanics: 40 OR Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [62]
	Cowboy Repeater	CB. Repeater Long Tube	+4 Mag Size	100	Mechanics: 30 OR Firearms: 60	Mechanics: 40	Box of Materials (12), Precisely measured and cut piping [Rare, must be bought] (50)
		Long Rifle Scope	Adds +10 to hit past Short Range	200	Mechanics: 30 OR Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (100)
		CB. Repeater Custom Action	Lowers AP cost to 20	250	Mechanics: 40 OR Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [63]
		CB. Repeater Lightweight Stock	-2 Wg	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	2xBox of Materials (2x12)
	Lever-action Rifle	Lever-action Rifle Long Tube	+4 Mag Size	50	Mechanics: 25 OR Firearms: 50	Mechanics: 30	2xBox of Materials (2x12)
		Long Rifle Scope	Adds +10 to hit past Short Range	200	Mechanics: 30 OR Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (100)
		Lever-action Rifle Long Barrel	+8 Dam	250	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another Lever-action Rifle [Used or better] (300)
	Assault Rifle (auto)	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 OR Firearms: 50	Extra 5.56mm STAG Magazines (30)
		Assault Rifle Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
		Assault Rifle Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another Assault Rifle [Good or better] (250), Weapon Repair Kit (20)
		"Apple Bucker" 25mm Underslung Grenade Launcher	Adds an underslung 25mm Grenade Launcher (see T1) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or (Firearms -30)	250	Mechanics: 25 OR Firearms: 50	Mechanics: 75 AND Explosives: 25	Salvaging an Anti-Pony Grenade Rifle (75), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)
	Infiltrator (auto)	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 OR Firearms: 50	Extra 5.56mm STAG Magazines (30)
		Assault Rifle Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
		Infiltrator Quiet Bolt	Checks to locate user due to weapon sound are at -2 PER	100	Mechanics: 30 OR Firearms: 60 (requires Workbench)	Mechanics check. Failure lowers weapon Cnd by 1 rank [64]	Weapon Repair Kit (20), Access to an Infiltrator
		Infiltrator Night Vision Upgrade	Adds night vision to Scope	100	Mechanics: 25 OR Firearms: 50	Mechanics: 50 AND Science: 50	Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
	Magic Rifle	Mag. Rifle Focus Optics	+3 Dam (gives bonus to both beams w/Splitter)	150	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 50 AND Science: 50	Salvaging 2xMagic Pistols [Used or better] (2x50), Bundle of Components (20)
		Mag. Rifle Beam Splitter	Weapon fires 2 beams dealing 12+ DAM each [65]	300	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a Magic Rifle [Used or better] (250), Bundle of Components (20)
		Mag. Rifle Scope	Adds +10 to hit past Short Range	150	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 50 AND Science: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (50)
	9mm SMG (auto)	9mm SMG Drums	+30 Mag Size	100	None	-	Cannot be created by player characters [66]
		SMG Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
		9mm SMG Light Bolt	+1 Rate of Fire	150	Mechanics: 40 OR Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [67]
	10mm SMG (auto)	10mm SMG Extended Mags	+10 Mag Size	30	None	Mechanics: 25 OR Firearms: 50	Extra 10mm Magazines (20)
		SMG Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

		10mm SMG Recoil Comp.	Removes -10 penalty from Full Auto	150	Mechanics: 30 OR Firearms: 60	Mechanics: 50 OR Firearms: 100	Salvaging another 10mm SMG [Poor or better] (300), Weapon Repair Kit (20)
		10mm SMG Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another 10mm SMG [Good or better] (300), Weapon Repair Kit (20)
	Sawed-off Shotgun	-	-	-	-	-	-
	Double-barrel Shotgun	Double-barrel Choke	Now does 40++ at Medium	100	Mechanics: 20 OR Firearms: 40	Mechanics: 50	Box of Materials (12), High-quality Scrap Metal [Rare] (50)
	Light Machine Gun (auto)	LMG Expanded Drums	+110 Mag Size	100	None	Mechanics: 30 OR Firearms: 60	Extra 5.56mm LMG Drums (60)
		LMG Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another LMG [Good or better] (300), Weapon Repair Kit (20)
	Grenade Launcher	Grenade Launcher Long Barrel	Weapon becomes Long Ranged	100	Mechanics: 25 OR Firearms: 50	Mechanics: 40 OR Explosives: 80	Salvaging another Grenade Launcher [Used or better] (250), Weapon Repair Kit (20)
	Zebra Special	.22 HiCap Mag	+2 Mag Size	Must be made	None	Mechanics: 15 OR Firearms: 30	Extra .22 Mags (1)
	Composite Crossbow	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)
		Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 OR Firearms: 60	Mechanics: 50 AND Science: 50	Small Rifle Scope (50), Image Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
		Crossbow Poison Reserve	Automatically applies poison to the bolts. Requires poison.	100	Mechanics: 25 OR Survival: 50 (requires Workbench)	Mechanics: 50 AND Survival: 50	Box of Materials [Paint Gun, Tape, Glue] (12), Bundle of Medical Supplies (25), Poison Gland (25)
		Crossbow Carbon Fiber Parts	Reduces weight by 3	150	Mechanics: 25 OR Firearms: 50	Mechanics: 80	Salvaged Panels of Carbon Fibre [Rare, try old Sports Wagons] (200)
		Crossbow Bolt Magazine	Increases ammo capacity to 5. Reloading empty magazine costs 20AP. Increases weight by 2.	500	Mechanics: 40 OR Firearms: 80	-	-
	Tier 3						Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps
	Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Components (item cost in caps)
	Colt .45 Auto Pistol	.45 Auto Extended Mags	+3 Mag Size	100	None	Mechanics: 30 OR Firearms: 60	Extra .45 Auto Mags (60 caps)
		Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 75 AND Science: 25	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
		.45 Auto Pistol HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 40 OR Firearms: 80	-	Cannot be created by player characters [68]
		.45 Military Silencer	Makes the weapon Silent	500	None	Mechanics: 100	Box of Materials (12), High-quality Scrap Metal [Rare] (100), Military-grade Sound-dampening Materials [V.Rare] (300)
	5.56mm Pistol	5.56mm Speed Loader	Reduces AP cost to reload (see combat rules)	50	None	Mechanics: 30	2xBox of Materials [plus access to 5.56mm rounds] (24)
		Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	Battle Rifle	Bayonet Mount	Can attack or Parry like a Knife Spear (including all special rules)	300	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Combat Knife (200), Box of Materials (12)
		Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 75 AND Science: 25	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
		Trail Carbine Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 OR Firearms: 80	Mechanics: 75	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)
	Sniper Rifle	.308 Extended Mags	+3 Mag Size	100	None	Mechanics: 40 OR Firearms: 80	Extra .308 Mags (80)
		Sniper Rifle Suppressor	Weapon counts as Silent to anyone at Long Range or beyond	500	None	Mechanics: 100	Box of Materials (12), High-quality Scrap Metal [Rare] (100), Military-grade Sound-dampening Materials [V.Rare] (300)
		Sniper Rifle Carbon Fibre Parts	Reduces Wg by 5	400	Mechanics: 25 OR Firearms: 50	Mechanics: 80	Salvaged Panels of High-quality Carbon Fibre [V.Rare, try old Sports Wagons kept in show room condition] (300)
	Trail Carbine	Trail Carbine Steel-forged Receiver	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 30 OR Firearms: 60 (requires Workbench)	-	Cannot be created by player characters [69]
		Trail Carbine Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 OR Firearms: 80	Mechanics: 75	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

Assault Carbine	5mm Extended Mags	+6 Mag Size	100	None	Mechanics: 40 OR Firearms: 80	Extra 5mm Mags (80)
	Assault Carbine Light Bolt	+1 Rate of Fire	500	Mechanics: 40 OR Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [70]
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	"My Little Friend" 40mm Underslung Grenade Launcher	Adds an underslung 40mm Grenade Launcher (see T2) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or (Firearms -30)	400	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Explosives: 25	Salvaging a Grenade Launcher (250), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)
Zebra Rifle	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 OR Firearms: 50	Extra 5.56mm STAG Magazines (30)
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
Bronco Automatic	BAR Upgraded Internals	+1 Rate of Fire	800	Mechanics: 60 (requires Workbench)	-	Cannot be created by player characters [71]
	BAR Lightweight Steel Frame	Reduces Wg by 4	200	Mechanics: 40 OR Firearms: 80 (requires Workbench)	-	Cannot be created by player characters
Magic Energy Repeater (auto)	Magic Energy Repeater Focus Optics	+3 Dam	400	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a Magic Rifle [Used or better] (250), Bundle of Components (20)
	Magic Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 50 AND Science: 75	3xBundle of Components (3x20)
Gauss Carbine	Gauss Carbine Hyper Gauss Chamber	Any DT reduction caused by Ammo is multiplied by 3 (instead of 2)	500	Mechanics: 50 AND Science: 50 (requires Workbench)	Mechanics: 50 AND Science: 75	Salvaging 2x Gauss Pistol [Used or better] (2x250)
	Gauss Carbine Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)
	Gauss Carbine High Capacity Terminal	+5 Mag Size	100	Mechanics: 25 OR Magic Weps: 50 (requires Workbench)	Mechanics: 50 AND Science: 25	Salvaging 2x Magic Pistol [Used or better] (2x50)
	Gauss Carbine Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 25 AND Science: 75	3xBundle of Components (3x20)
MASR [72]	MASR Hyperbolic Spark Chamber	+5 Dam	500	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 75 AND Science: 75	Salvaging a Plasma Pistol [Used or better] (200), and a Magic Energy Pistol [Used or Better] (50)
	MASR Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)
	Spark Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 50 AND Science: 75	3xBundle of Components (3x20)
Plasma Rifle	Plasma Rifle Hi-Energy Ionizer	+5 Dam	500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging 2xPlasma Pistols [Used or better] (2x200)
	Plasma Rifle Magic Accelerator	Adds +10 to hit	500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 50 AND Science: 75	Salvaging 2xPlasma Pistols [Used or better] (2x200)
	Plasma Rifle Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 OR Science: 50 (requires Workbench)	Mechanics: 25 AND Science: 75	2x Bundle of Components (2x20)
Tri Prism Rifle	Tri Prism HD Capacitors	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 OR Science: 75	Salvaging a Magic Rifle [Used or Better] (250)
	Tri Prism LR Hi-Cap Terminal	+24 Mag Size	200	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 OR Science: 75	Salvaging a Magic Rifle [Used or Better] (250)
	Tri Prism LR Focus Optics	+3 DAM to each beam (+9 in total)	500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging 2xMagic Rifles [Used or better] (2x250)
.45 Auto SMG	.45 Auto SMG Drums	+20 Mag Size	200	None	-	Cannot be created by player characters [73]
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	.45 Auto SMG Recoil Comp.	Removes -10 penalty from Full Auto	500	Mechanics: 40 OR Firearms: 80	Mechanics: 50 OR Firearms: 100	Salvaging another .45 Auto SMG [Poor or better] (1200), Weapon Repair Kit (20)
	.45 SMG Upgraded Internals	+1 Rate of Fire	500	Mechanics: 60 (requires Workbench)	-	Cannot be created by player characters [74]
Riot Shotgun	Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 OR Firearms: 50	Mechanics: 50 OR Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	Riot Shotgun Improved Choke	Now does 25++ at Medium	500	Mechanics: 25 OR Firearms: 50	Mechanics: 75	Box of Materials (12), Military Grade Metal [V.Rare] (300)
Hunting Shotgun	Hunting Shotgun Long Tube	+3 Mag Size	200	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Box of Materials (12), High-quality Scrap Metal [Rare] (100)

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

		Hunting Shotgun Choke	Now does 35++ at Medium	500	Mechanics: 25 OR Firearms: 50	Mechanics: 75	Box of Materials (12), Military Grade Metal [V.Rare] (300)
	Flamer	Flamer Expanded Tanks	+60 Mag Size	200	None	Mechanics: 40 OR Firearms: 80	Extra Fuel Tanks (120)
		Balefire Heart	+2 DAM, now causes 4d10 fire damage and Rads per hit/turn (instead of 3d10), Gains the Magic special rule, uses 2 ammo per shot, +5% C.Fail chance	Must be made	Mechanics: 50 AND Science: 75 (requires Workbench) [75]	Mechanics: 50 AND Science: 100	The Flamer to be Modded, a Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)
	Missile Launcher	Missile Launcher Guidance System	Adds +10 to hit past Short Range	500	Mechanics: 50 AND Science: 25 (requires Workbench)	-	Cannot be created by player characters [76]
	Enchanted Crossbow	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)
		Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 OR Firearms: 60	Mechanics: 50 AND Science: 50	Small Rifle Scope (50), Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
		Crossbow Poison Reserve	Applies poison to the bolts. Requires poison.	100	Mechanics: 25 OR Survival: 50 (requires Workbench)	Mechanics: 50 AND Survival: 50	Box of Materials [Paint Gun, Tape, Glue] (12), Bundle of Medical Supplies (25), Poison Glands (25)
		Crossbow Carbon Fiber Parts	Reduces weight by 3	150	Mechanics: 25 OR Firearms: 50	Mechanics: 80	Salvaged Panels of Carbon Fibre [Rare, try old Sports Wagons] (200)
		Crossbow Bolt Magazine	Increases ammo capacity to 5. Reloading empty magazine costs 20AP. Increases weight by 2.	500	Mechanics: 40 OR Firearms: 80	-	-
	Enchanted Composite Crossbow	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)
		Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 OR Firearms: 60	Mechanics: 50 AND Science: 50	Small Rifle Scope (50), Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
		Crossbow Poison Reserve	Applies poison to the bolts. Requires poison.	100	Mechanics: 25 OR Survival: 50 (requires Workbench)	Mechanics: 50 AND Survival: 50	Box of Materials [Paint Gun, Tape, Glue] (12), Bundle of Medical Supplies (25), Poison Glands (25)
		Crossbow Carbon Fiber Parts	Reduces weight by 3	150	Mechanics: 25 OR Firearms: 50	Mechanics: 80	Salvaged Panels of Carbon Fibre [Rare, try old Sports Wagons] (200)
		Crossbow Bolt Magazine	Increases ammo capacity to 5. Reloading empty magazine costs 20AP. Increases weight by 2.	500	Mechanics: 40 OR Firearms: 80	-	-
	<b>Tier 4</b>						Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps
	<b>Name</b>	<b>Mod</b>	<b>Effect</b>	<b>Value (Merchant)</b>	<b>Skill Requirement to Install Mod</b>	<b>Skill Requirement to Create Mod</b>	<b>Construction Components (item cost in caps)</b>
	12.7mm Pistol	12.7mm Extended Mags	+3 Mag Size	200	None	Mechanics: 40 OR Firearms: 80	Extra 12.7mm Mags (150 caps)
		Heavy Duty Military Laser Sight	Adds +10 to hit at P.B. and Short	1000	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
		12.7mm Pistol HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	500	Mechanics: 40 OR Firearms: 80	-	Cannot be created by player characters [77]
		High Quality Military Silencer	Makes the weapon Silent. Stealth checks when firing a 12.7mm weapon are taken at -20	2000	None	-	Cannot be created by player characters [78]
	Hunting Revolver	.45-70 Govt Speed Loader	Reduces AP cost to reload (see combat rules)	100	None	Mechanics: 50	3xBox of Materials [plus access to .45-70 Govt rounds] (36)
		.45-70 Govt 6-shot cylinder	+1 Mag Size	500	Mechanics: 40 OR Firearms: 80	-	Cannot be created by player characters [79]
		.45-70 Govt Revolver Long Barrel	+5 Dam	2000	Mechanics: 40 OR Firearms: 80 (requires Workbench)	Mechanics: 100 (or 75 with the Gun having +2% C.Fail chance)	Salvaging another Hunting Revolver OR Ranger Sequoia [Used or better] (2200/2000)
	Ranger Sequoia	.45-70 Govt Speed Loader	Reduces AP cost to reload (see combat rules)	100	None	Mechanics: 50	3xBox of Materials [plus access to .45-70 Govt rounds] (36)
		.45-70 Govt 6-shot cylinder	+1 Mag Size	500	Mechanics: 40 OR Firearms: 80	-	Cannot be created by player characters [80]
		.45-70 Govt Revolver Long Barrel	+5 Dam	2000	Mechanics: 40 OR Firearms: 80 (requires Workbench)	Mechanics: 100 (or 75 with the Gun having +2% C.Fail chance)	Salvaging another Hunting Revolver OR Ranger Sequoia [Used or better] (2200/2000)
	Plasma Defender	Plasma Defender High Capacity Terminal	+32 Mag Size	1000	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a Plasma Rifle [Used or better] (1000)
		Plasma Defender Scope	Adds +10 to hit past Short Range	1000	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a MASR Scope (500), High-quality Components [Rare] (250)

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

		Plasma Defender Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	1500	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 75 AND Science: 75	Salvaging a Plasma Rifle and a Plasma Pistol [Used or better] (1000, 200)
		Plasma Defender Hyper Catalyst Chamber	+10 Dam, uses 4 ammo per shot	Must be made	Mechanics: 75 (requires Workbench)	Mechanics: 50 AND Science: 100	Salvaging another Plasma Defender (2000), High-quality Components [Rare] (250)
	Brush Gun	Brush Gun Long Tube	+2 Mag Size	500	Mechanics: 30 OR Firearms: 60	Mechanics: 50	Box of Materials (12), Military Grade Metal [V.Rare] (300)
		Military Grade Scope	Adds +10 to hit past Short Range	1500	Mechanics: 40 OR Firearms: 80	-	Cannot be created by player characters [81]
		Brush Gun Long Barrel	+10 Dam	3000	Mechanics: 50 OR Firearms: 100 (requires Workbench)	Mechanics: 100	Salvaging another Brush Gun [Used or better] (3000)
	Anti-Material Rifle	.50 MG Extended Mags	+2 Mag Size	250	None	Mechanics: 50 OR Firearms: 100	Extra .50 MG Mags (200)
		Heavy Duty Military Laser Sight	Allows AM Rifle to fire at P.B. or Short range without using the scope for 35AP. This attack has a STR Requirement of 10 and is made at -20 to hit. In addition it does NOT benefit from the Sniper rule or the weapon's Scope	1000	Mechanics: 30 OR Firearms: 60	Mechanics: 100 AND Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
		AM Rifle Suppressor	Makes it hard to locate from Sound alone at Extreme Range	1000	Mechanics: 30 OR Firearms: 60	-	Cannot be created by player characters [82]
	Markspory Carbine	5.56mm Carbine STAG Extended Mags	+10 Mag Size	200	None	Mechanics: 25 OR Firearms: 50	Extra 5.56mm Carbine STAG Magazines (150)
		Heavy Duty Military Laser Sight	Adds +10 to hit at P.B. and Short	1000	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
		"My Little Friend" 40mm Underslung Grenade Launcher	Adds an underslung 40mm Grenade Launcher (see T2) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or (Firearms -30)	400	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Explosives: 25	Salvaging a Grenade Launcher (250), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)
	Multiplas Rifle	Multiplas High Capacity Terminal	+30 Mag Size	1000	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a Plasma Rifle [Used or better] (1000)
		Multiplas Rifle Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	2000	Mechanics: 30 OR Magic Weps: 60 (requires Workbench)	Mechanics: 75 AND Science: 75	Salvaging a Plasma Rifle and 3xPlasma Pistol [Used or better] (1000, 3x200)
		Multiplas Rifle Hi-Energy Tri-Ionizer	+5 Dam per shot	2000	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 100 AND Science: 50	Salvaging a Plasma Rifle and 3xPlasma Pistol [Used or better] (1000, 3x200)
	Gauss Rifle	Gauss Rifle Hyper Gauss Chamber	Any DT reduction caused by Ammo is multiplied by 3 (instead of 2)	1500	Mechanics: 50 AND Science: 50 (requires Workbench)	Mechanics: 50 AND Science: 100	Salvaging a Gauss Carbine and 2xGauss Pistol [Used or better] (1000, 2x250)
		Gauss Rifle High Capacity Terminal	+5 Mag Size (one extra shot)	2000	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 100 AND Science: 50	Salvaging a MASR [Used or better] (1500)
	P9T 12.7mm SMG	12.7mm SMG Stacked Mags	+6 Mag Size	500	None	Mechanics: 50 OR Firearms: 100	Extra 12.7mm SMG Mags (400)
		Heavy Duty Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	1000	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
		High Quality Military Silencer	Makes the weapon Silent. Stealth checks when firing a 12.7mm weapon are taken at -20	2000	None	-	Cannot be created by player characters [83]
		12.7mm SMG Upgraded Internals	+1 Rate of Fire	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [84]
	Combat Shotgun	Heavy Duty Military Laser Sight	Adds +10 to hit before Long Range	1000	Mechanics: 25 OR Firearms: 50	Mechanics: 100 AND Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
		Combat Shotgun Military Choke	Now does 40++ at Medium	2000	Mechanics: 25 OR Firearms: 50	-	Cannot be created by player characters [85]
	Minigun (auto)	Minigun Hi-speed Motor	+1/2 Rate of Fire	2000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [86]
		Minigun Damped Subframe	Reduces Full Auto to-hit penalty by 10	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [87]
	Shoulder Mounted MG (auto)	10mm Extended Box Magazine	+15 Mag Size	500	None	Mechanics: 30 OR Firearms: 60	Extra 10mm Box Magazines (400)
		SMMG Advanced Targeting Computer	Adds +10 to hit and halves any to-hit penalty caused by the target dodging/flying	2000	Mechanics: 75 AND Science: 25 (requires Workbench)	Mechanics: 100 AND Science: 100	Salvaging a fully working PipBuck (N/A)
		SMMG Recoil Compensators	Reduces Full Auto to-hit penalty by 10	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [88]
	Gatling Caster (auto)	Gatling Caster Focus Optics	+3 Dam	3000	Mechanics: 75 (requires Workbench)	Mechanics: 100 AND Science: 75	Salvaging 3xMASR [Good or better] (3x1000)



## Tier arranged Fo3/NV Weapon List - Expanded Mods - Ranged

		Gatling Caster Carbon Fibre Frame	Reduces Wg by 8	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [89]
	Plasma Caster	Plasma Caster Hi-Energy Ionizer	+5 Dam	1500	Mechanics: 40 OR Magic Weps: 80 (requires Workbench)	Mechanics: 75 AND Science: 50	Salvaging a Plasma Rifle and a Plasma Pistol [Used or better] (1000, 200)
		Plasma Caster Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	2500	Mechanics: 50 OR Magic Weps: 100 (requires Workbench)	Mechanics: 75 AND Science: 100	Salvaging 2xPlasma Rifle [Used or better] (2x1000)
		Plasma Caster Recycler	A roll of 01-25 to hit does not use ammo	500	Mechanics: 75 OR Science: 75 (requires Workbench)	Mechanics: 50 AND Science: 75	Salvaging 2xPlasma Pistol [Used or better] (2x200)
	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	Mechanics: 75 AND Science: 25 (requires Workbench)	-	Cannot be created by player characters [90]
	Grenade Machine Gun (burst)	Grenade MG High-speed Kit	Lowers AP cost to 30	1500	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [91]
	Balefire Egg Launcher	-	-	-	-	-	-
	<b>Special</b>	(For more detailed information on Battle Saddle mods, see the Battle Saddles document.)					
	<b>Name</b>	<b>Mod</b>	<b>Effect</b>	<b>Value</b>			
	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	automatically reloads single-shot weapons which normally carry only one or two rounds	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	20			
		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			
	Any	Trigger Conversion (Requires Mechanics 50)	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).	1/4 cost of modded weapon			

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

General				Note on 'Elemental' Mods		
Name	Mod	Effect	Value (Merchant)	Elemental Mods (E.Mods)	Elemental Mod Type	Elemental Mod Critical Effect
Any Melee/Unarmed Weapon	Sharpened/Weighted	+DAM equal to (AP cost/5). Effect is lost after the first Crit-Fail	1/4 base cost of modded weapon	E.Mods trigger when the character rolls low enough on a successful hit. An attack must be able to cause damage past the target's DT for an E.Mod to take effect. Only one Elemental Mod can be applied to a weapon. E.Mod damage is not multiplied on a Crit, instead check the table to the right for its Crit effect. Spirits consider E.Modded weapons an insult and refuse to inhabit or imbue them. E.Mod damage ignores DT but is effected by resistances, so it may be best to roll the E.Mod damage separately to your normal damage. For example, if 2 attacks triggered a Shocking E.Mod then you could roll the 2x2d10 lightning damage after working out the regular damage and then apply any resistances to the result. E.Mods do not effect all targets, see the notes to the right.	Fire	Only effects biological opponents Sets target on fire for 3 turns causing the E.Mod's listed fire damage per turn. This is in addition to the fire damage caused by the hit and can stack with multiple crits.
Any Melee/Unarmed Weapon	Balanced	+5 to hit, +5 to parry	1/2 base cost of modded weapon		Lightning	Only effects living biological opponents or machines On living Biological opponents a Crit drains AP equal to half the lightning damage dealt (rounded up) during the target's next turn (can only happen once per turn, use the highest drain). On machines causes 3x listed lightning damage as AX damage.
Any Melee/Unarmed Weapon	Tempered	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	1/2 base cost of modded weapon		Poison	Only effects living biological opponents Living Biological opponents suffer a -3 on their attempt to resist the Poison's effect and suffer a -10 to all skill checks until the end of their next turn. The skill check penalty does not stack with multiple crits.
					Blood	Only effects living biological opponents Causes Living Biological opponents to bleed profusely, dealing twice as much bleed damage per turn as listed and causing Movement actions to cost +5AP. The improved bleeding effect can stack but the Movement penalty does not.
					Force	Effects any opponent. Large targets less so [92] Stores a critical amount of kinetic energy to send the opponent flying on the final attack. The target suffers a -3 on their STR check to resist the knockback. Size 3 targets can be effected on a critical, but are knocked back half as far.
Weapon Mods are usually only sold by weapon merchants				(The following are optional rules)		
Weapon Mods are generally Rare				(Unless required) a Workbench grants +10 Mech OR Science		
				Merchants will not buy a player-made Mod		
				Creating a Mod requires a Workbench		
				Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps		
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials
Switchblade	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 OR Melee: 30	-	-
Knife	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 OR Melee: 30	-	-
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
	Venomous E.Mod (Poison)	A roll of 01-30 to hit causes the target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	100	Mechanics: 20 OR Survival: 40	Mechanics: 40 OR Survival: 80	Box of Materials (12), DetergentORBleach (5), 2xPoison Glands (2x25)
Machete	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), Bundle of Components (20), Spark Cell (1)
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
Sickle	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
	Venomous E.Mod (Poison)	A roll of 01-30 to hit causes the target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	100	Mechanics: 20 OR Survival: 40	Mechanics: 40 OR Survival: 80	Box of Materials (12), DetergentORBleach (5), 2xPoison Glands (2x25)
Sword	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
Knife Spear	Forged Spear Head	+5 Dam	50	Mechanics: 30 OR Melee: 60	-	-
	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 OR Melee: 30	-	-

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

		Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 OR Melee: 40	Mechanics: 30 OR Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Lead Pipe	Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [93]	100		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Nail Board	Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 OR Melee: 40	Mechanics: 30 OR Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Cattle Prod	Magic Wand E.Mod (Force)	A roll of 01-30 to hit knocks the target back 2 yards per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [94]	150		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
		Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 OR Melee: 40	Mechanics: 30 OR Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Police Baton	Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [95]	100		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
		Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
	Shovel Spear	Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 OR Melee: 40	Mechanics: 30 OR Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)	
		Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [96]	100		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Tire Iron	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
	9 Iron	Magic Wand E.Mod (Force)	A roll of 01-30 to hit knocks the target back 2 yards per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [97]	150		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 OR Unarmed: 40	Mechanics: 30 OR Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Brass Shoes	Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [98]	100		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Mantis Helmet	Create Mantis Helmet	Creates a Mantis Helmet	-		-	Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Spare Helmet (25), Box of Materials (12), Giant Mantis Claw (25) [Rare, with Survival 50+ a useful Claw can usually be harvested from a dead Giant Mantis]	
		King Mantis Claw	+5 Dam	100		Mechanics: 30 OR Unarmed: 60	-	King Mantis Claw (100) [Rare, can also be used to Create Mantis Helmet]	
		Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)	
	Bladed Helmet	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
	Zebra Sword	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75		Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)	

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

		Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 OR Science: 20	Mechanics: 40 OR Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
		Venomous E.Mod (Poison)	A roll of 01-30 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	100	Mechanics: 20 OR Survival: 40	Mechanics: 40 OR Survival: 80	Box of Materials (12), DetergentORBleach (5), 2xPoison Glands (2x25)	
	Wingblades	Thunder Wings E.Mod (Lightning)	A roll of 01-40 to hit causes +4d10 lightning damage	150	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
							Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps	
	<b>Tier 2</b>							
	<b>Name</b>	<b>Mod</b>	<b>Effect</b>	<b>Value (Merchant)</b>	<b>Skill Requirement to Install Mod</b>	<b>Skill Requirement to Create Mod</b>	<b>Construction Materials</b>	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Combat Knife	Toxic E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	200	Mechanics: 40 OR Survival: 80	Mechanics: 60 AND Survival: 40	Box of Materials (12), 2xRed Herb (2x5* Price varies based on supply), 4xPoison Glands (4x25)	
	Cutlass	Burning Blade E.Mod (Fire)	A roll of 01-40 to hit causes +2d10 fire damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Hatchet	Burning Blade E.Mod (Fire)	A roll of 01-40 to hit causes +2d10 fire damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Dress Cane	Smashing E.Mod (Force)	A roll of 01-40 to hit knocks the target back 2 yards per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [99]	300	Mechanics: 40 OR Science: 40	Mechanics: 75 OR Science: 75	Box of Materials (12), Bundle of Components (20), 2xMagic Fission Battery (2x75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	War Club	Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [100]	200	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
		Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated.	150	Mechanics: 30 OR Melee: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Baseball Bat	Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune.	200	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Sledgehammer	Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [101]	200	Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

		Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 OR Melee: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Rebar Club	Smashing E.Mod (Force)	A roll of 01-40 to hit knocks the target back 2 yards per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [102]	300		Mechanics: 40 OR Science: 40	Mechanics: 75 OR Science: 75	Box of Materials (12), Bundle of Components (20), 2xMagic Fission Battery (2x75)	
	Steel Saw	Steel Saw Improved Motor	+5 Dam	250		Mechanics: 50 (requires Workbench)	Mechanics: 80	Salvaging another Steel Saw [Used or Better] (250)	
		Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 OR Unarmed: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Spiked Shoes	Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune.	200		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
	Yao Guai Helmet	Create Yaoi Guai Helmet	Creates a Yaoi Guai Helmet	-		-	Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Spare Helmet (25), Box of Materials (12), Yaoi Guai Claw (200) [Rare, with Survival 75+ one useful Claw can usually be harvested from a dead Yaoi Guai]	
		Grizzly Yaoi Guai Claw	+5 Dam	300		Mechanics: 40 OR Unarmed: 80	-	Grizzly Yaoi Guai Claw (250) [V.Rare, can also be used to create Yaoi Guai Helmet]	
		Bear Trap Heavy Duty Springs	+5 Dam	300		Mechanics: 50 (requires Workbench)	Mechanics: 75	Salvaging another Bear Trap Hoof [Used or Better] (300)	
	Bear Trap Hoof	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 OR Unarmed: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
		Blazing Hoof E.Mod	A roll of 01-40 to hit causes +2d10 fire damage	150		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Solaris Hoof	Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [103]	200		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
		Improved Energy Focus	+5 Dam	400		Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Salvaging another Magic Energy Spear [Used or Better] (500)	
	Magic Energy Spear	Overcharged Spear Tip	Weapon becomes Armor Piercing (light)	250		Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Salvaging a Magic Pistol (50), Bundle of Components (20), Magic Fission Battery (75)	
	Crystal Lance	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Rapier	Toxic E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	200		Mechanics: 40 OR Survival: 80	Mechanics: 60 AND Survival: 40	Box of Materials (12), 2xRed Herb (2x5* Price varies based on supply), 4xPoison Glands (4x25)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 OR Science: 30	Mechanics: 60 OR Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Scythe [104]	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 OR Melee: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Body Spikes	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 OR Unarmed: 60	Mechanics: 60 OR Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Tier 3							Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps	
	Name	Mod	Effect	Value (Merchant)		Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials	

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

		Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
	Cosmic Knife	Venomous E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END-1 check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	500	Mechanics: 50 OR Survival: 100	Mechanics: 75 AND Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 2xLethal Poison Gland (2x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]	
		Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
	Bowie Knife	Venomous E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END-1 check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	500	Mechanics: 50 OR Survival: 100	Mechanics: 75 AND Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 2xLethal Poison Gland (2x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]	
		Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 AND Science: 40	Mechanics: 75 AND Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]	
	Gladius	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
		Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 AND Science: 40	Mechanics: 75 AND Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]	
	Bumper Sword	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
		Create Thunder Hammer	Creates a Thunder Hammer	-	-	Science: 25 AND Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Sledgehammer (250), 2xBox of Materials (2x12), Bundle of Components (20), 4xMagic Fission Battery (4x75)	
	Thunder Hammer	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [105]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]	
		Chainsaw Alloy Frame	Reduces Wg by 8	600	Mechanics: 50 (requires Workbench)	-	-	
	Chainsaw	Chainsaw Improved Motor	+5 Dam	1200	Mechanics: 75 (requires Workbench)	Mechanics: 75	Salvaging another Chainsaw [Used or Better] (1500)	
		Chainsaw Diamond-Edged Teeth	Weapon becomes Armor Piercing	1200	Mechanics: 50 (requires Workbench)	-	-	
	Shishkebab	Create Shishkebab	Creates a Shishkebab	-	-	Science: 25 AND Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Cutlass [Used or Better] (250), Box of Materials (12), Bundle of Components (20), MotorScooter Gas Tank (100), 4xHigh Quality Scrap Metal [Rare, to make Flame-Resistant Scabbard etc] (4x50), Lots of Fuel (200)	
	Ripper	Ripper Improved Motor	+5 Dam	1200	Mechanics: 75 (requires Workbench)	Mechanics: 75	Salvaging another Ripper [Used or Better] (1200)	
		Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 AND Science: 40	Mechanics: 75 AND Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]	
	Fire Axe	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
	Plasma Lance	Baleful Blade E.Mod (Fire)	A roll of 01-50 to hit causes +4d10 fire damage and +4d10 RADS. User gains +1d10 RADS.	1000	Mechanics: 50 AND Science: 50	Mechanics: 50 AND Science: 100	Box of Materials (12), 2xBundle of Components (2x20), Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)	
		Create Hellhound Helmet	Creates a Hellhound Helmet	-	-	Mechanics: 100 (Good), 75 (Used), 50 (Poor)	Spare Helmet (25), Box of Materials (12), Hellhound Claw (1000) [Rare, with Survival 90+ one useful Claw can usually be harvested from a dead Hellhound]	
	Hellhound Helmet	Hellhound Alpha Claw	+5 Dam	1500	Mechanics: 50 OR Unarmed: 100	-	Hellhound Alpha Claw (1500) [V.Rare, can be used to Create Hellhound Helmet]	
		Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [106]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]	
	Zap Sock							
	Power Hoof	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	

## Tier arranged Fo3/NV Weapon List - Expanded Mods - Melee

	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [107]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]	
Displacer Sock	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 OR Science: 40	Mechanics: 80 OR Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
	Supercharge Solaris Hoof	Creates a Supercharged Solaris Hoof	-	-	Mechanics: 50 AND Science: 100	Solaris Hoof (300), Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]	
Supercharged Solaris Hoof	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [108]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]	
Tier 4							Example: Box of Materials (12) = You need 1 Box of Materials with a value of 12 caps
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials	
Katana	Katana Authentic Blade	+5 Dam	1200	Mechanics: 60	-	-	
	Iaido Saya	Allows Katana to be drawn and attack in the same motion for 25AP. This attack deals +2d10 damage. Katana must be sheathed to perform this attack.	1000	Mechanics: 25 OR Melee: 25	-	-	
Enchanted Zebra Sword	Magical Flux Capacitor	Bonus elemental damage caused by the Enchantment is increased to +4d10 (from +2d10)	1500	Mechanics: 75 AND Science: 50	-	-	
Crystal Sword	Baleful Blade E.Mod (Fire)	A roll of 01-50 to hit causes +4d10 fire damage and +4d10 RADS. User gains +1d10 RADS.	1000	Mechanics: 50 AND Science: 50	Mechanics: 50 AND Science: 100	Box of Materials (12), 2xBundle of Components (2x20), Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)	
Zebra Thunder Axe	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 OR Science: 50	Mechanics: 75 AND Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]	
Thermic Lance	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 OR Science: 50	Mechanics: 75 AND Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]	
Super Sledge	Unstoppable E.Mod (Force)	A roll of 01-50 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [109]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), 2xMagic Fusion Battery (2x300) [Rare]	
Auto Axe	Auto Axe Improved Motor	+5 Dam	2500	Mechanics: 90 (requires Workbench)	Mechanics: 90	Salvaging another Auto Axe [Good or Better] (3000)	
Industrial Shoe	Industrial Shoe Improved Motor	+5 Dam	2500	Mechanics: 90 (requires Workbench)	Mechanics: 90	Salvaging another Industrial Shoe [Good or Better] (2800)	
Ballistic Hoof	Unstoppable E.Mod (Force)	A roll of 01-50 to hit knocks the target back 1 yard per 10 damage dealt unless it passes a STR-2 check. Knockback(s) are worked out after all your attacks are finished. Size 1+ targets count STR as 2 higher. Size 3 targets are immune. [110]	500	Mechanics: 50 OR Science: 50	Mechanics: 75 OR Science: 75	Box of Materials (12), 2xBundle of Components (2x20), 2xMagic Fusion Battery (2x300) [Rare]	
Enclave Battle Tail	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 OR Science: 50	Mechanics: 75 AND Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]	
	Lethal E.Mod (Poison)	A roll of 01-50 to hit causes target to lose 1 STR and 1 AGI (stacking to a minimum of 1) unless it passes an END-2 check with a +1 for every 10 points of Poison Resist the target has. Poison lasts for 3 turns on size 1 targets or smaller. Lasts 1 turn on larger targets.	1000	Mechanics: 60 AND Survival: 30	Mechanics: 75 AND Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 4xLethal Poison Gland (4x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]	

## Tier arranged Fo3/NV Weapon List - Armour List

Light Armour							
Name	DT	Class	Wg	Value	Effect	Faction	Notes
Scrip Armour	4	Light	10	50	-	-	-
Raider Armour	5	Light	15	50	-	Raider	Extra spikey
Angel/Tribal Armour	5	Light	15	100	Melee +5, Unarmed +5	Angel/Tribal	-
Leather Armour	6	Light	15	100	-	-	-
Radiation Suit	4	Light	10	150	Rad Resistance +20%	-	Environmentally Sealed
Security Armour	8	Light	15	200	Stun DT +2	-	-
Zebra Recruit Armour	8	Light	10	250	Melee +5, Unarmed +5	*Zebra*	Most ponies would not recognise faction, Rare
Advanced Radiation Suit	6	Light	10	300	Rad Resistance +40%	-	Environmentally Sealed
Leather Armour, Reinforced	10	Light	20	500	-	-	-
Zebra Prime Armour	10	Light	12	500	Melee +5, Unarmed +5	*Zebra*	Most ponies would not recognise faction, Rare
Space Suit	10	Light	8	800	Rad Resistance +40%	-	Very Rare, Environmentally Sealed
MoM Assassin Suit	12	Light	20	1200	Sneak +10	-	Nightvision, Blends into the shadows, despite being pink [111]
Canterlot Security Armour	16	Light	15	2000	Stun DT +2	-	Rare
Mk IV Environment Suit	10	Light	25	2000	*STR +1*, ALL Res +40%	Foal-sized only	Boosts STR up to a max of 5, see comments, Environmentally [112]

Medium Armour							
Name	DT	Class	Wg	Value	Effect	Faction	Notes
Ragged Combat Armour	8	Medium	20	100	-	-	-
NCR Trooper Armour	10	Medium	26	200	-	NCR	-
Lightweight Metal Armour	12	Medium	20	250	AGL -1	-	-
Talon Combat Armour	14	Medium	22	450	Firearms +5, Magical Energy Weapons +5	Talons	Griffins only
Combat Armour	15	Medium	25	500	Battle Saddles +5	-	-
MoP Field Medic Armour	15	Medium	25	600	Medicine +5, Science +5	-	Rare
NCR Ranger Patrol Armour	15	Medium	25	600	Firearms +5, Explosives +5	NCR	-
Dazzle Camo Armour	15	Medium	25	750	Melee +5, Unarmed +5	-	Rare, Dazzle
Zebra Centurion Armour	17	Medium	30	850	Melee +5	*Zebra*	Most ponies would not recognise faction, Rare
Combat Armour, Reinforced	18	Medium	30	900	Battle Saddles +5	-	-
Recon Armour	17	Medium	20	1000	Sneak +5	-	Rare, includes StealthBuck port
NCR Ranger Combat Armour	20	Medium	30	2000	Battle Saddles +5	NCR	-
MoM Rot Gear	20	Medium	30	2500	Firearms +5, CHA +1, Stun DT +5, Fire Res +20%	-	Nightvision, Very Rare, Fully Enclosed
Enclave Power Armour	25	Medium	30	3000	DR 10%, PER +1, CHA +1, ALL Res +10%	Enclave	Power Armour, Powered Tail Stinger, Very Rare [113]
Experimental Griffin Power Armour	22	Medium	30	3000	DR 10%, STR +1, AGL -1, ALL Res +10%	-	Power Armour, Powered Tail Stinger, Very Very Rare, Griffins o [114]

Heavy Armour							
Name	DT	Class	Wg	Value	Effect	Faction	Notes
Metal Armour	12	Heavy	30	150	AGL -1	-	Reduces Flight by one rank.
Metal Armour, Reinforced	16	Heavy	35	300	AGL -1, (Cop?)	-	Reduces Flight by one rank.
Canterlot Guard Armour	18	Heavy	35	500	+1 CHA, +5 Speech	-	Rare, Does not hamper flight
Midnight Guard Armour	18	Heavy	35	500	+1 PER, +5 Sneak	-	Rare, Does not hamper flight, Illusion (see notes)
Crystal Engine Armour	18	Heavy	35	500	+1 CHA, +5 Melee	-	Rare, Does Not Hamper Flight
Zebra Tribunal Armour	19	Heavy	35	1000	Melee +5	*Zebra*	Most ponies would not recognise faction, Rare, often enchanted
Salvaged Power Armour	20	Heavy	40	500	DR 10%, AGL -2, Battle Saddles +10	Possibly NCR	NOT Power Armour, Prevents Flight
Power Armour (No Helmet)	22	Heavy	20	2200	DR 20%, AGL -2, STR +2, ALL Res +10%	Rangers	Power Armour, Prevents Flight, Can be used by Unicorns [115]
Power Armour (Fully Enclosed)	28	Heavy	25	2500	DR 20%, AGL -2, STR +2, ALL Res +25%	Rangers	Power Armour, Prevents Flight, Environmentally Sealed [116]

Special Rules							
Medium Armour	Reduces Movement by 1 (Sprinting by 2, etc.); Cannot be choked if armor has a DT of 20 or higher						
Heavy Armour	Adds +5 Stun DT, Reduces Movement by 2 (Sprinting by 4, etc.); Cannot be choked (unless not wearing helmet)						
Power Armour	Requires Power Armour Training. Adds +10 Stun DT (this replaces any bonus from Heavy Armour). Gives +20 to the Battle Saddles skill and one effective level of the Rooted or Evasion perk (which stacks with any existing ranks of the perk). Helmet includes built-in EFS and SATS. Can administer one health potion/drug on self per turn for no AP cost.						
ALL Res	Double Wg if carried instead of worn. Includes a port for a peripheral.						
Powered Tail Stinger	Gives Resistance to Radiation, Fire, Cold, Lightning, and Poison						
Nightvision	Comes equipped with Enclave Battle Tail, see Melee Weapons (Tier 4)						
Dazzle [117]	Integrated Nightvision goggles.						
Cloak	Others gain a +2 bonus to Perception checks to spot the wearer. Grants 10 + (Luck * 5) percent chance to turn any successful attack to another specific body part into a shot to the torso. (In addition to Dazzle Camo Armour, this quality may be found on MoM Rot Gear, Enclave Power Armour or Experimental Griffin Power Armour. These armors are extremely rare and valued at 150% of the armour's normal cost.)						
Illusion	Stacks with Armour/Clothing, gains only half bonuses or penalties to DT from item condition						
	Armor bestows powerful illusionary magic which amplifies the wearer's voice and alters the user's appearance to match that of Luna's "batpony" guards.						

Extra Apparel							
Name	DT	Type	Wg	Value	Effect		Notes
Ragged Cloak	1	Cloak	3	50	-	-	-
Leather Cloak	2	Cloak	3	100	-	-	-
Mesh-Weave Cloak	3	Cloak	5	250	-	-	-
Cold Weather Cloak	-	Cloak	5	50	Cold Resistance +20%	-	-
Electrician's Cloak	-	Cloak	5	50	Lightning Resistance +20%	-	-
Royal Fire Department Cloak	-	Cloak	5	50	Fire Resistance +20%	-	-
Green Gecko Cloak	-	Cloak	5	100	Rad Resistance +20%	-	-
MoP Environment Cloak	-	Cloak	5	250	ALL Resistance +20%	-	-

**Player Race Notes: (All up to GM)**

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.

Alcorns (and exotic creatures such as hellhounds) are significantly different in stature to regular ponies and have many special rules of their own regarding armor and clothing.

Alcorns (and armor wearing exotic creatures, such as 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 beneficial 'Effects' except Stun DT bonuses (if any). A character with Mechanics 75 can construct a fully functional suit of exotic creature armor from at least three suits of that armor (all in the desired condition or greater); this cannot be done to create any sort of power armor except salvaged power armor. Alcorns and exotic creatures may wear cloaks without penalty or alteration. [118]

Many ideas borrowed/stolen from TenMihara



## Tier arranged Fo3/NV Weapon List - Armour List

## Tier arranged Fo3/NV Weapon List - Tiered List

For Comparisons: <a href="https://docs.google.com/spreadsheets/ccc?key=0Ar_2YbjBwHuDdMwQXNqT0dpRzVUUHRNWU1sM1ZCNFE#gid=26">https://docs.google.com/spreadsheets/ccc?key=0Ar_2YbjBwHuDdMwQXNqT0dpRzVUUHRNWU1sM1ZCNFE#gid=26</a>														
Tier 0														
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
Silenced .22 Pistol	8+	15	-	16	.22LR	3	10	1	Short	Pistol	Silent			
9mm Pistol	10+	15	-	13	9mm Round	1.5	10	2	Short	Pistol				
.32 Revolver	15+	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver			
Flare Pistol	5(++)*	25	-	1	Flare Round	3	15	1	Medium	Pistol	Magic, Bright			
Red Racer BB Gun	5+	20	-	6	BB	3	20	1	Long	Rifle	Silent			
.32 Rifle	20+	30	-	5	.32 Round	6	30	5	Long	Rifle				
												*reflects Low Burn ammo		
Tier 1														
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
10mm Pistol	15+	15	-	12	10mm Round	3	50	4	Short	Pistol				
.357 Revolver	25+	25	-	6	.357 Round	2	50	3	Short	Pistol	Revolver			
Dart Gun	5+	25	-	1	Dart	3	Made	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled			
Magical Energy Pistol	10+	15	-	30	Spark Cell	3	50	1	Med	Pistol	Magic, -2 DT (Spark Cell)			
Recharger Rifle	15+	20	-	7	---	15	50	5	Long	Rifle	Magic, recharging ammo, -2 DT			
Varmint Rifle	20+	25	-	5	5.56mm Round	5.5	50	3	Long	Rifle				
Service Rifle	12+	15	-	20	5.56mm Round	8.5	75	2	Med	Rifle				
Silenced .22 SMG (auto)	8+	30	5	180	.22LR	8	75	2	Short	SMG	Silent			
Single Shotgun	45++++(+ loss per yard past Short)	45	-	1	Shotgun Shell	7	30	5	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3			
Caravan Shotgun	30++++(+ loss per yard past Short)	30	-	2	Shotgun Shell	3	75	3	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3			
Sawed-off Shotgun	45++++(+ loss per yard past PB)	35	-	2	Shotgun Shell	4	150	4	Short	Shotgun, Pistol	Damage loss over range, Target DT x 3			
Anti-Pony Grenade Rifle	30++AoE(Direct hit)	30	-	4	25mm Grenade	8	75	5	Med	Rifle	AoE (5)			
Crossbow	20+	20	-	1	Bolt	6	150	3	Med	Rifle	Rare, Silent			
Tier 2														
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
Police Pistol	25+	20	-	6	.357 Round	3	200	4	Short	Pistol	Revolver			
.44 Revolver	35+	25	-	6	.44 Round	3.5	250	5	Short	Pistol	Revolver			
5.56mm Pistol	22++	20	-	5	5.56mm Round	5	225	6	Med	Pistol	Revolver			
Plasma Pistol	20++	25	-	32*	Spark Cell (2)	3	200	2	Short	Pistol	Magic, -2 DT (Spark Cell), +2% Crit chance			
Recharger Pistol	10++	15	-	20	---	7	250	2	Med	Pistol	Magic, recharging ammo, -2 DT			
Hunting Rifle	45++	35	-	6	.308 Round	6	250	6	Long	Rifle				
Cowboy Repeater	30+	25	-	5	.357 Round	5	225	4	Long	Rifle	Tube loaded			
Lever-action Rifle	35+	30	-	10	10mm Round	8	300	6	Long	Rifle				
Assault Rifle	12+	30	4	24	5.56mm Round	7	250	4	Med	Automatic Rifle				
Infiltrator	10+	30	4	24	5.56mm Round	7	275	4	Med	Automatic Rifle	Silent, Scoped			
Magical Energy Rifle	20+	20	-	24	MFC	8	250	3	Long	Rifle	Magic, -2DT (MFC)			
9mm SMG	10+	30	5	30	9mm Round	4	250	3	Short	SMG				
10mm SMG	12+	30	5	30	10mm Round	5	300	4	Short	SMG				
Riot Shotgun	20++++(+ loss per yard past Short)	20	-	12	Shotgun Shell	5	250	6	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3			
Grenade Launcher	50++AoE(Direct hit)	35	-	4	40mm Grenade	12	250	5	Med	Rifle	AoE (10)			
Light Machine Gun (auto)	15+	35	6	90	5.56mm Round	15	300	8	Med	Automatic, Heavy				
Zebra Special	8(++ for 3 turns)	15	3	12	.22LR	2	500	5	Short	Pistol	Rare, Enchanted			
Tier 3														
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
Colt .45 Auto Pistol	25+	15	-	7	.45 Auto	1.5	1000	3	Short	Pistol				
Battle Rifle	45+	25	-	8	.308 Round	9.5	1000	6	Med	Rifle				
Sniper Rifle	35++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, Scoped			
Trail Carbine	40+	25	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded			
Zebra Rifle	18+ (++ for 3 turns)	30	Burst	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, Scoped			
Bronco Automatic Rifle [119]	35+	35	2	20	.308 Round	16	1200	8	Short	Automatic, Heavy	Unwieldy, Fires 2 round Bursts (not 3)			
Magical Energy Repeater	15+	30	4	60	Spark Cell	4	1200	4	Short	Automatic Rifle	Magic, -2DT (Spark Cell)			
Plasma Rifle	35++	30	-	24*	MFC (2)	8	1000	3	Med	Rifle	Magic, -2DT (MFC), +2% Crit chance			
Tri Prism Rifle [120]	3x15+ [121]	25	-	24*	MFC (3)	9	1200	4	Short	Rifle	Magic, -2DT (MFC)			
Hunting Shotgun	40++++(+ loss per yard past Short)	25	-	5	Shotgun Shell	7.5	1000	5	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3			

## 35

Double-barrel Shotgun	2x50+++++(+ loss per yard past Short) [122]	50	-	2*	Shotgun Shell (2) [123]	8	1000	6	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3
Flamer	15++(++ for 3 turns)	10	-	60	Flamer Fuel	15	1000	8	Short	Heavy	Short Range only, always does damage but a 'miss' causes half damage
Enchanted Crossbow	20++(++ for 3 turns)	20	-	1	Bolt	6	1000	3	Med	Rifle	Rare, Enchanted, Silent
Tier 4											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
12.7mm Pistol	30+	15	-	7	12.7mm Round	3.5	2500	7	Short	Pistol	
Hunting Revolver	50++	30	-	5	.45-70 Govt	4	2200	6	Long	Pistol	Revolver, Scoped
Ranger Sequoia	55+	25	-	5	.45-70 Govt	4	2000	6	Med	Pistol	Revolver
Plasma Defender	35++	20	-	32*	Spark Cell (2)	2	2000	2	Short	Pistol	Magic, -2DT (Spark Cell), +2% Crit chance
Brush Gun	60++	30	-	6	.45-70 Govt	5	3000	6	Long	Rifle	
Anti-Materiel Rifle	90++	50	-	8	.50 MG	20	4000	8	Sniper	Rifle, Heavy	Sniper, Scoped
Marksporny Carbine	25++	15	-	20	5.56mm Round	6	3500	4	Sniper	Rifle	Sniper, Carbine, Scoped
Assault Carbine (auto)	15+	25	5	24	5mm Round	6	2500	3	Short	Automatic Rifle	Armor Piercing (5mm Round), Carbine, Scoped
Multiplas Rifle (short)	3x20++ [124]	30	-	60*	MFC (3)	7	2000	4	Short	Rifle	Magic, -2DT (MFC), +2% Crit chance
Gauss Rifle	120++	45	-	5*	MFC (5) [125]	7	2500	4	Sniper	Rifle	Magic, -2DT (MFC), Sniper
.45 Auto SMG (auto)	25+	30	4	30	.45 Auto	11	2800	6	Short	SMG	
Minigun (auto)	18+	40	4 or 8	240	5mm Round	25	4000	10	Short	Automatic, Heavy	Armor Piercing (5mm Rounds)
Shoulder Mounted MG (auto)	30+	30	3	60	10mm Round	17	4000	6*	Short	Automatic, Heavy	
Gatling Caster (auto)	20+	40	4 or 8	240	ECP	18	4000	8	Short	Automatic, Heavy	Magic, -2DT (SC Pack), Full Auto Only
Plasma Caster	55++	25	-	10	MFC	20	4000	9	Short	Heavy	Magic, -2DT (MFC), +2% Crit chance
Combat Shotgun	60++ (30+ past Short)	25	-	12	Shotgun Shell	7	2500	7	Short	Shotgun, Rifle	Shotgun Shell (Combat Shotgun): -5DT at Point Blank, remaining Target DT x 3
Thunder Cannon [126]	80++(++Dot for 2 turns)	40	-	20*	ECP (5)	8	4500	9	Med	Heavy	Rare, Magic, Target's AP is halved unless END check is passed
Grenade Machine Gun (burst)	30++(direct hit AoE)	30	(Burst)	30	25mm Grenade	15	3500	9	Med	Heavy	AoE (5), Can fire Single Shot or Burst
Missile Launcher	150++(direct hit AoE)	55	-	1	Missile	20	3000	6	Long	Heavy	AoE (15), -10 to hit dodging targets (Missile)
Balefire Egg Launcher	500+10d10 (AoE)	60	-	1	Balefire Egg	20	5000	9	Med	Heavy	Rare, Massive AoE (50), Rads

## Tier arranged Fo3/NV Weapon List - Melee Weapons

Tier 0						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Straight Razor	1xSTR +5 +	15	12+	1	10	Concealable
Cleaver	2xSTR +5 +	25	19+	2	10	
Rolling Pin	1xSTR +5 +	20	12+	1	10	
Zebra Slicer	1xAGI +	15		0	0	Agile, Concealable
Bare Hooves	1xSTR +	15	7+	0	0	Inconspicuous, Set, Unarmed
Horn (Unicorn)	1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed
Horn (Alicorn)	1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed
Griffin Claws (incl bonus)	1xSTR ++	15	7++	0	0	Set, Unarmed
Tier 1						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Switchblade	1xSTR +05 +	15	12+	1	35	Concealable
Knife	1xSTR +10 +	15	17+	1	30	
Machete	2xSTR +10 +	20	24+	2	50	
Sickle	2xSTR +05 +	20	19+	2	40	Crippling
Sword	2xSTR +15 +	25	29+	3	100	
Knife Spear	3xSTR +10 +	30	31+	3	75	Reach, Charging
Lead Pipe	2xSTR +10 +	25	24+	3	50	
Nail Board	3xSTR +10 +	30	31+	4	50	
Cattle Prod	1xSTR +10 +	30	17+	3	50	Stunning
Police Baton	2xSTR +10 +	25	24+	2	60	
Shovel Spear	3xSTR +05 +	35	26+	3	25	Reach
Post Cue	1xSTR +10 +	20	17+	1	20	
Tire Iron	2xSTR +10 +	25	24+	3	20	
9 Iron	1xSTR +15 +	20	22+	3	15	
Brass Shoes	2xSTR +05 +	15	19+	1	50	Set, Unarmed
Mantra Helmet	2xSTR +10 +	20	24+	10	75	Armor Piercing (light), Unarmed (Bladed)
Bladed Helmet	3xSTR +10 +	30	31+	10	75	Unarmed (Bladed)
Zebra Sword	2xAGI +10 +	25		3	60	Agile
Wingblades	1xAGI +10 +	20		3	100	Agile, Crippling, Set, Unarmed (Bladed)**
Tier 2						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Combat Knife	1xSTR +15 +	15	22+	1	200	
Hatchet	2xSTR +20 +	25	34+	2	150	
Dress Cane	1xSTR +15 +	25	22+	3	150	Inconspicuous
War Club	2xSTR +20 +	20	34+	3	150	
Baseball Bat	2xSTR +20 +	25	34+	3	100	
Sledgehammer	4xSTR +20 +	35	48+	12	250	Unwieldy
Rebar Club	4xSTR +20 +	40	48+	9	150	Unwieldy
Spiked Shoes	2xSTR +10 +	15	24+	1	250	Set, Unarmed
Yao Guai Helmet	2xSTR +15 +	20	29+	10	250	Unarmed (Bladed), Armor Piercing
Bear Trap Hoof	3xSTR +10 +	25	31+	6	300	Unwieldy, Crippling, Unarmed
Solaris Hoof	3xSTR +20 +	30	41+	4	300	Powered, Unlucky, Unarmed
Magic Energy Spear	3xSTR +15 +	30	36+	4	500	Magic, Reach
Crystal Empire Lance	3xSTR +15 +	30	36+	5	450	Jousting, Reach, Rare
Rapier	1xAGI +15 +	15		2	300	Agile, Armor Piercing (light)
Soythe	3xSTR +20 ++	35	41++	4	200	Reach, Crippling
Body Spikes	2xSTR +5 +	15	24+	1	150	Set, Unarmed
Tier 3						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Cosmic Knife	3xAGI +10 +	20		1	1000	Agile, Armor Piercing (light)
Bowie Knife	1xSTR +20 +	15	27+	1	1000	
Gladus	2xSTR +30 +	25	44+	2	1200	
Bumper SWORD	4xSTR +35 +	35	63+	12	1500	Unwieldy, Reach
Shishkebab	2xSTR +20 +	20	34+	3	Made	Unwieldy, Burning
Ripper	1xSTR +10 +***	30	17+***	6	1200	Powered, Armor Piercing
Fire Axe	3xSTR +30 +	30	51+	8	1200	
Zao Sock	3xSTR +10 +	20	31+	6	1200	Unwieldy, Powered, Anti-Matrix, Unarmed
Power Hoof	4xSTR +20 +	25	48+	6	1500	Unwieldy, Powered, Unarmed
Displacer Sock	4xSTR +10 +	30	38+	6	1300	Unwieldy, Powered, Repulsor, Unarmed
Tier 4						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Katana	2xAGI +30 +	20		3	2000	Agile
Zebra Thunder Axe	3xSTR +40 +	30	61+	8	2500	Anti-Matrix, Magic
Chainsaw	8xSTR +40 +***	60	96+***	20	2200	Unwieldy, Armor Piercing, Powered, Crippling
Thermic Lance	4xSTR +15 +	30	43+	20	3000	Armor Piercing (heavy), Magic, Reach
Super Sledge	5xSTR +40 ++	35	75++	20	2500	Unwieldy, Crippling
Industrial Shoe	4xSTR +30 +***	35	58+***	10	2800	Unwieldy, Powered, Armor Piercing (heavy), Unarmed
Ballistic Hoof	5xSTR +25 +	25	60+	6	3000	Unwieldy, Powered, Unarmed
Enchanted Zebra Sword	2xAGI +35 + (** 3 turns)	25		3	3000	Agile, Magic, Enchanted
Enclave Battle Tail*	2xAGI +25 + (poison: 2 AGI/turn, 3 turns)	25		3	N/A	Agile, Poisoned, Unarmed (Bladed)
*Requires Enclave (or Experimental Griffin) Power Armor						
Thrown Melee						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Range
Throwing Knife	10+	15	10+	1	5	10 + STR Yards
Throwing Hatchet	1xSTR +10 +	17+		1	20	10 + 2xSTR Yards
Tomahawk	2xSTR +10 +	25	24+	2	15	10 + 2xSTR Yards
Throwing Knife Spear	3xSTR +10 +	30	31+	3	25	20 + 3xSTR Yards
Throwing Spear	3xSTR +20 +	25	41+	3	40	20 + 3xSTR Yards
Magic Energy Throwing Knife	25+	15	25+	4	200	10 + STR Yards
Magic Energy Throwing Axe	2xSTR +20 +	20	34+	3	300	10 + 2xSTR Yards
Zebra Throwing Stars (auto)	1xAGI +5 + (** 5sec)	30		1	100	10 + 2xSTR Yards

## Tier arranged Fo3/NV Weapon List - Clothing List

Clothing									
Name	DT	Class	Wg	Value	Effect	Notes			
Pre-War Outfit	-	Clothing	2	10	-	-			
Trader Outfit	-	Clothing	2	25	Barter +5	-			
Sexy Sleepware	-	Clothing	2	25	CHA +1	Will certainly turn heads if worn during the day			
Stable-Tec Scientist Scrubs	2	Clothing	2	100	INT +1, Science +5	Does not effect Skillpoints per level			
Wasteland Surgeon Outfit	2	Clothing	2	50	Medicine +5	-			
Stable Jumpsuit	-	Clothing	1	25	Melee +2, Speech +2	-			
Engineer Jumpsuit	-	Clothing	2	25	Mechanics +5	-			
Stable Utility Jumpsuit	-	Clothing	2	50	Mechanics +5, Lockpick +5	-			
Scientist Lab Coat	-	Clothing	2	25	Science +5	-			
Pre-War Businesswear	-	Clothing	2	25	Speech +5	-			
Hat (Cowboy, Desperado, Fez, etc	-	Hat	1	8	PER +1	-			
Ministry of Peace Nurse Outfit	-	Clothing	2	50	Medicine +5	-			
Ministry of Peace Doctor's Coat	2	Clothing	2	100	Medicine +10	-			
Lantern Helmet	1	Hat	2	100	PER +1	Integrated Lamp, Cannot be worn with heavy or environmentally sealed armor.			
Talon Gas Mask	0	Mask	2	50	Poison Resistance +50% vs breatheable toxins, Radiation Resistance +10%	Designed for Griffins			
Nightvision Goggles	-	Mask	2	250	You can see in the dark (penalties halved). PER +1 in dim or dark conditions. PER -1 in well-lit conditions.	Cannot be worn with heavy or environmentally sealed armor.			
Improving Clothing									
Armor benefits from clothing cannot be increased by increasing the item condition above good, and are not lost if reduced to used condition. Clothing that is in heavily used condition or worse does not provide bonuses to DT, specs or skills. The perk Ah Fixed it has no effect on clothing.									
Clothing and Armor									
Clothing provides no benefit if being worn under/over Armour. Usually this would not be a problem as the character can simply change out of their Armour when they want to gain the bonus given by the Clothes (when about to Lockpick a door, for example.) However if time is of the essence (such as a party member bleeding out), then things are a bit too urgent for a costume change. This is to prevent Clothes effectively becoming a permanent stats bonus if the character has them in his/her inventory. The GM is free to use common sense to decide when/if an outfit change is required and how long it would take (if keeping track of the time is even important to their situation.) Characters can be assumed to change back into their Armour at the earliest convenient moment so they do not go without their									
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. (Medium and heavy armors include protective helmets.) 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.									
Examples of Unique Clothing									
Name	DT	Class	Wg	Value	Effect	Notes			
Sweetie Belle's Dress	2	Clothing	2	500	CHA +1, Barter +5, Speech +5	-			
Dangerous Mission Suit	2	Clothing	2	100	CHA +1, Stealth +5	Cute! Comes complete with bunny ears.			

## Tier arranged Fo3/NV Weapon List - Clothing List

# Tier arranged Fo3/NV Weapon List - Weapon Mods

Tier 0			
Name	Mod	Effect	Value
Silenced .22 Pistol	-	-	-
9mm Pistol	9mm Extended Mags	+7 Mag Size	5
	9mm Pistol Scope	Reduces penalties for range by 10	10
.32 Revolver	.32 Speed Loader	Reduces AP cost to reload (see combat rules)	5
Tier 1			
Name	Mod	Effect	Value
10mm Pistol	10mm Silencer	Makes the weapon Silent	100
	10mm Extended Mags	+4 Mag Size	25
	10mm Laser Sight	Adds +10 to hit before Long Range	50
.357 Revolver	.357 Long Barrel	+3 Dam	50
	.357 HD Cylinder	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	25
	.357 Speed Loader	Reduces AP cost to reload (see combat rules)	10
Dart Gun	-	-	-
Magic Pistol	M. Pistol Combat Sights	Adds +10 to hit at PB and Short Range	50
	M. Pistol Focus Optics	+3 Dam	75
	M. Pistol Recycler	A roll of 01-25 to hit does not use ammo	25
Recharger Rifle	-	-	-
Varmint Rifle	Varmint Rifle Extended Mags	+3 Mag Size	25
	Varmint Rifle Night Scope	Adds night vision and +10 to hit past Short Range	50
	Varmint Rifle Silencer	Makes the weapon Silent	100
Service Rifle	Service Rifle Forged Receiver	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	25
	Service Rifle Upgraded Spring	Weapon can now use the Burst Fire rule for 30AP	100
Silenced .22 SMG	Sil. .22 SMG Exp. Drums	+60 Mag Size	50
Single Shotgun	-	-	-
Caravan Shotgun	-	-	-
Sawed-off Shotgun	-	-	-
Anti-Pony Grenade Rifle	Anti-Pony G.R. Exp. Drums	+2 Mag Size	50
	Anti-Pony G.R. Long Barrel	Adds +10 to hit	75
	Anti-Pony G.R. Upgraded Int.	Lowers AP cost to 25	100
Crossbow	Crossbow Night Scope	Adds night vision and +10 to hit past Short Range	50
	Crossbow Poison Reserve	Applies poison to the bolts. Requires poison.	100

# Tier arranged Fo3/NV Weapon List - Weapon Mods

		Crossbow Carbon Fiber Parts	Reduces weight by 3	150
	<b>Tier 2</b>			
	<b>Name</b>	<b>Mod</b>	<b>Effect</b>	<b>Value</b>
	Police Pistol	.357 Speed Loader	Reduces AP cost to reload (see combat rules)	10
	.44 Revolver	.44 Revolver Scope	Adds +10 to hit past Short Range	200
		.44 Revolver Heavy Frame	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	50
		.44 Speed Loader	Reduces AP cost to reload (see combat rules)	20
	5.56mm Pistol	5.56mm Speed Loader	Reduces AP cost to reload (see combat rules)	25
	Plasma Pistol	Plas. Pistol Hi-Energy Ionizer	+7 Dam	250
		Plas. Pistol Mag. Accelerator	Adds +10 to hit	150
		Plas. Pistol Recycler	A roll of 01-25 to hit does not use ammo	100
	Recharger Pistol	-	-	-
	Hunting Rifle	Hunting Rifle Extended Mags	+5 Mag Size	125
		Hunting Rifle Scope	Adds +10 to hit past Short Range	150
		Hunting Rifle Custom Action	Lowers AP cost to 30	300
	Cowboy Repeater	CB. Repeater Long Tube	+4 Mag Size	125
		CB. Repeater Custom Action	Lowers AP cost to 20	250
		CB. Repeater Maple Stock	-1.5 Wg	50
	Lever-action Rifle	-	-	-
	Assault Rifle (auto)	-	-	-
	Infiltrator (auto)	-	-	-
	Magic Rifle	Mag. Rifle Focus Optics	+3 Dam (per beam, +6 total w/Splitter)	150
		Mag. Rifle Beam Splitter	Weapon fires 2 beams dealing 12+ DAM each [127]	300
		Mag. Rifle Scope	Adds +10 to hit past Short Range	150
	9mm SMG (auto)	9mm SMG Drums	+30 Mag Size	100
		9mm SMG Light Bolt	Lowers AP cost to 25, +1 Rate of Fire	200
	10mm SMG (auto)	10mm SMG Extended Mags	+10 Mag Size	100
		10mm SMG Recoil Comp.	Removes -10 penalty from Burst/Full Auto	200
	Riot Shotgun	-	-	-
	Light Machine Gun (auto)	LMG Expanded Drums	+110 Mag Size	100
	Grenade Launcher	Grenade Launcher Long Barrel	Weapon becomes Long Ranged	100
	<b>Tier 3</b>			



## Tier arranged Fo3/NV Weapon List - Weapon Mods

Name	Mod	Effect	Value
Colt .45 Auto Pistol	.45 AP HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	250
	.45 AP Silencer	Makes the weapon Silent	500
Battle Rifle	-	-	-
Sniper Rifle	Sniper Rifle Suppressor	Weapon counts as Silent to anyone at Long Range or beyond	500
	Sniper Rifle Carbon Fibre Part	Reduces Wg by 5	400
Trail Carbine	Trail Carbine Scope	Adds +10 to hit past Short Range	500
Zebra Rifle	-	-	-
BAR (auto) [128]	BAR Upgraded Internals	Lowers AP cost to 30, +1 Rate of Fire	500
Magic Repeater (auto)	Magic Recycler	A roll of 01-25 to hit does not use ammo	100
Plasma Rifle	Plasma Rifle Magic Accelerator	Adds +10 to hit	500
Tri Prism Rifle	Tri Prism HD Capacitors	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200
	Tri Prism LR Hi-Cap Terminal	+24 Mag Size	200
	Tri Prism LR Focus Optics	+3 DAM to each beam (+9 in total)	500
Hunting Shotgun	Hunting Shotgun Long Tube	+3 Mag Size	200
	Hunting Shotgun Choke	Target counts as 5 Yards closer for the purposes of Shotgun damage fall off	500
Flamer	Flamer Expanded Tanks	+60 Mag Size	200
Enchanted Crossbow	Crossbow Night Scope	Adds night vision and +10 to hit past Short Range	50
	Crossbow Carbon Fiber Parts	Reduces Wg by 5	250
	Repeater Modification	Increases Clip Size to 10	350
<b>Special</b> (For more detailed information on Battle Saddle mods, see the Battle Saddles document.)			
Name	Mod	Effect	Value
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	automatically reloads single-shot weapons which normally carry only one or two rounds	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	20

## Tier arranged Fo3/NV Weapon List - Weapon Mods

		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	
	Any	Trigger Conversion (Requires Mechanics 50)	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).	1/4 cost of modded weapon	

## Tier arranged Fo3/NV Weapon List - Change Log

	Tier	Change	Link
26th Mar	Tier 1	Upped .357 Revolver damage from 22+ to 25+	<a href="https://docs.google.com/document/d/1">https://docs.google.com/document/d/1</a>
	Tier 1	Removed DoT on Dart Gun, increased chance of cripple (-2 on the End check)	
	Tier 1	Upped Varmint Rifle damage to 20+ to be closer to .357 damage. Remains lower due to Long Range.	
27th Mar	Tier 2	Upped Cowboy Repeater damage to 28+ so it does a little more than the .357 in addition to being Long Range	
	Tier 2	Upped .44 revolver damage from 30+ to 35+	<a href="https://docs.google.com/document/d/1s">https://docs.google.com/document/d/1s</a>
28th Mar	Tier 2	Upped Cowboy Repeater damage to 30+ after comparing with .44 Revolver	
	Many	Changed the Cnd of weapons to make it easier to work out 25%/50%/75% condition	
1st April	Tier 2	Upped Hunting Rifle damage and lowered AP cost, now much easier to fire twice per turn	
4th April	Tier 3	Upped Battle Rifle damage to 45+ after comparing with Colt .45	
	Tier 3	Upped Zebra Rifle damage to compare with the Battle Rifle	
	Tier 3	Added a special rule to the BAR so it only fires 2 round Bursts, Upped damage considerably to make up for it	
	Tier 2	Lowered Light Machine Gun Value to 300 to make it more in line with other T2 weapons	
11th May	Various	Upped the Str Req for Heavy weapons (by 1) for use with the Heavy rule	
11th May	New Tab	Added Melee/Unarmed Weapons, thrown still to be added	
03rd June	New Tab	Added Weapon Mods for Tiers 0 to 2	
11th July	New Tab	Added Armour List	
11th July	New Tab	Added Clothing List	
14th July	Weapon List Tab	Removed CnD column since it is not used	
14th July	Many	Significantly increased the damage of the slower shotguns, hopefully they should fill the role of very close range anti-DT	
	Many	Increased the AP on ALL Automatic weapons to balance the fact that Burst/Full Auto does not cost additional AP	
18th July	Weapon Mods	Added Tier 3 Weapon Mods	
18th July	Tier 4	Finally got round to a balance pass of Tier 4 weapons. Most have improved in power.	
19th July	Various	Added some new Shotguns and changed their damage loss at range	
19th July	Various	Added "Scoped" and "Rare" to the Special Rules for ranged and added a Special Rules list for Melee/Unarmed	
19th July	Ammo	Altered non-magical ammo that ignores DT to match the levels of Armor Piercing in Special Rules for Melee/Unarmed	
19th July	Melee/Unarmed	Cleaned up Special Rules and added in a few new weapons.	
21st July	Various	Added sword, sickle and scythe. Clarified rules for melee weapons with reach. Added "cannot jam" to Revolver trait.	
21st July	Clothing	Added a few pieces of clothing, including a miner's helmet-style "lantern helmet".	
22nd July	Special Rule Tab	Reworded the Sniper rule to make it more clear.	
22nd July	Tier 3	lowered the Zebra Rifle's damage by 2 (to 18+) to take into account its extra special rules. Also increased cost a bit.	
23rd July	Weapon Mods	Reworded the HD cylinder mods for .357 and .44 revolvers, since revolvers already cannot jam. Also reduced cost	
31st July	Armor	Reduced weight for leather and ragged cloaks.	
3rd August	Weapons	Added Body Spikes, Tier 0 natural attacks, Enclave Battle Tail	
7th August	Weapon Mods	Added the Battle Saddle mods from the Battle Saddles document	
12th August	Tier 2	Increased 10mm SMG damage by 2 to make it more powerful than the 9mm SMG	
27th August	Tier 1	Increased the bonus damage for the Single Shotgun and Caravan Shotgun by 1d10 (to 5d10 max, like other shotguns)	
31st August	Various	Significant changes to Shotguns. See link for details -->	<a href="https://docs.google.com/spreadsheets/cc">https://docs.google.com/spreadsheets/cc</a>
18th September	Armor	Removed worn melee/unarmed weapons from the armor section.	
20th September	Tier 4	Removed the Scope from the Ranger Sequoia since its based on the NV version which cannot get a scope	
20th September	Tier 3	Magic Energy Repeater (Laser RCW) is now an Automatic Rifle (rather than an SMG) like its NV version	
6th October	Various	Modifications to Heavy Armors (clarifying effects on flight, some armors now Rare); Enchanted Crossbow cost fixed (was same as Crossbow cost) and given mods; Trigger Conversion special mod added for converting weapons between races.	
23rd October	Weapons	BAR strength requirement changed to 8 (as per New Vegas).	
4th November	Melee Weapons	Made it clearer when an unarmed weapon came as a set	
7th November	Special Rules	Moved the melee weapon special rule list so you scroll down instead of sideways to find it	
9th December	Special Rules	Clarified anti-matrix damage rules and added Anti-Matrix and Anti-Matrix (light) qualities.	
7th January	Weapons	Added Flare Pistol	
6th March	Weapons	Added BB Gun	
8th March	Ammo List	Rebalanced special ammo types, most give less bonus damage	

# Tier arranged Fo3/NV Weapon List - Change Log

[illegible]

Tier arranged Fo3/NV Weapon List - Change Log


## 46

For Comparisons: <a href="https://docs.google.com/spreadsheets/cocc?key=0Ar_2YbJwH8HmWQXNqT0dpRzVUHRNWU1sM1ZCNFE#gid=27">https://docs.google.com/spreadsheets/cocc?key=0Ar_2YbJwH8HmWQXNqT0dpRzVUHRNWU1sM1ZCNFE#gid=27</a>							
Previous versions can also be found on another tab							
Tier 0							
Name		DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Straight Razor		1xSTR +5 +	15	12+	1	10	Concealable
Cleaver		2xSTR +5 +	25	19+	2	10	
Rolling Pin		1xSTR +5 +	20	12+	1	10	
Zebra Slicer		1xAGI +	15	7+	0	15	Agile, Concealable
Bare Hooves		1xSTR +	15	7+	0	0	Innoculus, Set, Unarmed
Horn (Unicorn)		1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed
Horn (Alicorn)		1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed
Griffin Claws (incl bonus)		1xSTR ++	15	7++	0	0	Set, Unarmed
Tier 1							
Name		DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Switchblade		1xSTR +05 +	15	12+	1	35	Concealable
Knife		1xSTR +08 +	15	15+	1	30	
Machete		2xSTR +10 +	20	24+	2	50	
Sickle		2xSTR +05 +	20	19+	2	40	Crippling
Sword		2xSTR +18 +	25	32+	3	100	
Knife Spear		3xSTR +15 +	30	36+	3	75	Reach, Charging
Lead Pipe		2xSTR +10 +	25	24+	3	50	
Nail Board		3xSTR +10 +	30	31+	4	50	
Cattle Prod		1xSTR +10 ++	30	17++	3	50	Stunning
Police Baton		2xSTR +10 +	25	24+	2	50	
Shovel Spear		4xSTR +05 +	35	33+	3	25	Reach
Pool Cue		1xSTR +10 +	20	17+	1	20	
Tire Iron		2xSTR +10 +	25	24+	3	20	
9 Iron		1xSTR +15 +	20	22+	3	15	
Brass Shoes		2xSTR +02 +	15	16+	1	50	Set, Unarmed
Mantis Helmet		2xSTR +05 +	20	19+	10	75	Armor Piercing (light), Unarmed (Bladed)
Bladed Helmet		3xSTR +05 +	25	26+	10	75	Unarmed (Bladed)
Zebra Sword		2xAGI +10 +	25	24+	3	60	Agile
Wingblades		1xAGI +10 +	20	17+	3	100	Agile, Crippling, Set, Unarmed (Bladed)**
Tier 2							
Name		DAM	AP	(Comparison at Str7)	Wg	Value	Notes
New Weapon	Combat Knife	1xSTR +14 +	15	21+	1	200	
	Outlass	3xSTR +18 +	25	39+	5	300	
	Hatchet	3xSTR +30 +	30	51+	2	150	
	Dress Cane	1xSTR +15 +	25	22+	3	150	Innoculus
	War Club	2xSTR +15 +	20	29+	3	150	
	Baseball Bat	2xSTR +20 +	25	34+	3	100	
	Sledgehammer	5xSTR +15 +	35	50+	12	250	Unwieldy
	Rebar Club	4xSTR +25 +	40	53+	9	150	Unwieldy
	Spiked Shoes	2xSTR +08 +	15	22+	1	250	Set, Unarmed
	Yao Gual Helmet	2xSTR +10 +	20	24+	10	250	Unarmed (Bladed), Armor Piercing
Bear Trap Hoof	3xSTR +25 +	30	46+	6	300	Unwieldy, Crippling, Unarmed	
Solaris Hoof	4xSTR +04 ++	25	32++	4	300	Powered, Unlucky, Unarmed	
Magic Energy Spear	3xSTR +15 ++	30	36++	4	500	Magic, Reach	
Rapier	1xAGI +12 +	15	19+	2	300	Agile, Armor Piercing (light)	
Scythe	3xSTR +25 +	35	46+	4	200	Reach, Crippling	
Body Spikes	2xSTR +	15	14+	1	150	Set, Unarmed	
Tier 3							
Name		DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Cosmic Knife		2xAGI +12 +	20	26+	1	1000	Agile, Armor Piercing (light)
Bowie Knife		1xSTR +18 +	15	25+	1	1000	
Gladus		3xSTR +25 +	25	46+	2	1200	
Bumper Sword		4xSTR +30 +	35	58+	12	1500	Unwieldy, Reach
New Weapon	Thunder Hammer [129]	5xSTR +10 ++	35	45++	14	Made?	Unwieldy, Anti-Matrix

## 47

New Weapon	Auto Axe	8xSTR +20 +++++	60	76+++++	20	1700	Unwieldy, Powered, Armor Piercing (Heavy), Rare
	Shishkebab	2xSTR +15 + (++) for 3 turns)	20	29+	3	Made	Unwieldy, Burning
	Ripper	1xSTR +10 +++++	25	17+++++	6	1200	Powered, Armor Piercing
New Weapon	Fire Axe	3xSTR +35 +	30	56+	8	1200	
	Hellhound Helmet	2xSTR +10 +	20	24+	10	Made	Unarmed (Bladed), Armor Piercing (Heavy)
	Zap Sock	2xSTR +20 ++	25	34++	6	1200	Unwieldy, Powered, Anti-Matrix, Unarmed
	Power Hoof	4xSTR +12 ++	25	40++	6	1500	Unwieldy, Powered, Unarmed
New Weapon	Displacer Sock	4xSTR +++	30	28+++	8	1300	Unwieldy, Powered, Repulsor, Unarmed
	Supercharged Solaris Hoof [130]	5xSTR +05 +++++	35	40+++++	6	1500	Unwieldy, Powered, Unarmed, Supercharged
<b>Tier 4</b>							
	Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
	Katana	2xAGI +30 +	20	44+	3	2000	Agile
	Enchanted Zebra Sword	2xAGI +30 ++ (++ 3 turns)	25	44++	3	3000	Agile, Magic, Enchanted
	Zebra Thunder Axe	3xSTR +35 ++	30	56++	8	2500	Anti-Matrix, Magic
	Thermic Lance	4xSTR +15 ++	30	43++	20	3000	Armor Piercing (heavy), Magic, Reach
	Super Sledge	5xSTR +40 ++	35	68++	20	2500	Unwieldy, Crippling
	Chainsaw	10xSTR +40 +++++	60	110+++++	20	2200	Unwieldy, Armor Piercing, Powered, Crippling
	Ballistic Hoof	5xSTR +15 ++	25	50++	6	3000	Unwieldy, Powered, Unarmed
	Industrial Shoe	4xSTR +10 +++++	35	38+++++	10	2800	Unwieldy, Powered, Armor Piercing (heavy), Unarmed
	Enclave Battle Tail*	2xAGI +25 + (poison: 2 AGI/turn, 3 turns)	25	39+	3	N/A	Agile, Poisoned, Unarmed (Bladed)
							*Requires Enclave (or Experimental Griffin) Power Armor
<b>Thrown Melee</b>							
	Name	DAM	AP	(Comparison at Str7)	Wg	Value	Range
	Throwing Knife	10+	15	10+	1	5	10 + STR Yards
	Throwing Hatchet	1xSTR +10 +	20	17+	1	10	10 + 2xSTR Yards
	Tomahawk	2xSTR +10 +	25	24+	2	15	10 + 2xSTR Yards
	Throwing Knife Spear	3xSTR +10 +	30	31+	3	25	20 + 3xSTR Yards
	Throwing Spear	3xSTR +20 +	25	41+	3	40	20 + 3xSTR Yards
	Magic Energy Throwing Knife	25+	15	25+	4	200	10 + STR Yards
	Magic Energy Throwing Axe	2xSTR +20 +	20	34+	3	300	10 + 2xSTR Yards
	Zebra Throwing Stars (auto)	1xAGI +5 +(++) (5sec)	30		1	100	10 + 2xSTR Yards

## Tier arranged Fo3/NV Weapon List - (Old) Tiered List

21st March												
Tier 0												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Silenced .22 Pistol	8+	15	-	16	.22LR	3	10	1	Short	Pistol	Silent	
9mm Pistol	10+	15	-	13	9mm Round	1.5	10	2	Short	Pistol		
.32 Revolver	15+	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver	
Flare Pistol	5(++)*	25	-	1	Flare Round	3	15	1	Medium	Pistol	Magic, Bright	
Red Racer BB Gun	5+	20	-	6	BB	3	20	1	Long	Rifle	Silent	
.32 Rifle	20+	30	-	5	.32 Round	6	30	5	Long	Rifle		
*reflects Low Burn ammo												
Tier 1												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
10mm Pistol	15+	15	-	12	10mm Round	3	50	4	Short	Pistol		
.357 Revolver	25+	25	-	6	.357 Round	2	50	3	Short	Pistol	Revolver	
Dart Gun	5+	25	-	1	Dart	3	Made	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled	
Magical Energy Pistol	10+	15	-	30	Spark Cell	3	50	1	Med	Pistol	Magic, -2 DT (Spark Cell)	
Recharger Rifle	15+	20	-	7	---	15	50	5	Long	Rifle	Magic, recharging ammo, -2 DT	
Varmint Rifle	20+	25	-	5	5.56mm Round	5.5	50	3	Long	Rifle		
Service Rifle	12+	15	-	20	5.56mm Round	8.5	75	2	Med	Rifle		
Silenced .22 SMG (auto)	8+	30	5	180	.22LR	8	75	2	Short	SMG	Silent	
Single Shotgun	45++++(+ loss per yard past Short)	45	-	1	Shotgun Shell	7	30	5	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3	
Caravan Shotgun	30++++(+ loss per yard past Short)	30	-	2	Shotgun Shell	3	75	3	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3	
Sawed-off Shotgun	45++++(+ loss per yard past PB)	35	-	2	Shotgun Shell	4	150	4	Short	Shotgun, Pistol	Damage loss over range, Target DT x 3	
Anti-Pony Grenade Rifle	30++AoE(Direct hit)	30	-	4	25mm Grenade	8	75	5	Med	Rifle	AoE (5)	
Crossbow	20+	20	-	1	Bolt	6	150	3	Med	Rifle	Rare, Silent	
Tier 2												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Police Pistol	25+	20	-	6	.357 Round	3	200	4	Short	Pistol	Revolver	
.44 Revolver	35+	25	-	6	.44 Round	3.5	250	5	Short	Pistol	Revolver	
5.56mm Pistol	22++	20	-	5	5.56mm Round	5	225	6	Med	Pistol	Revolver	
Plasma Pistol	20++	25	-	32*	Spark Cell (2)	3	200	2	Short	Pistol	Magic, -2 DT (Spark Cell), +2% Crit chance	
Recharger Pistol	10++	15	-	20	---	7	250	2	Med	Pistol	Magic, recharging ammo, -2 DT	
Hunting Rifle	45++	35	-	6	.308 Round	6	250	6	Long	Rifle		
Cowboy Repeater	30+	25	-	5	.357 Round	5	225	4	Long	Rifle	Tube loaded	
Lever-action Rifle	35+	30	-	10	10mm Round	8	300	6	Long	Rifle		
Assault Rifle (auto)	12+	30	4	24	5.56mm Round	7	250	4	Med	Automatic Rifle		
Infiltrator (auto)	10+	30	4	24	5.56mm Round	7	275	4	Med	Automatic Rifle	Silent, Scoped	
Magical Energy Rifle	20+	20	-	24	MFC	8	250	3	Long	Rifle	Magic, -2DT (MFC)	
9mm SMG (auto)	10+	30	5	30	9mm Round	4	250	3	Short	SMG		
10mm SMG (auto)	12+	30	5	30	10mm Round	5	300	4	Short	SMG		
Riot Shotgun	20++++(+ loss per yard past Short)	20	-	12	Shotgun Shell	5	250	6	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3	
Grenade Launcher	50++AoE(Direct hit)	35	-	4	40mm Grenade	12	250	5	Med	Rifle	AoE (10)	
Light Machine Gun (auto)	15+	35	6	90	5.56mm Round	15	300	8	Med	Automatic, Heavy		
Zebra Special	8(++ for 3 turns)	15	3	12	.22LR	2	500	5	Short	Pistol	Rare, Enchanted	
Tier 3												
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special	
Colt .45 Auto Pistol	25+	15	-	7	.45 Auto	1.5	1000	3	Short	Pistol		
Battle Rifle	45+	25	-	8	.308 Round	9.5	1000	6	Med	Rifle		
Sniper Rifle	35++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, Scoped	
Trail Carbine	40+	25	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded	
Zebra Rifle (auto)	18(++ for 3 turns)	30	4	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, Scoped	
BAR (auto) [131]	35+	35	2	20	.308 Round	16	1200	8	Short	Automatic, Heavy	Unwieldy, Fires 2 round Bursts (not 3)	
Magic Energy Repeater (auto)	15+	30	4	60	Spark Cell	4	1200	4	Short	Automatic Rifle	Magic, -2DT (Spark Cell)	
Plasma Rifle	35++	30	-	24*	MFC (2)	8	1000	3	Med	Rifle	Magic, -2DT (MFC), +2% Crit chance	
Tri Prism Rifle [132]	3x15+ [133]	25	-	24*	MFC (3)	9	1200	4	Short	Rifle	Magic, -2DT (MFC)	
Hunting Shotgun	40++++(+ loss per yard past Short)	25	-	5	Shotgun Shell	7.5	1000	5	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3	



## 49

Double-barrel Shotgun	2x50+++++(+ loss per yard past Short) [134]	50	-	2*	Shotgun Shell (2) [135]	8	1000	6	Short	Shotgun, Rifle	Damage loss over range, Target DT x 3
Flamer	15++(++ for 3 turns)	10	-	60	Flamer Fuel	15	1000	8	Short	Heavy	Short Range only, always does damage but a 'miss' causes half damage
Enchanted Crossbow	20+(++ for 3 turns)	20	-	1	Bolt	6	1000	3	Med	Rifle	Rare, Enchanted, Silent
Tier 4											
Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special
12.7mm Pistol	30+	15	-	7	12.7mm Round	3.5	2500	7	Short	Pistol	
Hunting Revolver	50++	30	-	5	.45-70 Govt	4	2200	6	Long	Pistol	Revolver, Scoped
Ranger Sequoia	55+	25	-	5	.45-70 Govt	4	2000	6	Med	Pistol	Revolver
Plasma Defender	35++	20	-	32*	Spark Cell (2)	2	2000	2	Short	Pistol	Magic, -2DT (Spark Cell), +2% Crit chance
Brush Gun	60++	30	-	6	.45-70 Govt	5	3000	6	Long	Rifle	
Anti-Material Rifle	90++	50	-	8	.50 MG	20	4000	8	Sniper	Rifle, Heavy	Sniper, Scoped
Markspony Carbine	25++	15	-	20	5.56mm Round	6	3500	4	Sniper	Rifle	Sniper, Carbine, Scoped
Assault Carbine (auto)	15+	25	5	24	5mm Round	6	2500	3	Short	Automatic Rifle	Armor Piercing (5mm Round), Carbine, Scoped
Multiplas Rifle (short)	3x20++ [136]	30	-	60*	MFC (3)	7	2000	4	Short	Rifle	Magic, -2DT (MFC), +2% Crit chance
Gauss Rifle	120++	45	-	5*	MFC (5) [137]	7	2500	4	Sniper	Rifle	Magic, -2DT (MFC), Sniper
.45 Auto SMG (auto)	25+	30	4	30	.45 Auto	11	2800	6	Short	SMG	
Minigun (auto)	18+	40	4 or 8	240	5mm Round	25	4000	10	Short	Automatic, Heavy	Armor Piercing (5mm Rounds)
Shoulder Mounted MG (auto)	30+	30	3	60	10mm Round	17	4000	6*	Short	Automatic, Heavy	
Gatling Caster (auto)	20+	40	4 or 8	240	ECP	18	4000	8	Short	Automatic, Heavy	Magic, -2DT (SC Pack), Full Auto Only
Plasma Caster	55++	25	-	10	MFC	20	4000	9	Short	Heavy	Magic, -2DT (MFC), +2% Crit chance
Thunder Cannon [138]	80++(++Dot for 2 turns)	40	-	20*	ECP (5)	8	4500	9	Med	Heavy	Rare, Magic, Target's AP is halved unless END check is passed
Grenade Machine Gun (burst)	30++(direct hit AoE)	30	(Burst)	30	25mm Grenade	15	3500	9	Med	Heavy	AoE (5), Can fire Single Shot or Burst
Missile Launcher	150++(direct hit AoE)	55	-	1	Missile	20	3000	6	Long	Heavy	AoE (15), -10 to hit dodging targets (Missile)
Balefire Egg Launcher	500+10d10 (AoE)	60	-	1	Balefire Egg	20	5000	9	Med	Heavy	Rare, Massive AoE (it's hard not to kill yourself)

## 50

21st March						
Tier 0						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Straight Razor	1xSTR +5 +	15	12+	1	10	Concealable
Cleaver	2xSTR +5 +	25	19+	2	10	
Rolling Pin	1xSTR +5 +	20	12+	1	10	
Zebra Slicer	1xAGI +	15		0	0	Agile, Concealable
Bare Knuckles	1xSTR +	15	7+	0	0	Innocuous, Set, Unarmed
Horn (Unicorn)	1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed
Horn (Alicorn)	1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed
Griffin Claws (end bonus)	1xSTR ++	15	7++	0	0	Set, Unarmed
Tier 1						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Switchblade	1xSTR +05 +	15	12+	1	35	Concealable
Knife	1xSTR +10 +	15	17+	1	30	
Machete	2xSTR +10 +	20	24+	2	50	
Sickle	2xSTR +05 +	20	15+	2	40	Crippling
Sword	2xSTR +15 +	25	29+	3	100	
Knife Spear	3xSTR +10 +	30	31+	3	75	Reach, Charging
Lead Pipe	2xSTR +10 +	25	24+	3	50	
Nail Board	3xSTR +10 +	30	31+	4	50	
Cattle Prod	1xSTR +10 +	30	17+	3	50	Stunning
Police Baton	2xSTR +10 +	25	24+	2	50	
Shovel Spear	3xSTR +05 +	35	26+	3	25	Reach
Pool Cue	1xSTR +10 +	20	17+	1	20	
Tire Iron	2xSTR +10 +	25	24+	3	20	
9 Iron	1xSTR +15 +	20	22+	3	15	
Brass Shoes	2xSTR +05 +	15	19+	1	50	Set, Unarmed
Mantis Helmet	2xSTR +10 +	20	24+	10	75	Armor Piercing (light), Unarmed (Bladed)
Bladed Helmet	3xSTR +10 +	30	31+	10	75	Unarmed (Bladed)
Zebra Sword	2xAGI +10 +	25		3	60	Agile
Windblades	1xAGI +10 +	30		3	100	Agile, Crippling, Set, Unarmed (Bladed)**
Tier 2						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Combat Knife	1xSTR +15 +	15	22+	1	200	
Hatchet	2xSTR +20 +	25	34+	2	150	
Dress Cane	1xSTR +15 +	25	22+	3	150	Innocuous
War Club	2xSTR +20 +	20	34+	3	150	
Baseball Bat	2xSTR +20 +	25	34+	3	100	
Sledgehammer	4xSTR +20 +	35	48+	12	250	Unwieldy
Barbar Club	4xSTR +20 +	40	49+	9	150	Unwieldy
Spiked Shoes	2xSTR +10 +	15	24+	1	250	Set, Unarmed
Yao Guan Helmet	2xSTR +15 +	20	29+	10	250	Unarmed (Bladed), Armor Piercing
Bear Trap Hoof	3xSTR +10 +	25	31+	6	300	Unwieldy, Crippling, Unarmed
Solaris Hoof	3xSTR +20 +	30	41+	4	300	Powered, Unlucky, Unarmed
Magic Energy Spear	3xSTR +15 +	30	36+	4	500	Magic, Reach
Rasper	2xAGI +15 +	15		2	300	Agile, Armor Piercing (light)
Soythe	3xSTR +15 ++	40	36++	4	200	Reach, Crippling
Body Spikes	2xSTR +5 +	15	24+	1	150	Set, Unarmed
Tier 3						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Cosmic Knife	3xAGI +10 +	20		1	1000	Agile, Armor Piercing (light)
Bowie Knife	1xSTR +20 +	15	27+	1	1000	
Cladius	2xSTR +30 +	25	44+	2	1200	
Bumper Sword	4xSTR +35 +	35	63+	12	1500	Unwieldy, Reach
Shishkebab	2xSTR +20 +	20	34+	3	Make	Unwieldy, Burning
Roper	1xSTR +10 ++++	30	17++++	6	1200	Powered, Armor Piercing
Fire Axe	3xSTR +30 +	30	51+	8	1200	
Zap Sock	3xSTR +10 +	20	31+	6	1200	Unwieldy, Powered, Anti-Matrix, Unarmed
Power Hoof	4xSTR +20 +	25	48+	6	1500	Unwieldy, Powered, Unarmed
Displacer Sock	4xSTR +10 +	30	38+	6	1300	Unwieldy, Powered, Repulsor, Unarmed
Tier 4						
Name	DAM	AP	(Comparison at Str7)	Wg	Value	Notes
Katana	2xAGI +30 +	20		3	2000	Agile
Zebra Thunder Axe	3xSTR +40 +	30	61+	8	2500	Anti-Matrix, Magic
Charnov	8xSTR +40 ++++	80	86++++	20	2200	Unwieldy,

## Tier arranged Fo3/NV Weapon List - (Old) Ammo List and Special Rules

Basic Ammunition			Special Rules: Ranged OR Explosives	
Name	Value	Effect		
.22LR	0.5		Pistol	"1 Handed" (for Perks, Griffons, etc.)
0.308 Round	2		Rifle	"2 Handed" (for Perks, Griffons, etc.)
0.32 Round	0.5		SMG	Automatic "1 Handed" weapon (for Perks, Griffons, etc.)
.357 Round	1		Automatic Rifle	Automatic "2 Handed" weapon (for Perks, Griffons, etc.)
.44 Round	1.5		Shotgun	Losses 1d10 bonus damage for each yard past Short range. Also loses half base damage when past Medium. *Sawed-off
.45 Auto	1.5		Heavy	Designed for use with a Battle Saddle. Being 'saddled' reduces the Strength Requirement by 3 (instead of 2). Cannot otherwise be multiple-wielded.
.45-70 Govt	2		Carbine	Does not suffer a to-hit penalty at Point Blank range.
.50 MG	3		Revolver	Slower reload without Speed Loader. Cannot jam.
5mm Round	0.5	Armor Piercing	Bright	-20 to sneak attempts in illuminated areas, -20 to ranged attacks against targets obscured by the light
5.56mm Round	1		Sniper	Does not suffer hit penalties due to range (except at Point Blank). Counts as both Long ranged and Unwieldy for Point Blank penalties (a total of -25 at PB). If the weapon's Scope is damaged or the weapon's condition drops below Used, then the weapon loses the Sniper quality and the range changes to Long until repaired.
9mm Round	0.5		Silent	After EACH attack the wielder can make a Stealth check to remain hidden, target can make a PER check if it survives the round.
10mm Round	1		Recharging Ammo (new version in progress)	After weapon is drawn it recharges 3 shots at the end of each turn. If drawn *before combat* the weapon will be fully charged by the time combat starts, otherwise it starts at 0 charge. Auto 'deactivates' after 10mins without use.
12.7mm Round	1.5		Magic	Uses the Magical Energy Weapons skill. Critical hits do 200% normal damage instead of 150%.
BB	0.25		Recharging Ammo	Recharges fast enough that it effectively never needs to reload, infinite ammo.
Dart	1		AoE	Has an Area of Effect value. Targets within a number of feet equal to that value take full damage. For every full (AoE value) feet a target is away from the explosion, damage is reduced by 25%. (Any target more than four times the AoE value in feet from the explosion takes no damage.)
Bolt	1		Rare	These items are not available for purchase without GM permission, regardless of Tier.
Flare Round	2	DT -2, +2d10 Fire, Blinding	Enchanted	Listing assumes a flame enchantment (this damage over time effect stacks per bullet and causes damage at the start of each of the target's turns). The enchantment damage (or effect) ignores armor, but does not occur unless the base damage is greater than the target's armor. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.
Shotgun Shell	1	Target DT x 3		
Spark Cell (Gem Pack)	1	DT -2		
MFC (Magic Fusion)	1.5	DT -2		
ECP (Energon Crys)	0.5	DT -2		
Flamer Fuel	0.5			
Railway Spikes	1			
25mm Grenade	4	AoE (5)		
40mm Grenade	6	AoE (10)		
Missile	25	-10 to hit Dodging opponents, AoE (15)		
Balefire Egg	125	Rads		
Anti-Matrix Damage				
<p>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. DT does not apply to AX damage. AX damage resets to zero at the beginning of each turn.</p>				

## Tier arranged Fo3/NV Weapon List - (Old) Ammo List and Special Rules

[illegible]

## Tier arranged Fo3/NV Weapon List - (Old) Ammo List and Special Rules

5mm Round	Standard	0.5	Armor Piercing	Anti-Matrix	Causes +2d10 to Robots and Power Armored opponents; will shut down Robots, Power Armor and PipBucks on a critical success.			
	Hollow Point	1.5	+1d10 DAM, Target DT x 2	Repulser	Pushes the target back as per a Slam			
	Armour Piercing	1.5	-5 DAM, Armor Piercing (Heavy)	Enchanted	Listing assumes a flame enchantment. The enchantment damage (or effect) ignores armor, but does not occur unless the base damage is greater than the target's armor. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.			
	Surplus	0.25	+2 DAM, Armor Piercing, +6% C.Fail Chance, -10 to Hit	Burning	Sets opponent on fire, dealing an additional 1d10 per turn for five turns ignoring armor (unless environmentally sealed). This damage is reduced by Fire Resistance.			
	JSP Hoof-load	*Crafted*	+3 DAM, Armor Piercing, +1% C.Fail Chance	Unarmed	Attacks count as unarmed attacks and fall under the Unarmed skill. Unarmed weapons cannot be disarmed, and			
5.56mm Round	Standard	1	-	Unarmed (Bladed)	Attacks count as unarmed attacks and fall under the Unarmed skill. May be used with Steel Claw for bleeding			
	Hollow Point	2	+2d10 DAM, Target DT x 3	Reach	+10% bonus to parry. If an opponent closes into melee/point blank range, you may immediately spend AP to make an attack regardless of your initiative.			
	Armour Piercing	2	-5 DAM, Armor Piercing	Poisoned	Attacks also inflict poison damage. This damage may be resisted with Poison Resistance. Requires poison.			
	Surplus	1	+2 DAM, +4% C.Fail Chance	Set	This weapon is always used as part of a set (usually two or four). You do not have to purchase each separately. Nor can multiple weapon fighting be applied.			
	.223 Caliber	1	-2 DAM, -1% C.Fail Chance	Unwieldy (melee)	Attempting to wield multiple of this weapon inflicts an extra -1 to Agility and a -10 to attacks per weapon. The Agility penalty does not apply if using telekinesis.			
9mm Round	Match Hoof-load	*Crafted*	+2 DAM, +10 to Hit	Thrown	Attacks count as armed attacks but use the Unarmed skill.			
	Standard	0.5	-	Rare	These items are not available for purchase without GM permission, regardless of Tier.			
	Hollow Point	1.5	+1d10 DAM, DT x 3	Jousting	May be used with a Slam attack. Gains +2d10 damage when used for a Slam attack.			
10mm Round	+P	1.5	+2 DAM, DT -2, +1% C.Fail Chance	** Wingblades require wings.				
	JHP Hoof-load	*Crafted*	+2d10 DAM, DT x 2					
	12.7mm Round	Standard	1	-				
Hollow Point		2	+2d10 DAM, DT x 3					
JHP Hoof-load		*Crafted*	+2d10 DAM, DT x 2					
Shotgun Shell	Standard	1	Target DT x 3					
	Magnum	2	+5 DAM, DT -2, Target DT x 3, +1% C.Fail Chance					
	Flechette	1.5	-2 DAM, DT -8, Target DT x 2					
	Slug	1	-4d10 DAM, No damage loss over range					
	Pulse Slug	2	-4d10 DAM, -5 DAM, No damage loss over range, Anti-Matrix (light)					
	Dragon's Breath	2	-2 DAM, Target DT x 3, Igntes target causing 2d10 burning damage per round, Now loses damage starting from Point Blank (see Sawed Off Shotgun)					
	Bean Bag	1.5	Deals Stun damage. Target gets half DT from armor as well as normal Stun DT. If Point Blank then END check to knock Target down/out (check modified by GM according to Target/repeated hits)					
Spark Cell	Standard	1	DT -2					

## Tier arranged Fo3/NV Weapon List - (Old) Ammo List and Special Rules

		Overcharge	2	+1d10 DAM, DT -5, +1% C.Fail Chance	<b>Ammo Note:</b>			
		Max Charge	2.5	+2d10 DAM, DT -10, +4% C.Fail Chance	<p>" +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.</p>			
		Bulk	0.5	-2 DAM, -1% C.Fail Chance				
		Optimized	*Crafted*	+1d10 DAM, DT -5				
		Standard	1.5	DT -2				
	MFC (Magic Fusion)	Overcharge	3	+1d10 DAM, DT -5, +1% C.Fail Chance				
		Max Charge	4	+2d10 DAM, DT -10, +4% C.Fail Chance	<b>Crafted Ammo:</b>	(working rule)		
		Bulk	0.5	-4 DAM, -1% C.Fail Chance	<p>To craft these ammo types the character requires the relevant Perk (either Ammo Crafter for bullet recipes or Vigilant Recycler for magic recipes.) It takes 2 standard bullets/cells to make 1 crafted one. The player will also need a suitable place to work (such as a reloading bench.) Any character is free to use Crafted ammo once it has been made, however if the character does NOT have the required Perk to make it themselves then they suffer an additional +4% C.Fail Chance as they do not know how to properly handle the more powerful charges. This penalty is reduced by 1% for every full 25 points of Mechanics that the character has (meaning that at Mechanics 100 there is no penalty.)</p>			
		Optimized	*Crafted*	+1d10 DAM, DT -5				
		Standard	0.5	DT -2				
	ECP (Energon Crystal Pack)	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				
		Standard	0.5	-				
	Flamer Fuel	Homemade	0.25	+4% C.Fail Chance	<b>Ammo Scarcity:</b>			
		Optimized	*Crafted*	+1d10 DAM, DT -5, +1% C.Fail Chance	<p>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.</p>			
	Railway Spikes	Standard	1	-				
	25mm Grenade	Standard	4	AoE (5)				
		High Explosive	10	+3d10 DAM, AoE (10)				
		Plasma	6	+3d10 DAM, AoE (5)				
		Pulse	6	AoE (5), Anti-Matrix (light)				
		Timed	*Crafted*	5 second fuse				
	40mm Grenade	Standard	6	AoE (10)				
		Incendiary	9	-15 DAM, +2d10 Fire/turn (3 turns), AoE (5)				
		Plasma	9	+3d10 DAM, AoE (5)				
		Pulse	9	AoE (5), Anti-Matrix				
	Missile	Standard	25	-10 to hit Dodging Opponents, AoE (15)				
		High Explosive	75	-10 to hit Dodging Opponents, +6d10 DAM, AoE (20)				
		High Velocity	75	AoE (15)				
		High Pulse	100	-10 to hit Dodging Opponents, AoE (15), Anti-Matrix				
		Hive	50	Half damage, AoE (45)				
	Flare Round	Low Burn	2	DT -2, +2d10 Fire/turn (3 turns) -- as per weapon stats, Blinding				
		High Burn	3	DT -2, +4d10 Fire/turn (2 turns), Blinding				

## Tier arranged Fo3/NV Weapon List

[1] (NV) Tri-Beam Laser Rifle

[2] One roll to hit

[3] One roll to hit

[4] Tesla Cannon

[5] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[6] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[7] Does not ignore DT from Fully Enclosed barding or magical shields.

Only works on living biological opponents.

A close shave.

[8] He's hackin' and wackin' and smackin'

[9] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[10] Does not ignore DT from Fully Enclosed barding or magical shields.

Only works on living biological opponents.

Wanna know how I got these stripes?

[11] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[12] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[13] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[14] Must be behind opponent.

[15] Only works on living biological opponents.

[16] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[17] Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action but does no damage. Roll STR ([+1]) (or END ([+1]) for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down. Some foes cannot be tripped, e.g. a caterpillar-tracked Sentry Bot

[18] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[19] Only works on living biological opponents.

## Tier arranged Fo3/NV Weapon List

[20] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[21] Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action but does no damage. Roll STR ([+1]) (or END ([+1]) for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down. Some foes cannot be tripped, e.g. a caterpillar-tracked Sentry Bot

[22] A difficult close combat maneuver meant to relieve an opponent of their weapon. Roll a contest of your Melee or Unarmed skill at a ([-20%]) penalty to accuracy against the opponent's Melee skill. This can be improved by making it a precise strike. The AP cost is based off the weapon used.

[23] Only works on living biological opponents.

[24] Only works on living biological opponents.

[25] can only be used once per target per charge, since you fly BY the opponent.

This attack does not interrupt a charge move (and cannot be used to end a charge early.)

[26] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[27] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[28] Penalty does not stack with multiple attacks

replace with Cutlass Fury?

[29] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike an Unarmed Slam, no AGI check is required if this attack misses

[30] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[31] Only works on living biological opponents.

[32] Only works on living biological opponents.

[33] Only works on living biological opponents.

[34] This hoof of mine glows with an awesome power...



## Tier arranged Fo3/NV Weapon List

[35] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

[36] This attack cannot be Parried. If successful, this attack deals normal damage ([+1d10]). Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1 foot in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT. Should the damage from knockback exceed the object's HP, then she breaks the object and continues moving whatever distance remains. If you fail any part of this attack, roll an Agility check to stay upright.

[37] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[38] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[39] Only works on living biological opponents.

[40] Attempt to deflect a close combat attack using a melee weapon. Roll Melee skill and compare your margin of success to your opponent's margin of success; defender wins on a tie unless the attacker got a critical success and the defender did not. You must have [(20)] AP remaining per opponent whose attacks you wish to parry.

[41] A sledgehammer with a power supply.

[42] Does not work on unliving biological opponents

[43] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[44] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

[45] Only works on living biological opponents.

[46] Does not work on unliving biological opponents

[47] If successful, this attack deals normal damage. Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1(x2) foot in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT. Should the damage from knockback exceed the object's HP, then she breaks the object and continues moving whatever distance remains.

## Tier arranged Fo3/NV Weapon List

[48] What could go wrong?

[49] This hoof of mine is burning red...

This attack can only be performed if the wielder, or a friend, is in great peril (below 50% HP).

Target explodes from the inside so this fire damage ignores external sources of Fire Resistance and WILL hurt robots and non-living opponents unless they are specifically immune to fire, such as a Dragon.

On a Crit the target is set alight for 5d10 fire damage per turn (see Spirit of Flame)

[50] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[51] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[52] Unlike some other special attacks that deal lightning damage, Laguna Blade does NOT cause target to lose AP

[53] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

[54] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[55] vs DT 10 (20 w/ perk)

Buckshot = -30 dam

Flechette = -15 dam

Slug = -1d10, -20 dam

vs DT 15 (25 w/ perk)

Buckshot = -45 dam

Flechette = -25 dam

Slug = -1d10, -25 dam

vs DT 20 (30 w/ perk)

Buckshot = -60 dam

Flechette = -35 dam

Slug = -1d10, -30 dam

## Tier arranged Fo3/NV Weapon List

- [56] This Mod can be installed with Mechanics 25 OR Firearms 50.  
Using a Workbench counts your Mechanics and Science as 10 points higher.
- [57] This Mod can be installed with Mechanics 25 or Firearms 50. A Workbench is required to install this Mod and does not provide a bonus to Mechanics and Science.
- [58] The advantage of building this Mod yourself is that you can use a looted .357 Revolver and not have to rely on buying a Rare Mod from a merchant
- [59] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [60] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [61] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [62] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [63] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [64] This is to alter the existing Bolt. No check is needed if the Quiet Bolt Mod is bought/found
- [65] One roll to hit
- [66] Existing prewar stock should be used instead
- [67] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [68] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [69] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [70] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [71] Existing prewar stock should be used instead
- [72] Magically Augmented Spark Rifle
- [73] Existing prewar stock should be used instead
- [74] Existing prewar stock should be used instead
- [75] Mechanics 50 AND Science 75 are needed to make this Mod. A Workbench is also required.
- [76] Existing prewar stock should be used instead

## Tier arranged Fo3/NV Weapon List

- [77] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [78] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [79] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [80] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.
- [81] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [82] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [83] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [84] Existing prewar stock should be used instead
- [85] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [86] Existing prewar stock should be used instead
- [87] Existing prewar stock should be used instead
- [88] Existing prewar stock should be used instead
- [89] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [90] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [91] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.
- [92] 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.
- [93] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [94] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [95] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [96] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [97] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

## Tier arranged Fo3/NV Weapon List

[98] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[99] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[100] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[101] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[102] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[103] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[104] the damage at 70AP plus the Scythe's Reach and Crippling attacks make it a useful weapon.

[105] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[106] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[107] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[108] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[109] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[110] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

[111] and having streamers

[112] 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.

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

[114] Can only be used by Griffins

[115] Can only be used by Earth Ponies, Unicorns, Pegasi, and Zebra.

## Tier arranged Fo3/NV Weapon List

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

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

[118] The actual protective bits of the armour get spread over a much greater area, causing many more weak points.

Since Hellhounds get a natural DT that increases with level, and Alicorns have access to a unique, extremely strong shield, this should not cause either race to be too vulnerable.

[119] Browning Automatic

[120] (NV) Tri-Beam Laser Rifle

[121] One roll to hit

[122] one roll to hit

[123] Fires 2 shells at once

[124] one roll to hit

[125] uses up 5 MFC per shot. Note that this means the weapon must be reloaded between each shot.

[126] Tesla Cannon

[127] One roll to hit

[128] Browning Automatic

[129] A sledgehammer with a power supply.

[130] What could go wrong?

[131] Browning Automatic

[132] (NV) Tri-Beam Laser Rifle

[133] One roll to hit

[134] one roll to hit

[135] Fires 2 shells at once

[136] one roll to hit

[137] uses up 5 MFC per shot. Note that this means the weapon must be reloaded between each shot.

[138] Tesla Cannon