FIGHTING WEAPONS

Name	Dmg	Cost	Wg	Min Str	Notes
Brass Knuckles	STR+d4	10c	0.5	-	-
Baseball Bat	STR+d6	30c	2	D4	-
Cattle Prod	Stun	60c	1	-	4d10 against robots
Chinese Officers Sword	STR+d8+1	250c	2	D6	AP 1
Fire Axe	STR+d8	60c	3	D6	AP 1
Ripper	STR+2d6	600c	2	D8	Critical Failure on fighting die weapon hits user.
Shishkebab	STR+d8	800c	8	D6	Starts Fires, Burning Weapon, Takes Flamer Ammo for 30 attacks
Combat Knife	STR+d4+1	50c	1	D4	-
Sledgehammer	STR+d8	110c	10	D10	AP 1
Super Sledge	STR+d12	1000c	12	D12	AP 2, Raise knocks target prone
Ballistic Fist	STR+See Ammo	2000c	3	D8	See Shotgun Ammo
Power Fist	STR+d10	1300c	5	D6	AP 2
Bear Trap Fist	STR+d10	1200c	6	D8	AP 1, Enemy is grappled on raise

EXPLOSIVES

Name	Cost	Dmg	Range	Wg	Notes
Bottlecap Mine	175c	3d10+2	-	1	M Burst
Frag Mine	80c	2d10	-	1	M Burst
Plasma Mine	275c	3d10	-	1	M Burst, Starts Fires
Pulse Mine	125c	5d10/Stun	-	1	M Burst, DMG against robots, Stuns Creatures
C-4 Explosives	900c	4d10+2	-	3	L Burst, Remote Detonated, Can be shaped
Powder Charge	40c	1d10	-	1	S Burst, -2 repair
Frag Grenade	80c	2d10	8/16/32	0.5	M Burst
Molotov Cocktail	35c	2d6	6/12/24	1	M Burst, Starts Fires
Nuka Grenade	175c	4d10	8/16/32	1	M Burst, Starts Fires, Low Rad Damage
Plasma Grenade	275c	3d10	8/16/32	0.5	M Burst, Starts Fires
Pulse Grenade	55c	5d10/Stun	8/16/32	0.5	M Burst, DMG against robots, Stuns Creatures
Dynamite	30c	2d8+2	6/12/24	1	M Burst

PISTOLS

Weapon	Cal	Cost	Wg	ROF	DAM	Mag	Mag ENC	STR	Range SHT/EFF/LNG	Notes
Chinese 9mm Pistol	9mm Federal	225c	2	1	2d6	10	0.3	-	10/20/40	AP 2, Semi Auto
10mm Pistol	10mm Auto	250c	3	1	2d6	12	0.3	-	12/24/48	AP 2, Semi Auto
.44 Revolver	.44 RM	600c	3	1	2d8	6	-	D6	10/20/40	AP 2, Revolver, 1 Action Reload
Desert Eagle .50	.50 A.E.	1000c	5	1	2d8+1	7	0.5	D8	12/24/48	AP 2, Semi Auto
.223 Pistol	.223 Remington	900c	5	1	2d8	5	-	D8	15/30/60	AP 2, Semi Auto
14mm Pistol	14mm Auto	1200c	4	3	2d6+1	6	0.8	D8	12/24/48	AP 2, Full Auto
Needler Pistol	HN Needler Pack	700c	2	1	-	10	0.2	-	5/10/20	See Ammo
PPK12 Gauss Pistol	2mm EC	1600c	5	1	2d10	12	2	D6	24/48/96	AP 3, Semi Auto
Hunting Revolver	.45-70 Govt.	1200c	4	1	2d8+1	6	-	D8	20/40/80	AP 2, Revolver, Scope Mount, 1 Action Reload
Wattz 1000 Laser Pistol	Energy Cell	1100c	4	1	2d6+1	12	0.5	-	20/40/80	AP 2, Semi Auto
Glock 86 Plasma Pistol	Energy Cell	1500c	4	1	2d8	16	0.5	D6	10/20/40	AP 3, Semi Auto, Starts Fires
YK32 Pulse Pistol	Energy Cell	2300c	5	1	2d8+1	5	0.5	-	8/16/32	AP 5, Semi Auto, Disintegrates Target

SUB MACHINE GUNS / CARBINES

Weapon	Cal	Cost	Wg	ROF	DAM	Mag	Mag ENC	STR	Range SHT/EFF/LNG	Notes
Vz-61 Skorpion	.32 Auto	400c	3.5	3	2d6-1	20	0.5	~/D8	5/10/20	AP 1, Full Auto, Pistol Ammo
American-180	.22 LR HV	850c	6	3	2d6-1	177	2	~/D6	24/48/96	AP 1, Full Auto, Pistol Ammo
HK MP5	9mm Federal	1175c	7	3	2d6	30	1	~/D8	12/24/48	AP 2, Full Auto, Pistol Ammo
HK MP9 10mm SMG	10mm Auto	1300c	6	3	2d6	30	1	~/D6	20/40/80	AP 2, Full Auto, Pistol Ammo
Tommy Gun	.45 Auto	1100c	11	3	2d6	100	4	D8/D12	24/48/96	AP 2, Full Auto, Pistol Ammo
AKS-74U	5.45x39mm Soviet	1200c	6	3	2d6+1	30	2	D6/D10	24/48/96	AP 1, Full Auto
PPSH-41	7.62x25mm Tokarev	1300c	8	4	2d6	71	4	D6/D12	12/24/48	AP 1, Full Auto
FN P90	5.7x28mm Ball	2500c	6	4	2d6+1	50	1.5	D6/D12	12/24/48	AP 1, Full Auto

RIFLES

Weapon	Cal	Cost	Wg	ROF	DAM	Mag	Mag ENC	STR	Range SHT/EFF/LNG	Notes
AK-47	7.62x39mm Russian	1750c	9	3	2d8+1	30	3	D8/D12	30/60/120	AP 1, Full Auto
AR-15	5.56x56mm NATO	1500c	8	1	2d8	30	2	D6	24/48/96	AP 2, Semi Auto
FN-FAL	7.62x51mm NATO	2000c	11	3	2d8+1	20	3	D6/D12	30/60/120	AP 3, Full Auto
MP-44	8mm Mauser	1800c	11	3	2d8+1	30	3	D6/D12	30/60/120	AP 2, Full Auto
HK G11	4.73x33mm Caseless	2600c	9	4	2d6+1	50	3	D6/D8	40/80/160	AP 1, Full Auto
M1 Garand	.30-06 Springfield	1100c	9	1	2d8+1	8	-	D8	28/55/110	AP 3, Snapfire, Semi Auto
SVD Dragunov	7.62x54mm Russian	1800c	9	1	2d8+1	10	3	D8	35/70/140	AP 3, Semi Auto
DKS-501	.223 Remington	3200c	12	1	2d8	10	3	D8	50/100/200	AP 2, Snapfire, Semi Auto
PTRS-41	14.5x114mm (KPV)	5000c	45	1	2d10+1	5	-	D8	53/105/210	AP 5, Snapfire, Semi Auto, HW
Barrett M82A1	.500 BMG PMC	6500c	24	1	2d10+2	5	5	D10	53/105/210	AP 4, Snapfire, Semi Auto, HW
M72 Gauss Rifle	2mm EC	8000c	14	1	2d12	12	2	D10	75/150/300	AP 5, Semi Auto, HW
Wattz 2000 Laser Rifle	Micro fusion Cell	3500c	17	1	2d8	10	-	-	30/60/120	AP 3, Semi Auto, EW
Winchester P94 Plasma Rifle	Micro fusion Cell	4200c	12	1	2d10	10	-	D10	12/24/48	AP 4, Semi Auto, Starts Fires
YK42B Pulse Rifle	Micro Fusion Cell	12000c	10	1	3d8+2	10	-	-	15/30/60	Ignores Armour, Disintegrates Target

SHOTGUNS

Weapon	Cal	Cost	Wg	ROF	DAM	Mag	Mag ENC	STR	Range SHT/EFF/LNG	Notes
Winchester Double Barrel	12 Gauge	900c	8	1	See Ammo	2	1	D6	15/30/60	See Ammo, 1 Action reload
Winchester Sawn Off	12 Gauge	750c	3	1	See Ammo	2	1	D10	5/10/20	See Ammo, 1 Action reload
SPAS-12	12 Gauge	1400c	10	1	See Ammo	8	4	D6	24/48/96	See Ammo, 1 Action reload
AA-12	12 Gauge	3600c	14	2	See Ammo	20	7	D6/D12	24/48/96	See Ammo

MACHINEGUNS / SPECIAL WEAPONS

Weapon	Cal	Cost	Wg	ROF	DAM	Mag	Mag ENC	STR	Range SHT/EFF/LNG	Notes
MG-42	8mm Mauser	4000c	26	5	2d8+1	50	7	D10	30/60/120	AP 2, Full Auto
PKM	7.62x54mm Russian	4100c	22	3	2d8+1	50	6	D10	33/65/130	AP 3, Full Auto
Stoner 63 LMG (LSW)	5.56x56mm NATO	3800c	17	3	2d8	100	5	D10	30/60/120	AP 2, Full Auto
M60E4	7.62x51mm NATO	4500c	24	3	2d8+1	100	5	D10	40/80/160	AP 3, Full Auto
M2HB w/ Tripod	.500 BMG PMC	12000c	160	3	2d10+2	105	19	N/A	55/110/220	AP 4, Full Auto, Mounted, 2 action reload, HW
KPV w/ Tripod	14.5x114mm (KPV)	13500c	140	3	2d10+2	100	14	N/A	50/100/200	AP 5, Full Auto, Mounted, 2 action reload, HW
CZ53 Minigun	5.56x56mm NATO	6000c	28	6	2d8	120	18	D12	30/60/120	AP 2, Full Auto, 2 action reload
HK L30 Gatling Laser	Micro Fusion Cell	7500c	25	5	2d8	50	1	D10	24/48/96	AP 2, Full Auto
Rocket Launcher	Rocket	1600c	15	1	5d8	1	-	D8	40/80/160	AP 4, Snapfire, M Burst, 2 action reload, HW
M202 Flash	Napalm Rocket	2400c	13	1	2d10	4	11	D8	24/48/96	AP 6, Snapfire, M Burst, Starts Fires, 3 action reload, HW
RPG-7	HEAT Rocket	1900c	6	1	4d8	1	-	D8	40/80/160	AP 12, Snapfire, S Burst, 2 action reload, HW
AGS-40 AGL	40mm Grenade	17000c	56	3	See Ammo	25	22	N/A	35/48/96*	AP 2, S Burst, Mounted, Full Auto, HW
M79 Grenade Launcher	40mm Grenade	1300c	6	1	See Ammo	1	-	D6	35/48/96*	AP 2, S Burst, HW
Flambe 450 Flamer	Napalm	2000c	28	1	2d10	5	-	D8	Cone Template	AP 6, Starts Fires, HW
BOZAR	.223 Remington	5000c	22	3	2d8	32	5	D10	45/90/180	AP 2, Snapfire, Full Auto
Fat Man Nuclear Catapult	Mini-Nuke	6000c	25	1	6d10x10	1	-	D10	30/60/120	AP 15, Snapfire, 2 action reload, L Burst, M Rad DMG, HW

AMMUNITION BOXES

PISTOL

Cal/MM	Amount	Cost	Wg	Notes
9mm	1/30	4c/130c	0.1/3	-
10mm	1/30	5c/150c	0.1/3	-
.22	1/50	2c/100c	0.1/5	-
.32	1/40	3c/120c	0.1/4	-
.44	1/20	8c/150c	0.2/4	-
.45	1/20	8c/150c	0.2/4	-
.50	1/20	15c/300c	0.2/4	-
.223	1/20	13c/260c	0.2/4	-
14mm	1/20	15c/300c	0.2/4	-

RIFLE

Cal/MM	Amount	Cost	Wg	Notes
5mm	1/30	8c/240c	0.2/6	-
7mm	1/30	10c/300c	0.2/6	-
4mm	1/30	12c/320c	0.1/3	-
8mm	1/30	10c/300c	0.3/9	-
.223	1/30	9c/260c	0.2/6	-
.30-06	1/20	15c/300c	0.25/5	-
.50	1/5	160c/800c	0.5/2.5	-
14mm	1/5	180c/900c	0.5/2.5	-

ENERGY

Cal/MM	Amount	Cost	Wg	Notes
Energy Cell	1	30c	0.5	-
Microfusion Cell	1	40c	0.5	-

SPECIAL

Cal/MM	Amount	Cost	Wg	Notes
Rocket	1	400c	6	-
Napalm Rocket	1	350c	3	-
HEAT Rocket	1	300c	7	-
Napalm	1 Tank	200c	9	-
40mm Grenade	1/20	60c/1000c	1/20	-
Mini-Nuke	1	4600c	4	-
2mm EC Pack	20	200c	1	-
HN Needler Cartridge	1	50c	0.5	Can be filled with drugs/poisons, Shoot Stimpacks and Toxins!

SHOTGUN

Cal/MM	Amount	Cost	Wg	Notes
12g 00 Buck	1/20	20c/400c	0.2/4	DMG: 4d6/3d6/2d6 AP: 1
12g Flechette	1/20	30c/600c	0.2/4	DMG: 4d6/3d6/2d6 AP: 3
12g Shot	1/20	15c/300c	0.2/4	DMG: 4d6-3/3d6-2/2d6-1
12g Slug	1/20	25c/500c	0.2/4	DMG: 2d10+1 AP: 3

ARMOUR

Name	Armour	Cost	Wg	Notes
Flak Jacket	+2/+4	400c	8	Covers Torso, +2 against explosives
Kevlar Vest	+2/+4	650c	3	Covers Torso, can have plates inserted
Steel Pot	+4	100c	2	Covers Head
Leather Armour	+1	500c	10	Covers Torso, Arms, Legs
Metal Armour	+2/+3	700c	16	Covers Torso, Arms, Legs, +3 against energy weapons only
Tesla Armour	+1/+6	3200c	16	Covers Torso, Arms, Legs, +6 against energy weapons only
Combat Armour	+4	4100c	20	Covers Torso, Arms, Legs
T-45d Power Armour	+8	8600c	100*	Covers Entire Body, +4 Rad Resistance, +1 die type Strength, -1 die type Agility
T-51b Power Armour	+9/+10	11000c	95*	Covers Entire Body, +6 Rad Resistance, +1 die type Strength
T-60f Power Armour	+12/+13	16000c	115*	Covers Entire Body, +8 Rad Resistance, +1 die type Strength
X-01 Power Armour	+15	21000c	90*	Covers Entire Body, + 10 Rad Resistance, +1 die type Strength

KEVLAR VEST INSERTS

Name	Armour	Cost	Wg	Notes
Steel Plates	+1	120c	6	Inserted into Kevlar
Ceramic Plates	+3	400c	2	Inserted into Kevlar, Breaks on impact
Titanium Plates	+2	1100c	4	Inserted into Kevlar

TOOLS + SUPPORT

Name	Cost	Wg	Notes
Doctor's Bag	600c	10	Removes Supplies Penalty on Medicine rolls, 5 uses
Radiation Suit	750c	6	+3 rad resistance
Spare Parts	130c	5	Removes penalties on repair rolls, 5 uses
Toolkit	350c	8	+1 repair
Motion Sensor*	1200c	4	Short range tracking of movement through solid barriers
Geiger Counter*	800c	3	Measures atmospheric radiation level
Electronic Lockpicks*	350c	1	+1 Lockpicking
Stealth Boy	2100c	4	+8 Stealth for an hour, Single Use
Night Vision Goggles*	750c	1	Ignore modifiers in Dim or Dark conditions, Pitch Darkness -2
2043B Radio*	250c	3	Short range receiver and transmitter
Pip-Boy	-	-	Wrist mounted computer and input device

MUNDANE ITEMS

Name	Cost	Wg	Name	Cost	Wg
Backpack	30c	1	Tent	120c	10
Bedroll	25c	3	Torch	5c	2
Binoculars	80c	0.5	Whistle	2c	-
Blanket	15c	1	Wire (steel, 50")	30c	0.5
Canteen	10c	0.5	Pen/Pencil	1c	-
Compass	25c	0.1	-	-	-
Duct Tape	5c	0.1	Normal Clothing	30c	1
Flare	8c	0.1	Formal Clothing	130c	1
Flint and steel	10c	0.5	Waster Outfit	40c	1
Fuel (1 quart)	60c	2	Simple Meal	5c	-
Gas Mask	100c	1	Hearty Meal	10c	-
Hammer	10c	1	Rations (5)	20c	2.5
Heating Element*	60c	2	Dirty Water (bottle)	5c	1
Journal	5c	0.5	Purified Water (bottle)	20c	1
Lamp (Electrical/Oil)*	30c/80c	2/3	Cigarettes (Carton)	25c	-
Lighter	5c	0.1	Guard Dog	160c	-
Lock picks	90c	0.5	Brahmin	900c	-
Pots and Pans (Metal)	35c	5	Feed (Day)	12c	6
Rope (50')	50c	10	Cargo Baskets (4)	80c	-
Burlap Sack	2c	0.2	Collar and Harness	340c	-
Shovel	12c	4	Cart (900lbs)	600c	-

* Requires Energy Cells to function

CYBERNETICS

Name	Cost	Strain	Notes
Cybernetic Controller	5000c	0	Must be installed to control cybernetic enhancements.
Adrenaline Booster (1)	7000c	2	The character receives +2 to recover from being shaken. This stacks with the Combat Reflexes Edge
Attribute Increase (U)	5000c	2	Each time this implant is chosen, an attribute may be increased a die step. Each step after d12 adds +1
Bionic Eyes (1)	12000c	1	
Communicator (1)	3000c	1	A radio is built into your skull, it can communicate with standard equipment
EMP Generator (1)	8000c	1	Touch Attack: 2d10 against Electronics and robots
Hyper-frequency Generator (1)	12000c	1	Touch Attack: Microwave Emitters in your hands deal Medium Radiation Damage to biological creatures
Leg Enhancement (U)	7000c	2	The character gains +2 Pace and increases his running die one step. He also increases his jumping distances by 1". Each time this is taken after the first increases Pace by +2
Neural Data-tool (1)	5000c	1	+2 Hacking
Rad Scrubbers (1)	7000c	1	+2 Rad Resistance
Razor Nails (1)	7000c	1	Developed for spies and assassins. Retractable blades under your nails deal STR+1d4 Slashing Damage
Sub-Dermal Armor (U)	5000c	1	Subdermal plates or fibres have been placed beneath the character's skin, granting him +2 Armor all over. This stacks with normal Armor.
Synthetic Lungs (1)	7000c	2	Your lungs have been refitted to be able to breath on ground and underwater.
Skill Chip (U)	5000c	1	Add or increase a skill a die type, but no more than +4 steps in any one skill.
Trait Bonus (U)	12000c	1	This represents a host of various devices that add a flat +2 bonus to any skill or attribute (but only once per Trait). A targeting eye, for example, might add +2 to Shooting. This stacks with all other bonuses as usual.
Weapon, Ranged (2)	7000c + Weapon Cost	1	A small, concealed pistol or laser pistol has been installed in the character's forearm. Reloading is achieved by removing a flap of fake skin and manually inserting individual rounds or batteries. Other small weapons may be installed with the GM's approval.
Weight Absorber (1)	7000c	2	Hydraulic weight assistance has been added to the user's skeleton his Load Limit to 8× his Strength. If he has the Brawny Edge as well, it increases to 10× Strength.

ROBOT PARTS

Name	Cost	Mods	Notes
Aquatic Suite (1)	5000c	1	Pace equal to Swimming skill in water and Waterproof
Armour Plating (1)	5000c	1	+2 Armor. Double price and add +1 Mod if Heavy Armor
Attribute (U)	5000c	5/1	Increase an attribute a die type (after d12 add +1 per step)
Electronics Interface (1)	1000c	-	A standard interface with other electronics. This grants +4 to Hacking rolls made to use or access the device
Edge (U)	5000c/Rank	1/Rank	The robot has an Edge and may ignore all Requirements except previous versions of the Edge
Flight (U)	10000c	2	The robot flies at Pace 6 with a Climb of 0. Each additional time this is taken doubles its previous Pace or adds +1 to Climb
Immobile (1)	-5000c	-	The robot has no legs, treads, or wheels. It may still take Flight, however. Increase Mod slots by 2
Mag-Pads (1)	5000c	1	Soles and palms are fitted with powerful magnets so the robot can cling to metal surfaces at full Pace
Pace (U)	5000c	1	Walking Pace +2 and d10 running die. Add +2 Pace each additional time this enhancement is taken
Size Increase (U)	5000c	-	Increases the robot's Size and Mod slots by +1. This increases Strength and Toughness by +1 each time it's taken
Size Decrease (2)	-5000c	-	Reduces Size and Mod slots by 1
Skill (U)	5000c	5/1	Add or increase a skill a die type. After d12, add +1. Robots do not have to worry about increased costs for linked Attributes when skills are raised with this Modification.
Stealth Modulator (1)	20000c	2	Stealth boy technology has been adapted to robotic chassis'. Those trying to detect or attack the robot subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the robot fires a weapon or emits a signal such as radio signal or active sensor search.
Targeting Suite (1)	20000c	1	Negates up to 2 points of Shooting penalties
Trait Bonus (U)	10000c	1	+2 bonus to any single Trait. This covers everything from predictive targeting programs (+2 Shooting) to gyro-stabilizers (+2 Agility), and so on. It may only be taken once per Trait
Wall Walker (1)	5000c	1	May walk on vertical or inverted surfaces at half Pace
Weapon Mount (U)	Weapon Cost	1	The robot mounts a 100 pound or lighter weapon or tool on a 360° telescopic gimble. It may use this additional weapon at no multi-action penalty.
Wheeled/Tracked (U)	-	-	The robot has wheels (Pace 6) or tracks (Pace 4, ignores Difficult Terrain) instead of legs. It cannot negotiate obstacles taller than one-third its height. Every additional 5000c spent increases Pace by +6