# Key

|  |  |
| --- | --- |
|  |  |
| Resource | * Color of the square denotes the resource is found in abundance   + Green: Forest   + Orange: Mountain   + Blue: Coast   + Black: Swamp   + Yellow: Desert |
| Materalx | * X = the rarity of the resource   + U = uncommon   + R = Rare   + C = Common * The color is where it can be or is commonly found |
| XR/U | * Optional rare or uncommon resource * Must map correctly with the crafted item   + You can not add Molybdenum to a battery because there is no schematic for it |
|  |  |

# Crafted Materials

## Steel

* Sources
  + <https://en.wikipedia.org/wiki/SAE_steel_grades>
* Resistances
  + Added to armor but are converted to damage on weapons
  + Combining multiple steels with the same resistance will reduce the impact of the resistance per each additional bar added

    - For example, if you use two 430 bars, your cold resistance is
    - If you use three 430 bars, your cold resistance is

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Strength | Resistance | Shineyness | Add. Materials |
| 316 | Medium | Corrosion | Medium | **MolybdenumR** |
| 304 | Low | n/a | Low | n/a |
| 316Ti | Medium | Heat | Medium | TitaniumR |
| 430 | Medium | Cold | High | NickelR |
| 440C | High | n/a | n/a | CarbonU |

## Batteries

* Batteries can be used to enhance an aspect of any crafted material.
  + Armor Enhance-ability
    - Strength
    - Resistance
  + Weapon Enhance-ability
    - Speed
    - Damage
* Sources:
  + <https://www.batterysolutions.com/recycling-information/battery-types/>
  + <http://www.tms.org/pubs/journals/JOM/0809/daniel-0809.html>
  + <https://www.livescience.com/50657-how-batteries-work.html>

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Power | Is Rechargable | Add. Materials |
| Lithium | Medium | Yes | LithiumR |
| Carbon Zinc | Low | No | n/a |
| Plasma | High | No | PlasmaR |

## Droids

* Different types of droids can be used to protect your base, but can not leave the base area.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Type | Description | Can Leave Base | Damage | Health | Add. Materials |
| Warden | Guards and blocks Entry Points from outside the base | No | Medium | Medium | LithiumR |
| Ruroni | Wanders through the base looking for enemies | No | Medium | Low | PlasmaR |
| Vigil | Hovers over base giving real time imaging of the base | No | Low | High | TitaniumR |
| Amigo | Travels with you, helps find uncommon and rare materials, does some damage to enemies | Yes | Low | n/a | NickelR |
| Brick | Sits in any one place in the base; Can be picked up and moved | No | High | Low | PlasmaR |

* Batteries
  + Replaceable/Re-chargable
  + Determines DMG
* Steel
  + Determines health
* X
  + Determines extra damage and type
* Do not have resistances
* Do not have armor

# Crafted Items

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Item | Type of Item | AS Effect | DMG Effect | Proficiency Required | Materials Required | Quantities Required | On Salvage |
| Chest | Armor | - | - | False | Steel | 3 | 95% chance (Steel) |
| Arms | Armor | - | - | False | Steel | 1 | 50% chance (Steel) |
| Legs | Armor | - | - | False | Steel | 2 | 80% chance (Steel) |
| Head | Armor | - | - | False | Steel | 1 | 50% chance (Steel) |
| Short Sword | Weapon-1H | High | Low | False | Steel | 1 | 50% chance (Steel) |
| Sword | Weapon-2H | Med | Med | False | Steel | 2 | 80% chance (Steel) |
| Long Sword | Weapon-2H | Low | High | False | Steel | 3 | 95% chance (Steel) |
| Pistol Gun | Weapon-1H | High | Low | True | Steel | 1 | 65% chance (Steel) |
| Shot Gun | Weapon-2H | Low | High | True | Steel | 3 | 95% chance (Steel) |
| Rifle | Weapon-2H | Med | Med | True | Steel | 3 | 95% chance (Steel) |

# Region Balance

Good Against

Bad Against