

Fallout PnP – Errata 2.01

Changes in 2.01 version – I have corrected Tactics weapon and armor stats, and added previously omitted ones (and some new). I also added new helmets, which now have their own DT and DR. I have corrected character creation for non-humans, which was previously taken from Tactics demo files, which changed in the full version. I have also corrected some mistakes and added new beasts to the bestiary. I have also divided super-mutants to Alpha and Beta mutants, because of contradiction between super-mutant intelligence in Fallout 1-2 and in Tactics. My English is not as good as I want it to be, so if you find any grammatical errors, please report them to me (<mailto:ausir@ids.pl>).

Part II: Character Creation

Races

No races gain any MD bonuses or bonus HP per level.

Human (page 8)

Humans gain 10% Electricity Resistance bonus.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Average	5	5	5	5	5	5	5
Maximum	10	10	10	10	10	10	10

Ghoul (page 8)

Ghouls have a natural 40% Radiation Resistance bonus along with a 10% Poison Resistance bonus, 10% Electricity Resistance bonus and 10% Normal Damage Resistance. They also have 5 initial Hit Points less than humans.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	2	1	5
Average	3	8	5	4	6	4	7
Maximum	6	14	10	9	13	8	13

Super-Mutant (page 9)

The FEV virus was created not only to increase physical strength and endurance, but also to raise human intelligence, so that humans would truly evolve not only physically, but mentally too. Unfortunately, FEV vats in some military base destroyed by the bombs have been released to the air. The virus, mutated by the radiation, infected many people that survived on the surface. It was, however harmless in most cases, and it only increased minimally strength of the wastelanders.

When the Master started to dip people in the FEV vats to turn people into Super-Mutants, it turned out, that some of the wastelanders, who were infected by the mutated form of FEV didn't mutate at all when dipped, and some others didn't mutate properly. It is said, that the Centaurs are product of improper mutation of the wastelanders. These that mutate, however, though stronger than dipped people from the Vaults assaulted by Master's army, suffered minor brain damage, due to too big amount of virus in the brain cells.

Mutated people from the Vaults, Enclave (though there were not many dipped Enclave soldiers) and other places, that were not exposed to mutated version of FEV are called Alpha Mutants and were leaders of the Master's army. There is, however, not many of them now, since they are all, with little exceptions, sterile.

Dipped wastelanders, who were exposed to mutated FEV and radiation, which slightly changed their DNA, are stronger in numbers, since some of them can have children with each other, and even with undipped humans. They are called Beta Mutants and were footsoldiers of Master and Unity.

Mutants enjoy a 0/35 Gas Resistance bonus, 20% Electricity Resistance bonus, 10% Radiation Resistance bonus and a 20% Poison Resistance bonus, and gain a perk every 4 levels. They gain additional 10 hit points at start. Super-Mutants gain following bonuses to their DT/DR:

N: 5/25 L: 2/10 F: 5/15 P: 2/10 E: 3/10.

Super-Mutants Alpha

	ST	PE	EN	CH	IN	AG	LK
Minimum	4	1	3	1	1	1	1
Average	7	5	5	5	5	3	5
Maximum	12	10	12	8	11	8	10

Super-Mutants Beta

	ST	PE	EN	CH	IN	AG	LK
Minimum	5	1	4	1	1	1	1
Average	8	5	6	5	3	3	5
Maximum	13	10	12	8	8	8	10

Half-Mutant (page 10)

Halfies enjoy 0/15 Gas Resistance bonus, 15% Electricity Resistance bonus, 5% Radiation Resistance bonus and 10% Poison Resistance bonus.

	ST	PE	EN	CH	IN	AG	LK
Minimum	3	1	2	1	1	1	1
Average	5	5	5	5	5	5	5
Maximum	12	10	11	10	10	8	10

Deathclaw (page 10)

Deathclaws have +15 initial hit points. In addition, they enjoy a 0/30 Gas Resistance bonus, 20% Electricity Resistance bonus, and have following DT/DR bonuses:

N: 5/15 L: 3/10 F: 0/0 P: 3/10 E: 2/10.

	ST	PE	EN	CH	IN	AG	LK
Minimum	6	5	1	1	1	6	1
Average	8(6)	7	5	1	1(5)	9(7)	4
Maximum	14(12)	12	13(11)	3	4(8)	16	10

Dog (page 11)

They enjoy 10% bonus to Electricity Resistance, but their initial hit points are lowered by 7. It's a dog's life.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	1	1	1
Average	3	7	3	3	2	7	5
Maximum	7	14	6	5	3	15	10

Humanoid Robot (page 11)

Despite the Loadlifter Robot picture in the rulebook, these stats are for humanoid or semi-humanoid robots only. This includes for example the C-27 robots from Tactics, Robobrain (like Skynet) from Fallout 1 and 2 and Darwin Systems Model 3141 Admin Bot (like VAX) from Wasteland. They are not, however suitable for creating androids (like Max) or non-humanoid robots like Enclave ComBot, Loadlifter Robots, Mr. Handy, Behemoth, Scorpton etc.

Robots are immune to the effects of radiation, poison, gas attacks, and chems. Robots never gain perks. Unfortunately they are affected by EMP (pulse) weapons. They also have -50% Electricity Resistance penalty (they always get 50% more damage from the electric weapons) The robots gain 5 more skill points per level, but their initial hit points are lowered by 15.

They enjoy following DT/DR bonuses:

N: 16/50 L: 4/15 F: 20/55 P: 4/15 E: 4/15

	ST	PE	EN	CH	IN	AG	LK
Minimum	7	7	7	1	1	1	5
Average	7	7	7	1	5	5	5
Maximum	12	12	12	1	12	12	5

Traits**Fast Metabolism (page 12)**

Robots and Ghouls cannot choose this trait.

Bruiser (page 12)

Ghouls cannot choose this trait.

Small Frame (page 12)

Super-Mutants cannot choose this trait.

One Hander (page 12)

Only dogs cannot choose this trait.

Finesse (page 12)

Super-Mutants cannot choose this trait.

Heavy Handed (page 13)

Ghouls cannot choose this trait.

Night Person (page 13)

Robots cannot choose this trait.

Skilled (page 13)

Only dogs cannot choose this trait.

Tech Wizard (page 14)

Only Ghouls can choose this trait.

Domesticated (page 14)

You have undergone extensive house training and have developed an above-average Intelligence. Your IN is raised by 2, but not above the racial maximum, but you get a -2 penalty to Melee Damage. Only Deathclaws can choose this trait.

Rabid (page 14)

Only Deathclaws can choose this trait.

Tight Nuts (page 14)

This robot was built to take the knocks. You get +5 Damage Threshold to any attack, but you gain only half the Hit Points back from repairs. Only Robots can choose this trait.

Statistics

Primary Statistics (page 15)

Every race has its racial minimum, average and maximum statistic numbers. You may notice, that when you add all the stats, some races will have more points than the others. All characters start life "average" -- that is, with their racial average numbers. Each player has also 5 character points to distribute among the Statistics. In addition, Statistics may be subtracted from if the player wants to add to another Statistic. This can be done so long as points are not "lost" (i.e., if a point is subtracted it must be added somewhere else).

If you chose a trait that effects a Statistic, keep this in mind as you are distributing your points; traits cannot (usually) raise Stats above racial maximums or lower Stats below racial minimums, either, so there is no use in wasting a points! Remember to adjust Statistics for Traits *after* assigning your points. A Trait which raises your Stat will also raise racial minimum, and a trait which lowers it, will also affect racial maximum.

Secondary Statistics

Action Points (Page 17)

Base Action Points are equal to $1/2 \text{ AG} + 5$ (round down). Note that Action Points can go over 10.

Healing Rate (Page 18)

Initial Healing Rate is equal to $1/3 \text{ EN}$ (round down).

Skills

First Aid (Page 21)

Initial Level: Starting First Aid skill is equal to $0\% + (2 \times (\text{PE} + \text{IN}))$.

Part III: The Game

Repairing Vehicles (Page 25)

When attempting to repair a vehicle, the character needs to determine which section of the vehicle he or she will focus on. Then, 3 hours are spent making repairs; at the end of those three hours, a roll against Repair is made. If the roll is successful, 3d10 hit points of damage were repaired to that particular section.

Changing Positions – Crouching & Prone (page 28)

When Crouching, the character gains +5% to Small Guns, Big Guns, and Energy Weapons skills for purposes of To Hit, but he has also -30% Unarmed and -20% Melee Weapons penalties.

Prone characters gain +15% to Small Guns, Big Guns, and Energy Weapons skills and -50% to Melee Weapons and Unarmed skills for purposes of To Hit.

Critical Failures (Page 32)

The chance for a critical failure is always 3%. If an attack fails by a roll of 98-100%, it is a Critical Failure.

Vehicle Combat

Accelerate (page 38)

The vehicle's acceleration is the maximum number by which the vehicle's speed can be increased in one round, without going higher than the vehicle's top speed.

Karmic Perks (page 45)

Champion (new)

If a character has done many good things for the people, he is considered to be a champion, well known of his war against evil and villainy. Champions are respected by honorable people. You cannot be a champion if you have Berserker, Grave Digger or Childkiller.

Grave Digger (new)

A character gains this karmic perk after he uncovers his first grave. Grave Digger's motto is "They're dead, they don't care". Grave Diggers can find some valuable things in the graves, but they aren't, however respected in human societies.

Made Man (new)

A character gains this perk when he becomes a member of a powerful crime family. This gives him great respect among the gangsters, but members of other crime families will not be nice to him. Made Man looks also great with fedora hat and Tommy Gun.

Part V: A Fallout Bestiary

Rats (page 66)

Greater Giant Rats (new)

These rats are giant even as for the standards of the post-nuclear world! They range from a meter and a half to 2 meters in the shoulders. It is said that they could be subject to experiments with FEV virus. They roam mostly the Great Wastes, coming presumably from some destroyed military base, but they are seen more often hunting in more civilized areas. A gun is now a rat catcher's best friend.

Greater Rat

HP: 140

SQ: 6

AP: 7

XP: 600

CC: 5%

AC: 20 DT DR

Normal 2 30%

Laser 1 10%

Fire 1 10%

Plasma 0 10%

Explode: 3 25%

Attacks: Claw (80%, 3 AP, D: 1d10+4, none);

Bite (90%, 4 AP, D: 1d12+4, none)

Greater Molerat (page 67)

HP: 30

SQ: 9

AP: 9

XP: 200

CC: 5%

AC: 12 DT DR

Normal: 4 20%

Laser: 1 5%

Fire: 0 0

Plasma: 0 0

Explode: 4 20%

PR: 60%

RR: 25%

GR: 0/25

Attacks: Claw (90%, 3 AP, D:1d10, none);

Bite (90%, 3 AP, D:1d10, Poison Type B)

Rat Gods (new)

These rats, similar to molerats, can be easily recognized due to their light brown fur and red, glowing eyes, which make them look really creepy. Their most distinctive feature is, however their intelligence. They are as intelligent as humans, and some of them even more. Some Rat Gods have even learned to imitate human speech, though most people they try to communicate to think of them only as of "another damn rats" and shoot at sight. Some of them have a unique ability of telepathic control over their less intelligent brethren, and they gather swarms of giant rats, molerats, pigrats, and every other mutated vermin they encounter, sometimes "visiting" human towns, creating rat-plague. Others, however, are more likely to help people rebuild civilization, in which even a giant talking rat can find its place...

Rat God

HP: 70

SQ: 9

XP: 400

CC: 5%

AC: 10 DT DR

Normal 5 20%

Laser 1 5%

Fire 0 10%

Plasma 0 5%

Explode: 4 20%

PR: 60%

RR: 25%

GR: 0/25

Attacks: Claw (90%, 3 AP, D:1d12, none);

Bite (90%, 3 AP, D:1d12, Poison Type A)

Insects (page 68)

Giant Wasps (new)

These are bigger versions of regular wasps. They don't do much damage, but their poisonous stings cause problems. It's not easy to hit them too, as they move very quickly.

Giant Wasp

HP: 20

SQ: 10

AP: 12

XP: 100

CC: 4%

AC: 50 DT DR

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explode: 0 0

PR: 50%

RR: 20%

GR: 50/70

Attacks: Sting (80%, 4 AP, D: 1d10, poison type D)

Giant Cockroaches (page 68)

Greater Cockroach (new)

These cockroaches range from meter and a half to two meters. They are more dangerous than their smaller cousins, as they spit with their venomous spittle.

Greater Cockroach

HP: 40

SQ: 5

AP: 7

XP: 120

CC: 4%

AC: 8 DT DR

Normal: 3 35%

Laser: 0 0

Fire: 0 10%

Plasma: 0 0

Explode: 1 10%

PR: 100%

RR: 95%

GR: 80/100

Attacks: Mandible (80%, 3 AP, D: 2d10, poison type B)

Spit (60%, 3 AP, D: 1d12+2, poison type D)

Roachor (new)

Roachors are cockroaches of enormous size, ranging from 2,5 to 3,5 meters. They can be found in areas of high radiation.

Roachor

HP: 135

SQ: 6

AP: 8

XP: 500

CC: 4%

AC: 8 DT DR

Normal: 4 35%

Laser: 2 20%

Fire: 2 20%

Plasma: 2 10%

Explode: 2 20%

PR: 100%

RR: 100%

GR: 100/100

Attacks: Mandible (80%, 3 AP, D: 3d10, poison type B)

Spit (60%, 3 AP, D: 2d12+4, poison type E)

Deathclaws (page 74)

Deathclaw Baby (new)

HP: 70

SQ: 8

AP: 8

XP: 400

CC: 5%

AC: 9 DT DR

Normal: 4 10%

Laser: 3 10%

Fire: 0 0

Plasma: 3 5%

Explode: 2 10%

PR: 50%

RR: 20%

GR: 0/30

Attacks: Shred (60%, 3 AP, D: 2d8, none)

Gore (60%, 4 AP, D: 2d10, none)

Deathclaw Hunter (page 74)

HP: 120

SQ: 10

AP: 10

XP: 800

CC: 8%

AC: 10 DT DR

Normal: 5 15%

Laser: 3 10%

Fire: 0 0

Plasma: 3 10%

Explode: 2 10%

PR: 50%

RR: 20%

GR: 0/30

Attacks: Shred (80%, 3 AP, D: 3d8, none)

Gore (80%, 4 AP, D: 3d10, none)

Deathclaw Warrior (new)

HP: 250

SQ: 12

AP: 12

XP: 1000

CC: 10%

AC: 15 DT DR

Normal: 5 30%

Laser: 3 25%

Fire: 0 0

Plasma: 3 25%

Explode: 2 25%

PR: 80%

RR: 80%

GR: 0/20

Attacks: Shred (90%, 3 AP, D: 3d8+2, none)

Gore (90%, 4 AP, D: 3d10+2, none)

Geckos (page 74)

Gecko (page 74)

HP: 25

SQ: 7

AP: 7

XP: 100

CC: 2%

AC: 5 DT DR
Normal: 1 10%
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explode: 0 0
PR: 80%
RR: 75%
GR: 0/50
Attacks: Claw (85%, 3 AP, D: 1d12, none)
Bite (80%, 4 AP, D: 1d20, none)

Golden Gecko (page 75)

HP: 45
SQ: 9
AP: 9
XP: 200
CC: 5%
AC: 10 DT DR
Normal: 4 30%
Laser: 0 0
Fire: 4 30%
Plasma: 0 0
Explode: 2 10%
PR: 90%
RR: 90%
GR: 0/50
Attacks: Claw (85%, 3 AP, D: 1d12, none)
Bite (80%, 4 AP, D: 1d20, none)

Fire Gecko (page 75)

HP: 40
SQ: 9
AP: 9
XP: 400
CC: 4%
AC: 10 DT DR
Normal: 3 30%
Laser: 0 0
Fire: 5 80%
Plasma: 0 0
Explode: 2 15%
PR: 50%
RR: 20%
GR: 0/30
Attacks: Claw (75%, 3 AP, D: 1d8, none)
Bite (80%, 4 AP, D: 2d6, none)
Fire Breath (70%, 5 AP, D: 3d8 + fire)

Komodo Dragons (new)

Giant lizards, walking on four legs, most common east of the Great Wastes. They range from 150 cm to 200 cm. How did they get here from Komodo?

Komodo Dragon

HP: 30
SQ: 12
AP: 12
XP: 300
CC: 3%
AC: 10 DT DR
Normal: 2 20%
Laser: 0 20%
Fire: 0 10%
Plasma: 0 10%
Explode: 2 20%
PR: 70%

RR: 60%
GR: 0/30
Attacks: Snap (70%, 3 AP, D: 1d8+2, none)
Spew (75%, 4 AP, D: 1d12, none)

Part VI: Weapons, Ammunition, Armor

Weapons

Unarmed Skill Weapons

Shredders (page 76)

Value: 90

Shredders are gloves that have small, sharp claws attached to the fingers, allowing the user to scratch an opponent. Not very useful as a melee weapon, but coated with the right kind of poison, shredders can be extremely dangerous.

Min. ST: 1 W: 1 lbs. Dmg: 1d4+2+MD Rng: 1 AP: S 3 T 4 B N/A

Mace Glove (page 76)

Value: 150

The mace glove is a large, weighted, spiked metal ball attached to a glove, so the user can beat unsuspecting critters or raiders with more effectiveness. Certainly not an elegant weapon, but an efficient one.

Min. ST: 1 W: 4 lbs. Dmg: 1d6+4+MD Rng: 1 AP: S 4 T 5 B N/A

Adamantine Claws (page 77)

Value: 1000

Named not because they are made from a mystical alloy, but because they resemble the claws of 20th century comic book character, these gloves feature extendible blades that are designed to slash and disembowel even the strongest critters. The user can control the claws' action through a trigger in the glove.

Min. ST: 1 W: 2 lbs. Dmg: 3d6+3+MD Rng: 1 AP: S 3 T 4 B N/A

Melee Skill Weapons

Wooden Club (page 78)

Value: 20

Humans have used these tools to kill prey and bash each other since we came down from the trees. It is nothing more than a stick with some sharp points on it, or maybe a rusty nail or two driven through it to cause more pain and suffering to anyone unlucky enough to get hit with it. Chair legs, wooden sticks, pool cues, and other wooden implements that might be lying around can easily be substituted as a club in a pinch.

Min. ST: 4 W: 5 Dmg: 1d12+MD Rng: 2 AP S 4 T 5 B N/A

Plunger (new)

Value: 10

Bludgeoning, thrusting or sucking, take your pick with this trusty weapon.

Min ST: 4 W: 2 lbs. Dmg: 1d4+MD Rng: 2 AP: S 4 T 5 B N/A

Claw Hammer (page 79)

Value: 40

Either way you use this tool, it's bound to cause some pain and damage. Also useful for non-combative purposes.

Min. ST: 5 W: 3 lbs. Dmg: 1d8+2+MD Rng: 1 AP: S 4 T 5 B N/A

Louisville Slugger (page 80)

Value: 250

This all-American, hardwood baseball bat will knock anything right out of the park. A true classic. Don't settle for aluminum ripoffs.

Min. ST: 4 W: 4 lbs. Dmg: 1d10+2+ MD Rng: 2 AP S: 3 T: 4 B: N/A

Micro Sledgehammer (page 80)

Value: 900

A Brotherhood of Steel specialty, the Micro Sledgehammer is the dream of any child who ever wanted to misuse a croquet mallet. Originally designed to make construction more efficient, the Brotherhood's piston technology means this small sledge hits with maximum effect.

Min. ST: 5 W: 3 lbs. Dmg: 1d20+12+MD Rng: 1 AP: S 4 T 5 B N/A

Small Guns Skill Weapons

Pistols

Zip Gun (page 82)

Value: 275

The zip gun is a single-shot, handmade pistol. Crafted from spare parts, zip guns are rather unreliable and shoot almost any kind of handgun ammunition. They have a very small range, and are prone to jamming and breaking easily. The chamber holds 1 shot of either .22, 9mm, 10mm or .45 caliber ammunition, depending on the gun.

Min. ST: 3 W: 5 lbs. Dmg: +4 Rng: 15 AP S: 5 T: 6 B: N/A

Casull Revolver (page 83)

Value: 1050

This variation on the .44 magnum, rechambered to use the .45 ammo is even better than the original. These guns were fairly rare before the War. Single shot only. The revolver chamber holds 6 shots of .45 magnum ammunition.

Min. ST: 4 W: 8 lbs. Dmg: +13 Rng: 15 AP: S 4 T 5 B N/A

Browning HP Pistol (page 83)

Value: 650

The Belgian-made Browning high-powered pistol became a popular handgun in North America in the early part of the 21st century. Single shot only. The Browning HP uses 9mm ammunition, and the clip holds 12 rounds.

Min. ST: 3 W: 6 lbs. Dmg: +6 Rng: 22 AP S 5 T 6 B N/A

Calico M-950 (page 84)

Value: 900

Although not a powerful weapon, the Calico's unique helical feed system allows it to carry an amazing amount of ammunition. Single shot only. The Calico M-950 uses 9mm ammunition, and the massive clip holds 50 rounds.

Min. ST: 4 W: 6 lbs. Dmg: +6 Rng: 22 AP S 5 T 6 B N/A

Flamer Pistol (page 85)

Value: 3000

This modification of Flambe 450 flamethrower was an interesting but slightly misconceived weapon. Attempting to make a portable flamethrower, the designer of this unique piece of equipment failed to take into account that flammers need the propelling power that larger models provide. Single shot only. The Flamer Pistol has a small chamber that holds 3 "shots" of flamethrower fuel. The Flamer Pistol cannot be targeted.

Min. ST: 4 W: 8 lbs. Dmg: Varies Rng: 7 m AP S: 4 T: N/A B: N/A

Scorpio VZ61 Machine Pistol (page 85)

Value: 3400

Although relatively ineffectual as a sub machinegun, the Scorpio VZ61 nonetheless enjoys a place among assassins and gangsters who find that its small size and concealability makes up for its lack of power, range, and magazine. Fires single shot or a 3-round burst. The magazine holds 32 shots of 9mm ammunition.

Min. ST: 4 W: 6 lbs. Dmg: +9 Rng: 20 AP S 5 T 6 B N/A

Spasm Gun (page 96)

Value: 1500

An adaptation of a stun gun, a small personal defense tool, the spasm gun is an energy weapon that fires an electric burst at a target, overwhelming the target's nervous system and rendering them immobile as well as causing massive internal damage. And target hit with the spasm gun will be unconscious for 1d10 rounds he, she, or it twitches helplessly on the ground. The chamber holds 10 charges of small energy cell.

Min. ST: 4 W: 6 lbs. Dmg: 1d6+6 Rng: 30 AP S: 4 T: 5 B: N/A

Shotguns

Pump-Action Shotgun (page 86)

Value: 600

One of dozens of shotguns that were common the world over before the war, a pump-action shotgun is a single-shot, semiautomatic weapon where the next shell is loaded into the chamber by pumping a mechanism along the bottom of the barrel. Many makes and models exist, but they are all almost the same. Single shot only. The pump-action holds 5 rounds of 12-gauge ammunition.

Min. ST: 4 W: 5 lbs. Dmg: +3 Rng: 14 AP S: 5 T: N/A B: N/A

Neostead Combat Shotgun (new)

Value: 2700

An automatic, 12 gauge military shotgun. It was a standard combat shotgun in the US Army during the War. Modified version of this shotgun is also widely used in the Enclave. Weapon fires a three round burst and stores up to 12 12-gauge shotgun shells.

Min. ST: 6 W: 10 Dmg: +14 Rng: 22 AP: S 5 T 6 B 6

Submachine Guns

H&K MP-5 9mm SMG (page 87)

Value: 1100

An unusual design for a submachine gun, the MP-5 fires from a closed bolt and can have one more round than the magazine capacity in the chamber. It is more accurate at single shots, tending to overheat in fully automatic fire. This gun can fire a single shot or a up to a 10 shot burst. The magazine holds 30 shots of 9mm ammunition.

Min. ST: 4 W: 7 lbs. Dmg: +9 Rng: 20 AP S: 5 T: 6 B: 6

Uzi Mark 34 SMG (new)

Value: 1300

Variation of the Mark 27 version, Uzi Mark 34 was a classic amongst drug runners and elderly folk during the early stages of the 21st century. It is cheap, light and jams only occasionally. Mark 34 has greater firepower than its

predecessor, though it has smaller magazine, which holds 25 shots of 9mm ammunition. Fires single shot or up to 5-round burst.

Min. ST: 4 W: 7 Rng: 20 Dmg: +9 AP: S 5 T 6 B 6

Ruger AC556F (page 87)

Value: 1400

The Ruger AC556F is a different version of the popular Mini 14 assault rifle. Used mostly by police forces, the AC556F was also popular in the open market among survivalists and homeowners. It can fire single shots or a 3-shot burst. The magazine holds 20 shots of 5.56mm ammunition.

Min. ST: 5 W: 8 Dmg: +15 Rng: 20 AP S 5 T 6 B 6

MP-38 (page 87)

Value: 1650

The Schmeisser MP-38 was an early variant of the standard MP-40 submachine gun used by Nazi forces in World War II. Many of them are in poor shape and are often prone to jamming. Valued more as a collectors item than an effective weapon. Fires either a single shot or a 3-shot burst. The magazine holds 30 rounds of 9mm ammunition.

Min. ST: 4 W: 7 Dmg: +10 Rng: 20 AP: S 5 T 6 B 6

FN P90c (new)

Value: 2800

The Fabrique Nationale P90c was one of the best submachine guns from before the War. It was also copied by Heckler & Koch, who created a cheaper 10mm version of P90c. It resulted in a long trial between FN and H&K, which came to an end only due to the bombs. Fires single shots or up to a 5-shot burst. The clip holds 50 shots of 9mm ammunition.

Min. ST: 4 W: 8 lbs Dmg: +15 Rng: 22 AP S: 5 T: 6 B: 6

Rifles

M1 Garand Rifle (page 89)

Value: 800

There are certainly better guns out there, but the M1 Garand is one of the most common carbines in existence. The bolt-action M1 can trace its roots back to Winchesters used in the American Civil War, and was the standard-issue weapon for doughboys after World War I. Later, it became very popular among civilians due to its low price and decent range. Single shot only. The clip holds 8 30.06 bullets.

Min. ST: 4 W: 6 lbs. Dmg: +12 Rng: 40 AP S: 5 T: 6 B: N/A

Assault Rifles

M14 (page 90)

Value: 1000

The first assault rifle issued to the United States Armed Forces before the Second World War, the M14 was the predecessor to the legendary M16. Featuring a smaller magazine and slower rate of fire, the M14 was still popular among collectors and homeowners before the War because of its wide availability and low price. Fires a single shot or a 8-round burst. The magazine holds 20 rounds of .303 caliber ammunition.

Min. ST: 8 W: 7 Dmg: +8 Rng: 40 Ammo: 20x.303 Burst bullet count: 8 AP: S 5 T 6 B 6

Browning Automatic Rifle (page 91)

Value: 1000

Bulky and sporting a rather small clip, the BAR was originally designed as a squad-level support weapon. The 30.06 caliber ammo is uses can be hard to come by in the wastes. Fires a single shot or a 3 shot burst. The clip holds 20 rounds of 30.06 ammo.

Min. ST: 6 W: 25 lbs. Dmg: +12 Rng: 35 AP: S 5 T 6 B 6

AK-47 Assault Rifle (page 91)

Value: 1000

The older rifle in the AK line, the AK-47 is possible the most famous, most reliable, and best-built assault rifle ever. Originally used by the Soviets and their Warsaw Pact allies, the AK-47 was copied by manufacturers in almost every country on earth. These duplicates were often of inferior quality, however, and it is recommended that the discriminating shooter only use a Soviet model. The AK-47 fires single shots or a 5 shot burst. The magazine holds 24 rounds of 7.62mm ammunition.

Min. ST: 5 W: 7 Dmg: +14 Rng: 35 AP: S 5 T 6 B 6

AK-97 Assault Rifle (new)

Value: 1400

Created in the image of the legendary AK-47, the AK-97 is a predecessor of AK-112. It was created for the Russian army in 2036, but saw large distribution throughout the world before the war and was widely used in battles against NATO and Chinese forces. This highly respected weapon is fairly commonplace. Fires single shots or up to 8-shot burst. The magazine holds 30 rounds of 7.62 ammunition.

Min. ST: 5 W: 12 Dmg: +10 Rng: 45 AP S:5 T:6 B:6

M16A1 (new)

Value: 2000

M16A1 Rifle. The chief rifle used by the US army during the middle part of the 20th century. Composed of durable

aluminum alloy and hardy plastic. Very rare, since A2 version is more common. Fires a single shot or a 12 shot burst. The magazine holds 24 shots of 5.56mm ammunition.

Min. ST: 6 W: 15 lbs. Dmg: +6 Rng: 35 AP S: 5 T: 6 B: 6

M1989A1 (new)

Value: 1800

The M1989A1 is big brother to the original M16A1 and A2. It was rechambered to accept the 7.62mm ammo so troops could use captured Russian ammo. Although assault rifle users greatly preferred the American ammo for its damage capabilities, the military implemented this change in anticipation of front-line ammo shortages. With this arrangement, a soldier could kill an enemy and replenish his supply at the same time. Fires single shots or up to 10-shot burst. The magazine holds 35 rounds of 7.62 ammunition.

Min. ST: 6 W: 12 Dmg: +7 Rng: 45 AP S: 5 T: 6 B: 6

Big Guns Skill Weapons

Lewis MK II (page 92)

Value: 3400

The Cal Lewis MK II was a tweak on an American design adopted by the British at the tail end of World War I. Used up until the 1940s, it offers considerable stopping power and a large ammo drum. Fires a 10 shot burst only. The Lewis' drum holds 47 shots of .303 caliber ammunition.

Min. ST: 7 W: 30 lbs. Dmg: +20 Rng: 45 (90) AP S: N/A T: N/A B: 6

Bren Gun (page 92)

Value: 3500

This British adaptation of a Czech design served the Queen's forces through much of World War II and beyond. It uses an unusual top-fed firing mechanism, and is terribly inaccurate if not fired from a tripod. The Bren Gun fires 15 shot bursts only. The clip holds 30 rounds of .303 ammo.

Min. ST: 7 W: 26 lbs. Dmg: +20 Rng: 45 (100) AP S: N/A T: N/A B: 6

FN Minimi (M249 SAW) (page 92)

Value: 4000

The Belgian-made FN Minimi, also called M249 Squad Automatic Weapon saw wide use before and during the War. The M249 is best used on a tripod in a situation where the gunner can strafe bullets over a wide range. Fires a 10 shot burst only. The ammo belt holds 30 shots of 5.56mm or 7.62mm ammunition (depending on the version).

Min. ST: 6 W: 21 lbs. Dmg: +20 Rng: 40 (80) AP S: N/A T: N/A B: 6

MEC Gauss Minigun (page 93)

Value: 18000

Developed in secret by the Chinese Army in the last days of the War, the MEC Gauss Minigun is an experimental weapon of great destruction. It usually did so much damage that the Chinese questioned the ethics involved in issuing such a device to battlefield troops. The MEC's shots have the telltale spiral of ionized gas that is the trademark of other railguns. The MEC fires a 20 round burst only. The magazine holds 80 shots of 2mm EC ammunition.

Min. ST: 6 W: 30 Dmg: +50 Rng: 35 AP: S N/A T N/A B 6

Energy Weapons Skill Weapons

Wattz 2500 Laser Rifle (page 97)

Value: 4500

An early model Laser Rifle, the L-2500 was never put into mass production because it was soon replaced by better weapons. The W-2500 holds 12 charges and uses Micro Fusion Cells to recharge.

Min. ST: 5 W: 12 Dmg: 3d8+22 Rng: 45 AP: S 5 T 6 B N/A

Throwing Skill Weapons

Boom Bugs (new)

Value: 200

A giant mutant strain of Lady Bird with unstable body chemistry. Explodes when agitated, disturbed, angry or bored. Often used as "grenades".

Min. ST: 4 Dmg: d8+6 Rng: 15 AP: S 5 T N/A B N/A

Boomerang (page 99)

Value: 15

Although boomerangs are commonly associated with Australian aborigines, similar devices have been found among indigenous peoples the world over. Contrary to popular belief, hunting boomerangs (the kind that hurt) do not return to the user.

Min ST: 1 W: 8 lb. Dmg: 1d4+3 + MD Rng: 15 AP S: 3 T: 4 B: N/A

Chakram (page 99)

Value: 25

The chakram is a ring of metal filed to a razor-sharp edge. An inexpensive, light, and nasty weapon based on innovations from practical experience and Hong Kong action movies.

Min. ST: 1 W: 10 lb. Dmg: 1d4+2 Rng: 15 AP S: 4 T: 5 B: N/A

Ammo

.223 JHP (new)

Value: 350

AC: 0 DR: -20 Vol. 20 Dmg: 1d8

.44 Magnum Ball (new)

Value: 150

AC: 0 DR: 0 Vol. 20 Dmg: 1d8

.44 Magnum FMJ (new)

Value: 250

AC: 0 DR: 0 Vol: 20 Dmg: 1d10

30.06 (new)

Value: 400

AC 0 DR 0 Vol. 50 Dmg: 1d12

.303 (new)

Value: 300

AC 0 DR 0 Vol. 50 Dmg: 1d10

5mm JHP (new)

Value: 400

AC: 0 DR: -10 Vol: 50 Dmg: 1d6

5mm FMJ (page 103)

Value: 500

AC: 0 DR: 0 Vol: 50 Dmg: 1d8

5mm AP (new)

Value: 500

AC: -10 DR 0 Ignores DT Vol: 50 Dmg: 1d4

9mm Ball (page 103)

Value: 150

AC: 0 DR: 0 Vol. 20 Dmg: 1d6

9mm FMJ (new)

Value: 250

AC: 0 DR: 0 Vol. 20 Dmg: 1d8

10mm FMJ (new)

Value: 350

AC: 0 DR: 0 Vol. 20 Dmg: 1d8

14mm FMJ (new)

Value: 1200

AC: 0 DR: -10 Vol. 20 Dmg: 1d10

Armors

Brotherhood Robe (new)

Value: 120

This heavy robe is worn only by the Brotherhood of Steel Elders and Scribes, though many scribes prefer metal armors (especially Tesla).

W: 11 lbs. AC: 6 N: 1/20 L: 0/25 F: 0/10 P: 0/20 E: 0/20

Mutant Leather Jacket (new)

Value: 500

This leather jacket has been tailored to match the size of Super-mutant. It isn't much harder to make than normal leather jacket, though it is more expensive, as it requires more leather to create.

W: 12 lbs. AC: 8 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/20

Bullet-proof Shirt (new)

Value: 800

A simple "shirt" made of carbon polymers that can stop some low velocity rounds fired at character. It can be worn under casual clothes without anyone noticing.

W: 10 lbs. AC: 10 N: 3/30 L: 0/20 F: 0/15 P: 0/10 E: 0/20

Kevlar Vest (new)

Value: 1200

Almost the same as bullet-proof shirt but made of thicker layer of Kevlar and thus it can be noticed even if under clothes.

W: 20 lbs. AC: 15 N: 4/30 L: 2/20 F: 4/20 P: 1/20 E: 3/30

Deathclaw Hide Armor (new)

Value: 1100

This armor has been made of tanned Deathclaw hide. It is not an usual view, since you have to take it off from the Deathclaw first. It is worn mostly by leaders of the Beastlords, a cannibal tribe with a unique power – control over animal minds. Unfortunately, it does not protect against fire, and I don't want to be in your place if a Deathclaw sees you in this armor.

W: 15 lbs. AC: 15 N: 5/20 L: 3/20 F: 0/0 P: 3/20 E: 2/20

Brotherhood Leather Armor MK II (page 107)

Value: 1100

An improved version of the Brotherhood's Leather Armor.

W: 10 lbs. AC: 20 N: 3/25 L: 1/30 F: 1/17 P: 1/30 E: 1/25

Ghoul Armor (page 107)

Value: 1300

A small set of armor designed for and by ghouls. It is light, and provides only the most basic protection. Only ghouls and very small humans can wear this armor.

W: 10 lbs. AC: 10 N: 0/20 L: 0/25 F: 0/10 P: 0/25 E: 0/20

Superior Ghoul Armor (page 107)

Value: 1400

Leather and metal strips held together by rubber straps. This light armor provides decent protection. Only ghouls and very small humans can wear this armor. W: 10 lbs. AC: 20 N: 3/15 L: 1/25 F: 1/15 P: 1/25 E: 1/20

Reaver Banding (page 107)

Value: 1200

Manufactured by the Reavers, this armor is banded together from cloth and metal.

W: 10 lbs. AC: 20 N: 3/25 L: 2/30 F: 3/17 P: 2/30 E: 3/25

Brotherhood Metal Armor MK II (page 107)

Value: 2100

An advanced version of the Brotherhood of Steel's Metal Armor. Wearing this armor reduces your Sneak skill by 20%.

W: 35 lbs. AC: 15 N: 4/35 L: 4/45 F: 4/20 P: 4/45 E: 4/30

Greater Banding (page 108)

Value: 2200

Manufactured by the Reavers, this excellent banding is made of metal and Kevlar encased in canvas and leather.

Economical and sturdy, it is one of the finest armor money can buy in the wastes. Wearing this armor reduces your Sneak skill by 15%.

W: 18 lbs. AC: 25 N: 4/35 L: 4/45 F: 4/20 P: 4/45 E: 4/30

Kevlar Suit (new)

Value: 3200

Full Kevlar body armour. However it does not provide much protection from high velocity weapons (rifles, machine guns) it doesn't limit wearer movements.

W: 20 lbs. AC: 20 N: 4/40 L: 3/20 F: 4/20 P: 1/20 E: 4/30

Brotherhood Environmental Armor (page 108)

Value: 9000

The Brotherhood of Steel developed this advanced Hostile Environment suit for operatives in special situations.

Combining the protection of a radiation suit with the gas-filtration system of power armors, this armor also offers the user some protection against attacks. Perfect for the Knight fighting off ghouls – or the adventurer who killed the Knight and is now fighting off ghouls. This armor filters all gas attacks (gas resist 100/100) and offers the user a 60% bonus to Radiation Resistance and a 50% bonus to Poison Resistance. This suit of armor already has a helmet. When wearing Environmental Armor, the user gains a 50% penalty to sneak; a 10% penalty to Doctor, Lockpick, Steal, and Repair; and a 5% penalty to First Aid and Science due to the clunky nature of

the suit. W: 30 lbs. AC: 10 N: 5/40 L: 5/55 F: 4/40 P: 5/55 E: 6/40

Brotherhood Environmental Armor MK II (page 109)

Value: 10000

An advanced version of the Brotherhood's Environmental Armor. It gives a 90% Radiation Resist bonus, a 100/100 Gas Resistance bonus, and a 75% Poison Resistance bonus. This suit of armor has a helmet. Wearing this armor confers a – 1 Penalty to Perception; a 50% penalty to Sneak; an 11% penalty to Doctor and Lockpick; a 10% penalty to Repair and Steal; a 7% penalty to First Aid; a 5% penalty to Science; and a 2% penalty to Pilot. Such is the price of decent protection. Needless to say, only the highest ranking officers in the Brotherhood have access to this kind of armor.

W: 35 lbs. AC: 10 N: 6/40 L: 6/60 F: 5/42 P: 6/60 E: 9/45

Brotherhood Power Armor (page 109)

Value: 17000

This suit of power armor was manufactured by the Brotherhood of Steel for its Paladins after the War. It is amazingly resilient, and fairly stylish, too. It offers a 30% Radiation Resist bonus and a 100/100 Gas Resistance with a 15%

Poison Resistance bonus. This fancy suit of armor comes with a helmet. When wearing Brotherhood Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair. The wearer also gains a +3 bonus to Strength, but takes a -1 penalty to Perception.

W: 42 lbs. AC: 30 N: 13/50 L: 16/70 F: 13/60 P: 16/70 E: 20/60

Brotherhood Advanced Power Armor (page 110)

Value: 20000

An advanced form of the Brotherhood's own power armor. This armor gives a 60% Radiation Resist bonus and a 100/100 Gas Resist bonus with a 20% Poison Resist bonus. It also comes with a helmet. Wearing this armor gives the user a +4 bonus to Strength, but a -2 penalty to Perception. When wearing Advanced Power Armor, the user has a 75% penalty to Sneak and a 10% penalty to First Aid, Doctor, Lockpick, Steal, Science, and Repair.

W: 50 lbs. AC: 35 N: 18/60 L: 17/55 F: 15/65 P: 17/55 E: 10/50

Helmets

Damage Resistance and Damage Threshold from helmets are used only in targeted attacks in the head. Explode DT/DR is not included, since explosion attacks cannot be targeted. If a helmet doesn't provide eye protection, DR and DT for targeted shots in the head are always 0/0.

Leather Cap (page 110)

Value: 90

A simple cap, made from tanned Brahmin hide.

W: 1 lbs. AC: 3 N: 1/25 L: 0/20 F: 0/20 P: 0/10

Raider Helmet (new)

Value: 100

Helmet made of leather and metal plates, worn usually by raiders. It is part of Vandal Armor suit.

W: 4 lbs. AC: 3 N: 3/25 L: 0/25 F: 1/15 P: 0/25

Hardened Leather Cap (new)

Value: 120

Cap made of padded and reinforced Brahmin hide.

W: 2 lbs. AC: 4 N: 2/30 L: 1/30 F: 1/20 P: 1/30

Metal Helmet (page 110)

Value: 200

A metallic helmet that provides some protection to the head and face. These can be crafted from almost any kind of metal, but can be dangerous if not made and worn properly.

W: 5 lbs. AC: 6 N: 4/30 L: 6/75 F: 4/10 P: 3/35

Metal Helmet MK II (new)

Value: 250

Finely crafted metal helmet, made of good quality metal.

W: 5 lbs. AC: 6 N: 4/35 L: 7/80 F: 4/20 P: 4/25

Deathclaw Skull Helmet (new)

Value: 250

Helmet made of skull of hunted Deathclaw, worn by Beastlord leaders.

W: 4 lbs. AC: 5 N: 5/30 L: 3/10 F: 0/10 P: 3/20

Head Banding (new)

Value: 300

Strips of cloth and metal worn by Reavers, covering whole head. It is part of reaver banding suit. It provides also eye protection.

W: 4 lbs. AC: 7 N: 4/30 L: 3/40 F: 1/40 P: 3/20 E: 3/30

Kevlar Derby (new)

Value: 350

This Kevlar hat provides good protection against low velocity weapons and is part of Kevlar suit.

W: 4 lbs. AC: 7 N: 4/30 L: 3/20 F: 4/20 P: 1/20

Mutant Horned Helmet (new)

Value: 350

This helmet made of thick metal can be worn only by super-mutants. It is part of mutant plate armor suit.

W: 10 lbs. AC: 6 N: 4/30 L: 4/45 F: 4/20 P: 3/35

Combat Helmet (page 110)

Value: 500

Part of a suit of combat armor, this helmet is made of Kevlar and reinforced plastics. It provides also eye protection.

W: 5 lbs. AC: 9 N: 5/40 L: 8/60 F: 4/30 P: 4/50 E: 6/40

Combat Helmet MK II (new)

Value: 700

Advanced version of the Combat Helmet. It provides eye protection and is part of Combat Armor MK II and

Brotherhood Combat Armor suit.

W: 5 lbs. AC: 10 N: 7/40 L: 8/70 F: 5/35 P: 5/50

Environmental Helmet (page 110)

Value: 900

Part of a suit of environmental armor, this helmet provides a minimum amount of protection but is key in filtering out gasses. Environmental Helmet provides also eye protection. Will not work without the corresponding suit.

W: 7 lbs. AC: 11 N: 5/30 L: 5/55 F: 4/40 P: 5/55 GR: 100/10

Power Armor Helmet (page 110)

Value: 1500

They come in many shapes and sizes, but power armor helmets are some of the most easily recognized headgears in the wastes. Power Armor Helmet provides also eye protection. Will not work without the suit.

W: 10 lbs. AC: 13 N: 12/40 L: 16/70 F: 12/60 P: 16/70 GR: 100/20

Advanced Power Armor Helmet (new)

Value: 2000

This is superior version of the basic Power Armor Helmet and is a part of more advanced power armor versions.

Advanced Power Armor Helmet provides also eye protection.

W: 10 lbs. AC: 15 N: 15/55 L: 17/75 F: 15/65 P: 15/60

Chemicals

Advanced Antidote (new)

Value: 200

This antidote is produced by more technologically advanced people, like Brotherhood of Steel, the Enclave, or the NCR. It comes in small syringes and removes two levels of poisoning. Not addictive.