
























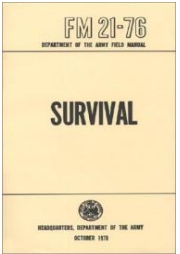








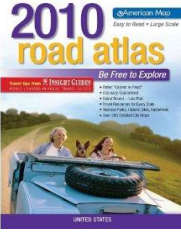
























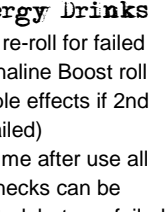






<b>IO Essentials</b> -1 Diff "Per-Survival" 1 Resource removes d6 Degradation 	CU 1 Value 3 Degr. 3 □□□ □□□	<b>Tactical/Tool Belt</b> Carries 3 CU of items (no items larger than 1 CU) Items in belt can be used "Defensively" 	CU -- Value 1 Degr. -- □□□ □□□	<b>Arrows, Target</b> 25 Arrows = 1 CU 50% Chance to recover spent arrow 	CU 1 Value 1 Degr. Sp. □□□ □□□	<b>Arrows, Broad Head</b> 10 Arrows = 1 CU Compound Bow +25 Lethality Normal bow +10 Lethality 25% Breakage Chance (75% Breakage if hit solid target) 	CU 1 Value 1 Degr. Sp. □□□ □□□
<b>Axe</b> Lethality: 30 / - / - +30 STR as tool (Noise 1) +25 to deliver coup de grace Subject to Dulling Min STR 25 for full use 	CU 2 Value 5 Degr. -- □□□ □□□	<b>"Bait"</b> +5 to ZE% for every CU -1d3 Diff to "Per-Hide" and "Per-Sneak" checks per CU used 	CU 1 Value 1 Degr. 6 □□□ □□□	<b>Batteries</b> Every 10 Time add Degradation according to item being powered 	CU 1 Value OL Degr. Sp. □□□ □□□	<b>Backpack</b> Carries 4 CU of items (no items larger than 2 CU) Items not readily avail. 	CU 1 Value 1 Degr. -- □□□ □□□
<b>Hiking Pack</b> Carries 6 CU of items (up to 2 items > 2 CU) Items not readily avail. 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Bayonet</b> 0 CU when attached to rifle 1) Use Rifle "Defensively" - OR - 2) Counts as "Combat Knife" when grappling 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Bolt Cutters</b> Noise 1 -1 Diff "Per-Navigation" in Urban Environments -1 Diff "Per-Search" 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Binoculars</b> +25 to "Per-Spot" and "Per-Navigation" (Requires clear conditions) Reduce Risk by d3 on daylight missions (Before Trailing Zombies check) 	CU 1 Value 1 Degr. -- □□□ □□□
<b>Brass Knuckles</b> Lethality: - / - / - "Defensive" +10 STR for Grapple checks Counted as "Armed" 	CU 0.25 Value 1 Degr. -- □□□ □□□	<b>Briefcase</b> Carries 2 CU of items (no items larger than 1 CU) Can be locked Requires 1 turn to open Items not readily avail. 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Canteen</b> -1 Diff "Per-Survival" with Degr 2 -2 Diff "Per-Survival" with Degr 4 Replenish if fresh water source found 	CU 1 Value 1 Degr. Sp. □□□ □□□	<b>Cellular Phone</b> Requires Batteries Requires extensive infrastructure that might be gone by OL2+ 	CU 0.25 Value 0.5 Degr. 3 □□□ □□□
<b>Chains</b> 1 CU per 4 ft of length Noise 1 if running Can Secure barricades 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Chainsaw</b> Lethality: 90 / - / - Noise d3+1 (Sustained) d6 Diff "Str-Lift/Pull" to start Requires Gasoline (1 CU Gas = d3 Time) 	CU 3 Value 3 Degr. -- □□□ □□□	<b>Chainsaw, Compact</b> Lethality: 70 / - / - Noise d3+1 (Sustained) d6 Diff "Str-Lift/Pull" to start Requires Gasoline (1 CU Gas = d3 Time) Can be used 1-handed 	CU 2 Value 2 Degr. -- □□□ □□□	<b>Chainsaw, Pole</b> Lethality: 10 / 55 / - Noise d3+1 (Sustained) d6 Diff "Str-Lift/Pull" to start Requires Gasoline (1 CU Gas = d3 Time) Range: 5-12 ft 	CU 4 Value 4 Degr. -- □□□ □□□





















<b>Compass</b> +5 to "Per-Navigation" checks (+10 if used w/ topographical map) Cannot be used untrained -1 Risk in wilderness 	CU 0.25 Value 0.5 Degr.  □□□ □□□	<b>Crowbar</b> Lethality: 30 / - / - FC: 2 +25 STR when used as a lever -10 Lethality against multiple targets Defensive 	CU 1 Value OL Degr. -- □□□ □□□	<b>Crowbar, Large</b> Lethality: 45 / - / - FC: 1 +35 STR when used as a lever -10 Lethality against multiple targets Defensive 	CU 2 Value OL Degr. -- □□□ □□□	<b>Cyanoacrylate</b> (aka SuperGlue) Can temporarily seal wounds/prevent blood loss. 50% chance to reopen wound if activity is too strenuous 	CU 0.25 Value 1 Degr. 2 □□□ □□□
<b>Dried Rations</b> Sufficient nutrition for 10 Time period -2 Diff "Per-Survival" if consumed 	CU 1 Value OL Degr. 6 □□□ □□□	<b>Dried Rations, MRE</b> Sufficient food for 20 Time period -5 Diff "Per-Survival" if consumed 	CU 1 Value 3xOL Degr. 6 □□□ □□□	<b>Duct Tape</b> -1d3 Diff to all repairs, but -1 Dur non-cloth. Degr1 Turn improvised weapon into weapon. Degr2 Reinforce item Degr2 Leave Trail (+10 "Per-Navigation", -1 Risk). Degr1 	CU 0.25 Value OL Degr. Sp. □□□ □□□	<b>Duffel Bag</b> Carries 6 CU of items (no item > 3CU) Items not readily avail. No strap grants +2 Diff to all actions 	CU 1 Value 1 Degr. -- □□□ □□□
<b>Dynamite</b> All targets w/n 10' 15%ZK All targets w/n 5' 25%ZK Per check to determine how to demolish any structure and amt. 20% chance per turn of detonation if 'Engulfed' 	CU 1 Value 1 Degr. 6 □□□ □□□	<b>Earplugs</b> -20 to Per when worn (min 5%) When worn +1 to Time spent Resting 	CU 0.25 Value 0.25 Degr. -- □□□ □□□	<b>Emergency Roadside Kit</b> Counts as Survival Kit in car 	CU 2 Value 3 Degr. 1 □□□ □□□	<b>Energy Bar</b> Requires Water +10 to "Str-Endurance" for next 3 Time Substitute for 1 Meal, but no bonus to checks 	CU 1 Value OL Degr. 6 □□□ □□□
<b>Field Manual</b> -2 Diff "Per-Survival" when consulted 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Firecrackers</b> Flying firecrackers count as 'Signal Flares' Can Reduce Risk by 1 Can produce 1 Sustained Noise 40% chance per turn of detonation if 'Engulfed' Deals 1d6 DMG 	CU 1 Value 1 Degr. 6 □□□ □□□	<b>Fireman's Axe</b> Lethality: 35 / - / - FC: 1 Dur: High +35 STR when breaking through obstacles Min 30 STR +30 to coup de grace 	CU 2 Value 2 Degr. -- □□□ □□□	<b>Fire Extinguisher</b> (Small) Can coat 10 sq ft area Can put out "Engulfed" characters 	CU 1 Value 1 Degr. 3 □□□ □□□
<b>Fire Extinguisher</b> Can coat 90-100 sq ft area Can put out "Engulfed" characters 	CU 3 Value 3 Degr. 1 □□□ □□□	<b>First Aid Kit</b> +1d6 Health during natural healing -1 Diff "Per-First Aid" -2 Diff "Per-First Aid" to Staunch Wound 1 Resource removes d3 Degradation 	CU 2 Value 3xOL Degr. 1 □□□ □□□	<b>Flashlight</b> Requires Batteries No penalty to Per checks due to darkness -1d3 Risk on Night Missions (min. 1) 	CU 0.5 Value 1 Degr. 1/5 Time □□□ □□□ Used □□□ □□□	<b>Flashlight, Disaster</b> Remove Degradation by winding crank 1 Noise per Degr No penalty to Per checks due to darkness -1d3 Risk on Night Missions (min. 1) 	CU 0.5 Value 1 Degr. 2 Time □□□ □□□

<b>Gasoline</b> CU Holds 2 Resource of Fuel 2 CU = 1 Gallon Each Resource = d3 Molotov Cocktails 	CU 2 Value 2 Degr.    	<b>GPS (Road)</b> CU Requires Batteries Automatically pass "Per-Navigation" checks w/n city limits Requires active satellite infrastructure 	CU 1 Value 1 Degr. 1 Time    	<b>GPS (Topographical)</b> CU Requires Batteries +25 to "Per-Navigation" checks Requires active satellite infrastructure 	CU 1 Value 1 Degr. 1 Time    	<b>Grappling Hook</b> CU Requires Ranged Attack -1 Diff to "Per-Navigation" checks Requires Rope 	CU 1 Value 1 Degr. --    
<b>40mm Grenade</b> CU 5 rounds = 1 CU Explosive Rounds Lethality: - / 70 / 50 Flame Rounds Lethality: - / 65 / 40 Tear Gas Rounds* Lethality: - / 70 / 50 * Only Causes Pain 	CU 1 Value 1 Degr. --    	<b>Gun Cleaning Kit</b> CU Can clear a jam in the field as if in Stronghold 1 Time required to clean jam. 	CU 1 Value 3 Degr. 1    	<b>Hack Saw</b> CU Noise 1 Dur: Medium -1 Diff to "Per-Search" or "Per-Navigation" checks Increase manufacture Mission success by 5% 	CU 1 Value 1 Degr. --    	<b>Harness</b> CU Reduce CU of any large item or weapon by 1 	CU 0 Value 0 Degr. --    
<b>Hatchet</b> CU Lethality: 20 / - / - FC: 1 Dur: High Noise: 1 +15 STR breaking through walls and doors +20 coup de grace 	CU 1 Value 1 Degr. --    	<b>How-To Manual</b> CU -1d6 Time for Equipment manufacture or stronghold upgrade Missions +25 Stronghold Upgrade Missions 	CU 1+ Value 1+ Degr. --    	<b>Physician's Desk Reference</b> CU Allows for advanced medicine Missions without prior training 2xTime and 1d6 Diff for untrained medical Missions 	CU 1 Value 1 Degr. --    	<b>Ice Axe</b> CU Lethality: 30 / - / - FC: 2 Dur: Medium +20 STR to climb icy surfaces Require a pair to use Gross Misuse as weapon -5 Lethality against 2 tgts 	CU 1 Value 1 Degr. --    
<b>Kerosene/Propane Tank</b> CU Pressurized fuel tanks to power various camping items 	CU 2 Value 2xOL Degr. Sp.    	<b>Camping Lantern</b> CU Requires Fuel Tank Allow "Per-Spot" or "Per- Search" check in darkness 	CU 2 Value 2 Degr. 2 Time    	<b>Camping Stove</b> CU Requires Fuel Tank -1d3 Diff to "Per-Survival" checks 	CU 3 Value 2 Degr. 2 Time    	<b>Iodine Tablets</b> CU Can purify water 1 tablet per character per 20 Time 	CU 0.5 Value 3xOL Degr. 1/5    
<b>Lamp Oil</b> CU Can fuel a torch/lantern for d3 Time 	CU 2 Value 2 Degr. Sp.    	<b>Laser Sight</b> CU Requires Batteries Degradation by Encounter Durability: Low +d3 Lvl of Success on successful attacks Lethality: +20 / +10 / +5 (Lethality: +30/+20/+10 if Deployed) 	CU 1 Value 5xOL Degr. 1/2    	<b>Lighter</b> CU Starts fires Use Lighter Fluid to remove Degradation 	CU 0.25 Value 1 Degr. 1/2    	<b>Lighter Fluid</b> CU Removes Degradation from Lighter 	CU Value  Degr. 1/10    



<b>Lock Pick Kit</b> +20 to "Per-Search" checks Must spent 1 additional Time searching area Cannot be used untrained 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Mace (civilian)</b> 5' Range, Ranged attack Causes Pain in target and halts intended action Pain lasts 5 Time Diff 5 "Str-Resist Pain" will reduce Time spent in Pain by success lvl 	CU 0.25 Value 2 Degr. 3 □□□ □□□	<b>Mace (professional)</b> 10' Range, Ranged attack Causes Pain in target and halts intended action Pain lasts 7 Time Diff 7 "Str-Resist Pain" will reduce Time spent in Pain by success lvl 	CU 0.5 Value 2 Degr. 2 □□□ □□□	<b>Machete</b> Lethality: 20 / - / - FC: 2 Dur: High Noise: 1 +25 STR cutting through vegetation and brush +20 to "Per-Navigation" checks in overgrowth Misuse as a weapon No Noise as weapon 	CU 1 Value 1 Degr. -- □□□ □□□
<b>Map (city)</b> -2 Diff to "Per-Navigation" checks in urban areas 	CU 0.25 Value 1 Degr. -- □□□ □□□	<b>Map (topographical)</b> -1 Diff to "Per-Navigation" checks in non-urban areas 	CU 0.25 Value 1 Degr. -- □□□ □□□	<b>Night Vision Goggles</b> Requires Batteries No darkness penalties to Perception checks -1d3 Risk on Night Missions (min. 1) 	CU 1 Value 1 Degr. 2 Time □□□ □□□	<b>"Noisemaker"</b> Reduces Risk by 1 	CU 1 Value 1 Degr. 6 □□□ □□□
<b>Padlock</b> Requires combo or key Can combine with chain to secure barricade +1 Structure (+2 if combined with chain) Cannot upgrade Structure of vehicle or Stronghold Combo locks can't be picked 	CU 0.25 Value 0.5 Degr. -- □□□ □□□	<b>Pastimes</b> (card games, board games, puzzles, etc.) +1 Morale if left at Stronghold 	CU 0-2 Value 0-2 Degr. -- □□□ □□□	<b>Multi-tool</b> Lethality: 3 / - / - FC: 1 Dur: Low Defensive +5 to "Per-Survival" Gross Misuse as weapon 	CU 0.25 Value 1 Degr. -- □□□ □□□	<b>Road Flare</b> Lasts 1 Time +10 Per checks in darkness Can be spotted through smoke and at great distances Reduce Risk by 1 	CU 1 Value 1 Degr. 6 □□□ □□□
<b>Rope</b> +15 to Str checks when climbing 	CU 1 Value 1 Degr. -- □□□ □□□	<b>RC Racecar</b> Requires Batteries Using this for 1 Time reduces Risk by d3 Per check required to recover car 	CU 1 Value 1 Degr. 2 □□□ □□□	<b>Scope</b> Durability: Low +5 to Ranged Attack at all not Close Ranges +15 to attacks, +1 DoS, & +50% range if firer doesn't move 	CU 1 Value 1 Degr. -- □□□ □□□	<b>"Security Blanket"</b> +20 to Will if equipped Loses effectiveness for 10d10 Time if char is "Panicked" while used If Lost, suffer -15 Will until recovered or 20d10 Time Can't be traded, unless Religious but then only +10 to Will and no consequences from loss 	CU 1 Value Emp Degr. -- □□□ □□□
<b>Sharpening Stone</b> Removes "Dulling" penalties by 1d3 per 1 Time spent 	CU 0.25 Value 1 Degr. -- □□□ □□□	<b>Shovel, long</b> -1 Diff to Fortify Missions Counts as long, bludgeon weapon. Gross Misuse 	CU 3 Value 3 Degr. -- □□□ □□□	<b>Shovel, trench</b> -1 Diff to "Per-Survival" checks in some biomes Medium, bludgeon wpn Gross Misuse 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Signal Flare</b> Reduce Risk of Mission by d3 when used to mark arrival or goal completion Capacity: 1 Holds 6 Flares 	CU 1 Value 1 Degr. -- □□□ □□□

<b>Sledgehammer</b> CU Lethality: 50 / - / - FC: 1 Dur: High Can damage brick, stone cement, & metal Min Str of 40 to wield w/o penalties (pg 316) 	CU 3 Value 3 Degr. -- □□□ □□□	<b>Sleeping Bag</b> CU When used, +1 to Time spent Resting 	CU 1 Value 1 Degr. -- □□□ □□□	<b>Camping Tent</b> CU -1 Diff to "Per-Survival" When used, +1d3 to Time spent Resting Can hold 3 people 	CU 2 Value 2 Degr. -- □□□ □□□	<b>Stun Gun</b> CU Requires special recharger Defensive Inflicts Panic and Pain 25% chance to knock zombie prone 	CU 1 Value 1 Degr. 2/Turn □□□ □□□
<b>Suppressor</b> CU Attaches to rifle <u>OR</u> pistol +1 Diff to Ranged Attacks Reduce listening range of shot by 50% -1 to FC on pistol if used Defensively No Risk or Noise when used 	CU 1 Value 15xOL Degr. -- □□□ □□□	<b>Telescope</b> CU Durability: Low +25 to "Per-Spot" and "Per-Navigation" (Requires clear conditions) Reduce Risk by d3 on daylight missions (Before Trailing Zombies check) 	CU 3 Value 3 Degr. -- □□□ □□□	<b>Tiki Torch</b> CU Durability: Very Low Requires Lamp Oil Removes Per penalties from darkness 	CU 2 Value 2 Degr. 1/Time □□□ □□□	<b>Walkie-Talkie</b> CU Requires Batteries -1 Risk on Missions for 1 Degradation If prereq for Mission 1d6 Degradation If Degr roll is Natural 6 then next Mission is +2 Risk 	CU 1 Value 1 Degr. Sp □□□ □□□
<b>Wood Splitter</b> CU Lethality: 25 / - / - FC: 1 Dur: High Min Str of 30 to use +15 Str to break down obstacles +30 to coup de grace 	CU Value Degr. □□□ □□□	<b>Antihemorrhagic/ Haemostatic Meds</b> CU Help to prevent blood loss -1d6 Diff to "Per-First Aid" checks to staunch open wounds 	CU 1 Value 3xOL Degr. 2 □□□ □□□	<b>Antiseptic</b> CU When used in conjunction with clean dressings will prevent infections and heal additional 1d3 Health 	CU 1 Value OL Degr. 1 □□□ □□□	<b>Anti-toxin</b> CU Requires Needles Cures "Poison" -1 "Viral" (to min 1) (if Viral can be treated) 	CU 1 Value 4xOL Degr. 6 □□□ □□□
<b>Blood Unit</b> CU Requires Needles +2d6+2 Health healed during Natural healing or Advanced Medicine Missions +1d6 Health otherwise (+1 per DoS on "Per- First Aid/Diagnosis") 	CU 1 Value 3xOL Degr. 6 □□□ □□□	<b>Caffeine Pill/ Energy Drinks</b> CU Allow 1 re-roll for failed Adrenaline Boost roll (double effects if 2nd roll failed) For 2 Time after use all Str checks can be boosted, but any failed checks still succeed and cause +2 Diff to next "Str-Endurance" check 	CU 1 Value OL Degr. 6 □□□ □□□	<b>Cigarettes</b> CU Requires Lighter +5 to "Will-Resist Panic" check for 1 Time +1 Diff to "Str-Endurance" checks for 2 Time Addiction Handicap +1 to Degradation (+2 if Serious Handicap) 	CU 1 Value 2xOL Degr. 1 □□□ □□□	<b>Disinfecting Spray</b> CU +1d3 Health during Nat. Healing 	CU 1 Value 3xOL Degr. 2 □□□ □□□
<b>Ipecac</b> CU Induces vomiting which eliminates effect of ingested poisons if used w/n 1 Time 	CU 1 Value OL Degr. 2 □□□ □□□	<b>Gauze Pad</b> CU Use to prevent Health loss due to Open Wounds -2 Diff to "Per-First Aid" to staunch wound 	CU 0.5 Value 5xOL Degr. 3 □□□ □□□	<b>Opiates</b> CU Requires Needles +15 to Str +15 to "Will-Resist Pain" -5 to Per Lasts 1+1d3 Time Ignore failures due to rolling Mishap Die Wounds will still accrue aggravated damage 	CU 1 Value 5xOL Degr. 3 □□□ □□□	<b>OTC Painkiller</b> CU <b>low dose</b> -2 Diff to "Will-Resist Pain" checks for 4 Time 	CU 0.5 Value OL Degr. 1/2 □□□ □□□ Used □□

<b>OTC Painkiller</b> <b>high dose</b> -3 Diff to "Will-Resist Pain" checks for 5 Time 	CU 0.5 Value 2xOL Degr. 2 □□□ □□□	<b>Penicillin</b> +1d3 Health during Nat. Healing Cures "Poison" from bacterial sources Cures Infection Can require Needles 	CU 1 Value 4xOL Degr. 3 □□□ □□□	<b>Sling</b> Prevents further wound aggravation from activity after broken arm is set Grappling is still handi-capped 	CU 0.5 Value 0.5 Degr. -- □□□ □□□	<b>Sleep Aid</b> When used, +1d3 to Time spent Resting +3 Diff to "Str-Endurance" check for d3 Time 	CU 1 Value 2 Degr. 1 □□□ □□□
<b>Sterile Gauze</b> Prevents further wound aggravation from activity (must change once every 10 Time) +1d3 Health during Nat. Healing 	CU 1 Value OL Degr. 3 □□□ □□□	<b>Styptics</b> -1 Diff to "Per-First Aid" Does not combine with other antihemorrhagic bonus 	CU 0.1 Value OL Degr. 1 □□□ □□□	<b>Sutures</b> +10% to success of any Adv. Medicine Mission Can stop "Open Wound" 	CU 0.5 Value 2xOL Degr. 2 □□□ □□□	<b>Tourniquet</b> -2 Diff to "Per-First Aid" to staunch wound If used longer than 2+d3 Time on any limb limb will be damaged permanently 	CU 1 Value 1 Degr. 6 □□□ □□□
<b>Hypodermic Needles</b> Box of Needles used to administer IV drugs Can be re-used but has 30% chance to pass 1-d3 Viral (min 0) to subsequent patients (if re-used, no Degr check required) 	CU 0.5 Value 2xOL Degr. 1 □□□ □□□	<b>Premium Pre-packed Survival Kit</b> -2 Diff "Per-Survival" 1 Resource removes d6 Degradation 	CU 2 Value 2xOL Degr. 1 □□□ □□□	<b>Emergency Radio</b> Remove Degradation by winding crank 1 Noise per Degr Can receive AM/FM radio transmissions 	CU 0.5 Value 1 Degr. 2 Time □□□ □□□	<b>Portable Tool-Kit</b> +15 to "Per-Repair" +5% to Repair and Workshop Missions 	CU 3 Value 2xOL Degr. -- □□□ □□□
<b>Sewing Kit</b> -1d3 Diff to any Repair checks on cloth +5% to success of any Adv. Medicine Mission as Suture replacement Use as Suture req anti-septic or wound can be infected. 	CU Value Degr. □□□ □□□	<b>Wheelbarrow</b> Carries up to 12 CU 	CU 4 Value OL Degr. -- □□□ □□□	<b>Liquor/Spirits</b> +1 Morale if left at Stronghold +5 to "Will-Resist Panic" -5 to all Per checks Lasts for 2+d3 Time Can be used as antiseptic but Heals 1d3-1 Health 	CU 1 Value 2xOL Degr. 2 □□□ □□□	<b>Spikes/Nails/Pitons</b> Can be used to secure a structure +1 to Structure (+2 if combined with lumber) of Stronghold 	CU 1 Value 1 Degr. 3 □□□ □□□
<b>Toiletries</b> +1 Morale if left at Stronghold +5 to "Per-Survival" 	CU Value Degr. □□□ □□□	<b>Cooler</b> Carries up to 8 CU (no item > 3CU) Keep items from spoiling 10+2d10 Time if packed with ice (dry ice lasts for 40+2d10 Time) 	CU Value Degr. □□□ □□□	<b>Ice Pack</b> +1d3 Health during Nat. Healing or on Adv. Medicine Missions Can keep spoilable for extra 10 Time 	CU Value Degr. □□□ □□□	<b>Cleaning Supplies</b> +1 Morale if left at Stronghold Emergency antiseptic, heals no additional Health, but prevents Infection. Causes Pain. 	CU Value Degr. □□□ □□□