

Basic Loot Table

Item	First Year	Second Year	Third Year +
Weapons	2	1	0
Body Armor	-1	-2	-3
Medical Supplies	0	-1	-2
Luxury Items	1	0	-1
Food	2	1	0
Gas	0	-1	-2
THE CURE*	1	1	1
Other	1	1	1

*Can only be found at a laboratory or federal military facility. You must roll 1 three consecutive times.

Modifiers

Modifier	W	BA	MS	LI	F	G
Encounter Rating of Area is 5	+2	-	+2	+2	+2	+2
Encounter Rating of Area is 3	+1	-	+1	+1	+1	+1
House	+1	NA	+1	+1	+2	+1
Apartment	-	NA	+1	+1	+1	NA
Hospital	NA	NA	+4	-	+2	-
Gun Store	+2	NA	NA	NA	NA	NA
Military Facility	+2	+2	+2	-	+2	+1
Mall	NA	NA	-	+4	+1	NA
Police Station	+2	+1	+1	-1	-1	-
Costco/Walmart, etc.	+1	NA	+2	+2	+1	NA
Grocery	NA	NA	+1	-	+4	NA
School	NA	NA	+1	NA	+1	NA
Gas Station	-1	NA	-	-	+1	+3

Weapons

Weapon*	Die Roll
Baseball Bat	1
Knife	2
Pistol	3
BA Pistol	4
Shotgun	5
Firearms	6

*When searching a police station the modifier is +2, when searching a military facility the modifier is +5

Firearms

Weapon*	Die Roll
Bolt Action Rifle	1
Semi-Automatic Rifle	2
Machine Pistol	3
Submachine Gun	4
Automatic Rifle	5
Squad Automatic Weapon	6

*Modifier is +1 on a military facility, a squad automatic weapon is only on a natural roll of six.