

BOULTER LOOT TABLE – “WHEN YOU HAVE TO LOOT AND SCOOT!”

BUILDING TYPE	#							
	8 (IF OCCUPIED)	9	10 (1-2)	10 (3-6)	11 (1-2)	11 (3-6)	12-13	14+
Apartments	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	X	X	X	X
Church	X	X	Keys (1/4)	X	X	X	X	X
Clinic	X	X	Keys (1/4)	Luxury (1/2)	X	Medical (1/2)	X	X
Dock/ Shipyard	Food (1)	Food (1)	Keys (1/4)	X	X	X	Weapons (See table)	X
Gas Station	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	Fuel (2)	X	X	X
Hospital	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	X	Medical (1/2)	X	Cure (1/4)
House	Food (1)	X	Keys (1/4)	Luxury (1/2)	X	X	Weapons (See table)	X
Military Base	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	Fuel (2)	Medical (1/2)	Weapons (See table/note)	Cure (1/4)
Office Buildings	X	X	Keys (1/4)	X	X	X	Pistols, BA Pistols only	X
Police Station	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	Fuel (2)	Medical (1/2)	Weapons (See table/note)	X
Restaurant or Bar	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	X	X	Weapons (See table/note)	X
Retail 'Box' Store	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	Fuel (2)	Medical (1/2)	Weapons (See table/note)	X
Retail Store	X	X	Keys (1/4)	Luxury (1/2)	X	X	Pistols only	X
School	Food (1)	Food (1)	Keys (1/4)	X	X	X	X	X
Supermarket	Food (1)	Food (1)	Keys (1/4)	Luxury (1/2)	X	Medical (1/2)	X	X
Warehouse	X	X	Keys (1/4)	X	X	X	Pistols only	X

Notes – Each item has Cargo Value next to it.

#	RESULT
2	Assault Rifle
3	Body Armor
4	Machine Pistol
5	Bolt Action Rifle

#	RESULT
6	Pistol
7	BA Pistol
8	Pistol
9	Shotgun

#	RESULT
10	Semi-Automatic Rifle
11	Submachine Gun
12	Flash Bang Grenade