

**Equipment list light and warmth for a cozy wasteland:**

<b>Flint and steel</b>	A simple, shining stone, that strikes sparks when hit with a piece of steel. One of the most primitive methods to create a fire, but not very easy to use, if you never learned how to.	5 \$ 0,3 pounds
<b>Matches (box)</b>	Before the Great War produced in the trillions ... after the War, still easily to find everywhere. Ideal to spark a fire in the cold of night.	8 \$ 0,1 pounds
<b>storm matches (box)</b>	Like normal matches, but they burn down faster. On the other hand, they keep flaming even during strong winds.	15 \$ 0,1 pounds
<b>storm and water proof matches (box)</b>	These very rare to find matches even work when completely soggy.	30 \$ 0,1 pounds
<b>Disposable gas lighter</b>	Not quite as often produced as matches, but still easy enough to find.	5 \$ 0,2 pounds
<b>Zippo®</b>	A refillable gasoline lighter made by Zippo keeps a whole life ... or two or three.	s.a. 60 \$ 0,5 pounds
<b>Flare</b>	Blazes long and brightly, ideal to create some light on a battlefield or to blow up old tanker ships.	45 \$ 1 pound
<b>Flashlight</b>	A pre War lamp, that shines as long as it has power. Due to lack of light bulbs, those are nearly classified as rare in the Wasteland.	150 \$ 1 pound
<b>Night vision gear</b>	Ideal hunting tool to not scare up the wildlife in the night.	1500 \$ 1 pound
<b>Candle</b>	From tea lights to giant Easter candles, from bees wax to the wax of mutated giant bees, candles can also be found in the Wasteland. Be they used for church services or to keep tea warm, the possibilities are nearly endless.	s.a. 2 \$ s.a. 0,1 pounds up to 10 po.
<b>Storm lantern</b>	A small glass lantern, that's closed in all directions, but not completely airtight. Put a small candle inside and you can see in the dark – but also be seen in the dark.	s.a. 25 \$ 1 pound
<b>Oil lantern</b>	A small lantern, that, like the storm lantern, keeps flame and wick protected from wind. This one uses lamp oil or similar substances to burn. For example lighter fluid.	s.a. 40 \$ 1,5 pounds
<b>Open oil lantern</b>	Not meant to be used outside or to be carried around. With a bit of wind or not careful handling, it immediately extinguishes. Needs lamp oil or, if all else fails, lighter fluid, to burn. Be careful, if this lantern breaks, it can create quite a large fire. Do not let it burn unattended.	s.a. 30 \$ 1 pound
<b>Torch</b>	Torches can be found in the post nuclear Wastes in many places and many kinds, be it just a rag that's been soaked in flammable liquid and wrapped around a metal staff.	s.a. 10 \$ s.a. 2 po.
<b>Lamp oil</b>	Lamp oil: used to refill oil lamps or the tool of choice for pyromaniac madmen.	s.a. 10 \$ 1 pound

<b>Lighter fluid</b>	A clear, easily flammable liquid, meant to refill Zippo's or similar lighters. Of course it could also be used to burn down houses, villages or cities, if you can scrounge up enough of it. Or to make an improvised torch out of a pipe or staff and a rag.	s.a. 15 \$ 1 pound
<b>Lighter gas</b>	A small, pressurized aerosol can, that contains (in liquid form) the gas that's so popular with smokers and arsonists. A pure pre War product.	s.a. 50 \$ s.a. 0.2 po.