




Ammunition Pouch

How to Obtain:

- It can be scavenged during Level 1+ missions.

Crafting:

- Ammunition Pouches can be upgraded up to Level 10.
- Level 2 variants can be crafted using 2 [Straps](#), 2 [Pockets](#), 5 [Fasteners](#), 10 [Threads](#), and 15  at a Level 1+ [Gear Bench](#) for 10 .
- Level 8 Quality Crafted variants can be crafted using 7 [Heavy Fabric](#), 3 Straps, 4 Pockets, 10 Fasteners, and 20 Threads at a Level 2+ Gear Bench for 10  (after scavenging the required [schematic](#)) (also requires a Level 8+ [Engineer](#)).

Recycling Products:

- Fastener x 1
- Pocket x 1
- Heavy Fabric x Variable (*dependent on the item's Level and attachments/conditions*)

ITEM BRIEF:

Field tests show that the carrying abilities of one's casual clothing proves insufficient in retrieving ammunition when needed during the high-stake operations in the Dead Zone. A dedicated pouch greatly improves the speed at which personnel can reload their firearm in the face of danger.

TACTICS:

Reports show that independent parties operating in the central, low danger areas of the Dead Zone often use to ease in reloading their weapons. Survivors in the vicinity are often restricted in the weaponry they have available, and may employ such gear to aid in keeping the limited firepower they have to any degree possible.

The combat effect of this equipment only extends to projectile weapons. Operators working in supportive fields will also see less benefit to using one as opposed to gear that improves performance in their specialty.

The need for more expedited reloading remains a pressing concern once forages are made deeper in the city, and more efficient gear in the respect are now being found as Bandoliers.

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