

BATTLESTAR
GALACTICA
—ROLE PLAYING GAME—

**COLONIAL MARINE CORPS
ORGANIZATION
AND
EQUIPMENT**

**AN INOFFICIAL SOURCEBOOK FOR USE WITH THE
BATTLESTAR GALACTICA ROLE PLAYING GAME**



COLONIAL MARINE CORPS ORGANIZATION AND EQUIPMENT

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CONTENTS

Colonial Marine Corps Company	3
Organization	
Non-Player Characters	3
Personal Weapons	
Sniper Rifle	5
Heavy Special Application Scoped Rifle	6
Pump-Action Shotgun	7
Automatic Shotgun	8
Assault Rifle	10
Carbine	11
Objective Individual Combat Weapon	12
Infantry Support Weapons	
Light Machinegun	13
Medium Machinegun	14
Heavy Machinegun	15
Light Mortar	16
Infantry Mortar	17
Shoulder-launched Missile Weapon	19
Man-Portable Air-Defense System	20

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Colonial Marine Corps Company Organization

A rifle squad consists of four Colonial Marines, including a Lance Corporal and Privates/Private First Class. Each squad divides into two-man fireteams: the Rifle Team and the Gun Team. The Rifle Team consists of a pair of riflemen assigned together on the 'buddy' system, both equipped with assault rifles. The Gun Team is made up of a rifleman with an assault rifle and an automatic rifleman carrying a machine gun. Two squads, led by a Sergeant, make up a section. Two sections, led by a Lieutenant, form a rifle platoon, for a total paper strength of 19 Marines. Several platoons, led by a Captain, may be stationed aboard a battleship and form a company.

Colonial Marines

The following NPCs are generic Marines suitable for quick use. They can be thrown in as-is or fleshed out.

Colonial Marine, Team Leader

Agi d10, **Str** d8, **Vit** d10, **Ale** d10, **Int** d8, **Wil** d8;

LP 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d4, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, So Say We All d2, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d6 / Leadership d8, Guns d6 / Assault Rifle d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6 / Tactics d8, Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Assault Rifle (DMG d8 W, RNG 150 yards, MAG 30), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Colonial Marine, Rifleman

Agi d10, **Str** d8, **Vit** d10, **Ale** d8, **Int** d6, **Wil** d6;

LP 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d4, Guns d6 / Assault Rifle d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6, Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Assault Rifle (DMG d8 W, RNG 150 yards, MAG 30), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Colonial Marine, Automatic Rifleman

Agi d10, **Str** d8, **Vit** d10, **Ale** d8, **Int** d6, **Wil** d6;

LP 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d4, Guns d6 / Machine Gun d8 /

Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6,

Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Machine Gun (DMG d10 W, RNG 300 yards, MAG belt-fed), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads),

Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Colonial Marine Sniper

Agi d10, **Str** d8, **Vit** d8, **Ale** d10, **Int** d6, **Wil** d6;

LP 16, **Init** d10+d10

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, Talented (Covert / Camouflage, Covert / Stealth) d4, Tough d4

Skills Athletics d6, Covert d6 / Camouflage d8 / Stealth d10, Discipline d4, Guns d6 / Rifles d12,

Influence d4, Melee Weapon Combat d6, Perception d6, Ranged Weapons d6, Survival d6, Unarmed Combat d6

Equipment Rifle (DMG d8 W, RNG 350 yards, MAG 6), Ghillie Suit, Day/Night Goggles, Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Hospital Corpsman

Agi d8, **Str** d6, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d6;

LP 12, **Init** d8+d8

Traits Cool Under Fire d4, Good-Natured d2, Duty (Hospital Corpsman Pledge) d6

Skills Athletics d6, Covert d4, Discipline d6, Guns d6, Influence d6, Medical Expertise d6 / First Aid d10 / Surgery d8, Melee Weapon Combat d4, Perception d6, Ranged Weapons d4, Survival d4,

Unarmed Combat d4

Equipment Hospital Corps Pouch (small; contains bandages, diagnosis tag with pencil, tubes of tincture of iodine, bottle of ammonia, tourniquets, sublimated gauze, jack knife, spool adhesive plaster, roll wire for spints, pins, scissors, and forceps), 2 Canteens, Medical Helmet (AR 4 W; -1 Ale), Pistol (DMG d6 W, RNG 12 yards, MAG 10)

PERSONAL WEAPONS

Personal weapons are weapons that can be carried and employed by a single person.

Sniper Rifle



This rifle is an unusual weapon, purpose-built as a sniper rifle. Designed with input from military snipers, it is a semiautomatic bullpup rifle. It has a pair of rails above and below the barrel, and comes with a folding bipod that mounts on the top rail, and can be moved along the rail for optimal positioning. A large muzzle brake greatly reduces recoil, keeping the weapon on target for additional shots. The sniper rifle easily mounts most scopes and electron-optical sights.

Weapon	Damage	Range Increment	Cost	Availability
Sniper Rifle	d8 W	350 yards	5,000 cubits	Rare

Due to its high quality of manufacture, this weapon grants a +1 Skill step bonus on attack rolls.

Heavy Special Application Scoped Rifle



While at over 33 pounds, this Special Application Scoped Rifle (SASR) is well under half the weight of heavy machineguns which until recent years were the only infantry weapons to fire the same large-calibre round this rifle fires. It is a simple, rugged weapon that works much like a recoil-operated pistol. On firing, the barrel and bolt are both blown back until the round has cleared the weapon, whereupon the barrel stops and the bolt keeps moving to complete the cocking and loading cycle.

The rifle is fitted with a muzzle break and thick butt pad to protect the firer from the round's powerful recoil. It comes with a bipod and 10x scope, and fold-up iron sights as a backup. The normal magazine for this weapon is an 11-round box.

Weapon	Damage	Range Increment	Cost	Availability
SASR	d12 W	1,500 yards	9,500 cubits	Military

Pump-Action Shotgun



This pump-action shotgun is a simple and reliable weapon. It is available with folding or fixed stocks. The Colonial Marine Corps version is only made with fixed wooden stocks, though. Its internal tube magazine holds seven rounds.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Shotgun	d10 W	15 yards	400 cubits	Military	Can fire single shot only

Automatic Shotgun



This is a gas-operated, selective-fire weapon which is designed to provide sustained firepower in close-combat scenarios. It works much like a revolver, with ammunition loaded in disposable 10-round cylinders. To reload the weapon, the user need only pop out the used cylinder which contains the spent shells and pop in a fresh one.

Designed much like an assault rifle in a bullpup layout, this weapon is relatively easy control and totally ambidextrous in function. A two-stage trigger selects semi- or automatic fire.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Autoshotgun	d10 W	15 yards	850 cubits	Military	Can fire single shot or autofire

Variant Rule: Shotgun Range and Patterns

A typical buckshot round (the most common round for combat applications) fires nine pellets, each with about the same energy as a small pistol bullet. These pellets spread out over distance. Birdshot shells are similar in design to buckshot, except that the pellets are smaller and more numerous. The cloud of small metal pellets is called a pattern. The width of the pattern is based on the distance between the attacker and the target. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. (If something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire.) Any target within the pattern must make a defense roll or take damage.

Range	Size of Pattern (buckshot / birdshot)	Damage Modifier (buckshot / birdshot)
Point Blank, Short	2.5 / 5 feet	none / -1 step
Medium	5 / 10 feet	-1 step / -2 step
Long	10 / 15 feet	-2 step / -3 step

Note that this table is based on the assumption that shotguns have a range increment of 15 yards (instead of 8 yards, as stated in the rulebook).

Optional Rule: Autoshotguns

Autoshotguns are slow, bulky and have lousy range, but they are hell on wheels when it comes to short range combat because they can fire single shot and autofire.

Autofire: You may target a general area and make one EASY (3) attack action to make sure you targeted the area correctly. If your attack succeeds, all potential targets must defend against it. Those unaware and standing still are automatically hit. Anyone who fails the his roll is hit as if struck by the original attack roll against his defense and suffers a +4 step to the weapon's damage die. Autofire is an action, and no other attack action is possible that turn. Autofire cannot be a called shot.

Spray: As long as the attack roll meets an EASY (3) Difficulty, everyone and everything in that area must defend against the attack. Cover bonuses to Difficulty are halved (rounded up). Those that are hit suffer a +1 step to the automatic shotgun's damage die. An Extraordinary Success on the attack roll adds an extra stepped-up die to the damage roll. Spray fire is an action, and no other attack action is possible that turn. Spray cannot be a called shot.

Firing autoshotguns in autofire mode costs one action. Autoshotguns can make only one autofire attack per turn.

Assault Rifle



This assault rifle is a gas-operated weapon firing from the closed-bolt position. It offers single-shot as well as three round burst firing options and features a heavy barrel, fully adjustable sights, and a flange near the ejection port that protects left-handers from ejected cartridges. The carrying handle can double as an optical sight mount, and the forward handguards can be removed to fit a single-shot grenade launcher which attaches under the barrel and forward of the magazine. Its trigger is just forward of the rifle magazine which functions as a hand grip when firing the grenade launcher. A separate sighting system is added to rifles fitted with the launcher, as the rifle's standard sights are not matched to the launcher. It can fire high-explosive, smoke, illuminating, buckshot direct fire, High Explosive Dual Purpose, CS gas, and training grenades. Recoil is negligible, making the Leo Storm very easy to fire. Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Assault Rifle	d8 W	200 yards	2,500 cubits	Military	Can fire single shot or three round burst
Grenade Launcher	By Ammo	55 yards	1,200 cubits	Military	Can fire one round per turn

Grenades:

- High Explosive – Damage: 3d6 W, Blast Increment: 10 feet
- High Explosive Dual Purpose - Damage: 3d6 W, Blast Increment: 10 feet; ignores 2W of armor on impact.
- Buckshot Direct Fire – Damage: d10 W
- CS Gas – All targets within 10 feet must make a HARD (11) Vitality + Willpower roll or suffer a -2 step Attribute penalty to both Alertness and Agility due to tearing and pain. On a successful roll, the penalty is halved to -1 Attribute step. Only an Extraordinary Success negates all effects.

Carbine



This Carbine is a cut-down version of the assault rifle, above. The barrel has been shortened by about a third, and the fixed stock has been replaced with one that telescopes, making the weapon even shorter. Operation and all other features are identical to the Leo Storm, so a user familiar with the latter will have no trouble operating the carbine.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Carbine	d8 W	130 yards	1,700 cubits	Military	Can fire single shot or three round burst

Objective Individual Combat Weapon



The Objective Individual Combat Weapon (OICW) is a prototype weapon in development for the Colonial Marine Corps. It combines an assault rifle with a long-range heavy weapon akin to a grenade launcher. The OICW consists of three general parts: an assault rifle, a 20mm burst weapon, and an electronic fire control system.

The rifle is a gas-operated weapon with a rotating-bolt design and completely ambidextrous controls. It does not have a full automatic setting, but instead offers single shot and two-round burst settings. Although the normal magazine is a 30-round box, a 20-round box is also available.

The fire control system is an electro-optical day-night sight featuring a laser rangefinder. For the rifle, it functions as a standard optical sight with a night-vision feature. For the burst weapon, it functions as a targeting computer, determining range to the target and downloading that information into the 20mm round.

The 20mm burst weapon is a new type of firearm altogether. It fires an explosive round, but isn't a true grenade launcher. Like a grenade launcher, it is intended primarily for use against targets behind cover. But whereas a grenade launcher arcs its round over cover, the 20mm burst weapon fires in a straight line at a point just above the target, where the munition explodes in mid-air. To use the burst weapon, the user first sights in on the target using the fire control system. He activates the rangefinder, which determines the exact range to the target and sends that data to the chambered 20mm round. The user then fires, using the same trigger that controls the rifle. The 20mm round is not aimed precisely at the target, but rather at a point roughly three feet above it. When the round reaches the target range, it detonates, going off above the actual target. Enemy soldiers behind cover, or prone on the ground, are subjected to the full blast of the round unless they have overhead cover. The burst weapon also features a window mode for use against enemies within buildings or bunkers. The user sights in on the building just underneath or beside the window or opening. Once the range is determined, the user shifts aim to the window and fires. The round detonates roughly three feet beyond the window range, presumably inside the room in which the enemy troops are taking cover. Alternatively, the burst weapon can be used on impact mode. In this manner it functions more like a conventional grenade launcher: The round simply detonates when it hits the target.

Weapon	Damage	Range Increment	Cost	Availability	Notes
OICW (rifle)	d8 W	170 yards	--	Rare	Can fire single shot or two-round burst
OICW (burst weapon)	3d6 B	350 yards	--	Rare	Can fire one round per turn

A 20mm burst shell deals 4d6 points of Basic damage within a blast increment of 3 feet. When used in standard or window mode, firing the burst weapon is an EASY (3) action and no other attack action is possible that turn. Because the burst weapon is optimized for use in an airburst mode, when used on impact mode the weapon deals 3d4 instead of 3d6 of points of Basic damage.

INFANTRY SUPPORT WEAPONS

An infantry support weapon is a weapon system that requires a crew of more than one individual to operate at optimum efficiency due to its operational complexity. However, infantry support weapons include only weapons operated by the members of the infantry, such as light and medium machineguns, infantry mortars, rocket-propelled and automatic grenade launchers, and the large variety of shoulder-launched missile weapons due to their need for at least a team of two to operate them efficiently.

Light Machinegun



This light machinegun is a simple, rugged, and very reliable light weapon. It is gas-operated, firing from an open bolt. It features an internal bipod, an easily-changed barrel, and a folding buttstock. Fire selection allows single shots and automatic fire. It is normally belt-fed, but can accept thirty-round box magazines.

Weapon	Damage	Range Increment	Cost	Availability	Notes
LMG	d8 W	150 yards	2,500 cubits	Military	Can fire single shot or autofire

Medium Machinegun



This medium machinegun is a well-built, reliable weapon that is one of the most widely-used machineguns in the Colonies today. It is blowback-operated, firing from a closed bolt, and belt-fed, accepting either continuous-link or disintegrating-link belts with equal ease. It features an easily-changed barrel and a fully-adjustable bipod that allows the gun to pivot a little.

Weapon	Damage	Range Increment	Cost	Availability	Notes
MMG	d10 W	300 yards	3,600 cubits	Military	Autofire only

Heavy Machinegun



This man portable or vehicle mountable machinegun is air-cooled and belt-fed. It fires from a closed bolt and is operated on the short recoil principle. In this action, the bolt and barrel are initially locked together, and recoil upon firing. After a short distance, the bolt and barrel unlock, and the bolt continues to move rearwards relative to the barrel. This action opens the bolt, and pulls the belt of ammunition through the weapon, readying it to fire again, all at a cyclic rate of 600.

Weapon	Damage	Range Increment	Cost	Availability	Notes
HMG	d12 W	500 yards	5,400 cubits	Military	Autofire only

Light Mortar



This light weight, simple and effective artillery equipment can be carried and fired by one man. The light mortar is used to fire smoke, illuminating and high explosive rounds; a short range insert device enables the weapon to be used in close quarter battle situations with some accuracy.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Light Mortar	By Ammo	75 yards	5,500 cubits	Military	Can fire one round per turn

High explosive rounds deal 5d6 points of Wound damage within a blast increment of 30 feet.

Infantry Mortar

This mortar weighs 91 lb completely assembled and is a smooth bore, muzzle-loading, high-angle-of-fire weapon used for long-range indirect fire support to light infantry, air assault, and airborne units across the entire front of a battalion zone of influence. It is normally deployed in the mortar platoon of an infantry battalion. This weapon system weighs 90 lb completely assembled. The mount consists of a bipod and a base plate which is provided with screw type elevating and traversing mechanisms to elevate or traverse the mortar. Its sight unit is attached to the bipod mount. Attached to the muzzle of the weapon is the Blast Attenuation Device, used to reduce the blast effects on the mortar crew. To increase cooling efficiency, the breech end is finned. The cannon also has a crew-removable breech plug and firing pin.

The mortar has a minimum range of 90 yards and can fire the following principal classifications of training and service ammunition.

Weapon	Damage	Range Increment	Cost	Availability	Notes
Mortar	By Ammo	1,300 yards	84,000 cubits	Military	Can fire one round per turn

Ammunition:

- High explosive - Used against personnel and light materiel targets.
Damage: 5d8 W, Blast Increment: 35 feet
- White phosphorus - Used as a screening, signaling, casualty-producing, or incendiary agent. Red Phosphorus may also be used.
Damage: d12 W first turn, d8 W second turn, d4 W third turn; flammables in 5' radius burn, characters struck must make a HARD (11) Agility + Alertness roll or suffer damage.
- Illumination - Used in night missions requiring illumination for assistance in observation.
No damage.
- Training practice - Used for training in limited areas.
No damage.
- Infrared Illumination - Produces illumination which is only visible through the use of night vision devices.
No damage.

Optional Rules

Spotters: A spotter is someone who detects, observes, and assigns targets in an orbital bombardment or artillery strike and watches for the results of the attack.

A spotter needs the correct equipment. A designator of some kind and a secure uplink to the artillery emplacement are required. A wireless handset will suffice under good conditions, but an encrypted portable military transceiver is preferable. A targeting scope of some sort is also highly recommended.

The spotter can designate a target as a full-turn action. No other action is possible that turn. He makes an Alertness + Heavy Weapons / Appropriate Specialty roll using the mortar's range penalty (based on weapon range). On a hit, apply damage normally. On a miss, the attack scatters. Roll d8 to determine the direction in which the hit deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6 short and left, 7 left, 8 long and left. Then roll d10 to see how many feet away from the targeted area the attack hits. Add ten feet for every point by which the attack missed. Thus, indirect fire might be devastating against exposed enemy troops, but it's not particularly accurate.

Finally, the spotter should realize that this is a dangerous profession. Sensors will pick up his signal fairly easily, and he'll likely face an artillery barrage of his own.

Shoulder-launched Missile Weapon



The Shoulder-launched Multipurpose Assault Weapon (SMAW) is a man-portable anti-tank guided missile system that launches fire-and-forget missiles with lock-on before launch and automatic self-guidance. The system takes a top-attack flight profile against armored vehicles (attacking the top armor which is generally thinner) but can also take a direct-attack mode for use against buildings, fortifications, or aircraft. The missile reaches a peak altitude of 500 feet in top attack mode and 150 feet in direct fire mode. The missile is equipped with an imaging infrared seeker. The tandem warhead is fitted with two shaped charges: a precursor warhead to detonate any explosive reactive armor and a primary warhead to penetrate base armor.

The missile is ejected from the launcher so that it reaches a safe distance from the operator before the main rocket motors ignite. This makes it harder to identify the launcher and allows it to be fired from within buildings. However, back-blast from the launch tube still poses a hazard to nearby personnel. Thanks to this "fire and forget" system, the firing team may move on as soon as the missile has been launched.

The missile system is carried most often by a two man team consisting of a gunner and an ammo bearer, although it can be fired with just one person if necessary. While the gunner aims and fires the missile, the ammo bearer scans for prospective targets and watches for threats such as enemy vehicles and troops.

Weapon	Damage	Range Increment	Cost	Availability	Notes
SMAW	d6 W planetcraft scale	550 yards	126,000 cubits	Military	Can fire one round per turn

Man-Portable Air-Defense System



These man-portable air-defense systems (MANPADS) are shoulder-launched infrared homing surface-to-air missiles that use single or multiple detectors to produce a quasi-image of the target and also have the ability to recognize and reject flares dispensed from aircraft and spacecraft. They are light to carry and relatively easy to operate, shoulder-fired by a single operator, although officially it requires two. The missiles can attack aircraft at altitudes of up to 13,000 feet.

Before a missile is fired, the operator "interrogates" the target, pressing the IFF switch on his missile launcher. This immediately sends a signal to the target's transponder asking whether it is a friend or foe. If the target is identified as a foe, the operator turns off the safety and pushes the actuator button which warms up the external battery cooling unit and makes the weapon go "live". Next, an infrared signal is triggered at the target to determine its range and acquire the heat emanating from its engines. After having heard a high-pitched tone, the operator presses the weapon's "uncaging" switch and holds it in. When the tone gets louder, the operator has got "tone", a lock on the target.

Weapon	Damage	Range Increment	Cost	Availability	Notes
MANPADS	d10 W planetcraft scale	1,500 yards	157,000 cubits	Military	Can fire one missile every two turns

Optional Rules

The user can attempt to establish a missile lock against any target up to extreme range. To establish a missile lock, the user makes an Alertness + Heavy Weapons / Appropriate Specialty Skill roll as an action against. The Difficulties are shown in the table below. The missile is not fired as part of this action. If the attack roll succeeds, a missile lock is established and remains that way until the missile is fired unless the target ship moves a range category farther away or leaves the missile system's fire arc. The user can fire the missile at any time.

Range Category	Difficulty
Point Blank	Not within minimum range
Short	EASY (3)
Medium	AVERAGE (7)
Long	HARD (11)
Extreme	FORMIDABLE (15)

Once the missile is fired, the target can attempt to avoid the missile attack.

If used against infantry or light fortifications, these missiles deal 4d4 planetcraft scale Wound damage within a blast increment of 50 feet.