

ARES

INFANTRY WEAPONS OF THE COLONIES



AN UNOFFICIAL SUPPLEMENT FOR THE

BATTLESTAR
GALACTICA
- ROLE PLAYING GAME -

Introduction

What this book is: This book is a fan created sourcebook for use with the *Battlestar Galactica Role playing* game, which is a copyrighted product of Margaret Weis Productions. This book is in no way an attempt to make a profit or take the place of anything produced by Margaret Weis Productions. It is simply a sourcebook created by fans for the inherent use in our roleplaying games and is not officially licensed by or affiliated with Universal Studios or Margaret Weis Productions.

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This book is designed to help fill in some of the gaps evident in the BSG Role Playing Game. Some liberties have been taken with the statistics of the real guns they portray (this is a game after all).

CREDITS

Writers:

Kendal Leask & Arnold DeVillena

Primary Websites

<http://cortexsystemrpg.org/>

<http://battlestarwiki.org/>

<http://www.pmulcahy.com/>

<http://maic.jmu.edu/ordata/Mission.asp>

<http://world.guns.ru/>

Editing & Layout

Kendal Leask

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Some of the information on ammunition is derived from Rich Redman's notes at http://www.thegamemechanics.com/freebies/TGM_AmmunitionVariants.asp.

Finally a special thanks to all of those who commented and contributed through Cortexsystemrpg.org, without whom this wouldn't have started.

Dedicated to:

John & Grace Leask



Hello, fellow Colonist!

What you are reading in your hands is a guide to some of the weapons and equipment used by the Colonial Military and the Defence Forces of the Colonies.

Also included in this volume are weapons and equipment used by the Cylons.

Hopefully, this guide will give you an idea of what is available to you as a civilian or as a Soldier. Should you wish to purchase some of these items please check with your Colony's laws regarding weapons and equipment. What is legal in one Colony may be illegal in another.

No one book can provide details of every weapon that has been used in the Colonies, especially since the creation of the Colonial Government 50 years ago. The Cylon War was devastating for human kind. Its fighters used whatever was available to them, good and bad. There have been many arguments since about what are the ideal arms to use and what the Military should equip itself with.

Ares Infantry Weapons of the Colonies includes the most used, and most famous weapons used from the time of the Cylon War. Some of these weapons may surprise you. The lack of others will (everyone has their favourites). You will also note common weapons of Law Enforcement agencies throughout the colonies are also included.

Finally, we've also included a selection of commonly available heavy weapons, explosives, mines and details of common equipment available to both soldiers and the civilian populace.

***I saw clearly that the War was upon us when I learned that my young men had been secretly buying ammunition.
- Elder Josef, Gemenon High Council***

***The Colonies cannot ignore the threat gathering against us. Facing clear evidence of peril, we cannot wait for the final proof, the smoking gun that will come in the form of a mushroom cloud.
- extract from the retirement speech of General Byron Cavill, commander of the Tauri Guarda Militaire, CY15***

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PISTOLS & REVOLVERS

CAL/PICON Single-Action Army Revolver



This Single-Action Army revolver is currently the oldest known revolver still in production today, albeit on a workshop scale only. Also known as the "Peacemaker," the Single-Action Army requires the hammer to be pulled back by hand before each shot, which also revolves the cylinder. This leaves the trigger with just one "single action" left to perform - releasing the hammer to fire the shot - so the force and distance required to pull the trigger can be minimal. The "Peacemaker" uses .45 calibre ammunition. This is one of the most beloved revolvers in the Colonies. Such an elderly and inaccurate weapon would not normally have been considered for issue to regular militaries but the

need to arm militia and irregular forces meant that every source was plumed.

Weight unloaded: ca. 1200 g, **Length:** 280 mm, **Barrel length:** 153 mm, **Capacity:** 6 rounds .38 or 0.45 Long

Cal Mark 7

The CAL Mark 7 was a Caprican Police issue sidearm developed before the unification of the Colonies. It has a 7 round helical magazine and is considered a robust and hardy weapon. The Mark 7 is distinguished by the early style 20mm, single shot under-slung barrel. This development was to become a standard feature on all standard issue handguns for units that were to face Cylon's.

However, to begin with, it was simply an expedient and cheap provision for police officers. Many of these handguns would see extensive service during the Cylon War. The explosive rounds used by the Mk 7 were limited to a maximum 30 yard range.

Weight unloaded: ca. 960 g, **Length:** 200 mm, **Barrel length:** 153 mm, **Capacity:** 7 rounds of 9x19mm P + 1 muzzle loaded round (20x25 mm CAL7)



CAL Mark 9 Semi-Automatic Pistol



The CAL Mk 7 was a stop gap method to deal with the presence of Cylons' in Colonial Society. Following concerns from various sources, CAL started manufacturing the Mark 9. Instead of an add-on feature, the 20mm barrel is directly integrated into the main part of the weapon. The Mk 9 has a standard set of 6, 9mm chambers, with an additional 3 rounds for the 20 mm barrel stored under the barrel. An integral laser scope is also mounted. One problem with the gun was the ease in which it was possible to catch on the forward trigger, firing the 20mm barrel instead of the 9mm. The Mk 9, though, was a complicated, time consuming & expensive gun to manufacture. With the outbreak of war, the need for a simpler gun was realised in the Mark 10.

Weight unloaded: ca. 980 g, **Length:** 220 mm, **Barrel length:** 163 mm), **Capacity:** 6 rounds of 9mm P + 3 rounds of 20x30mm.

CAL Mark 10 "Warrior" Semi-Automatic Pistol

The CAL Mark 10 became the standard-issue sidearm of the Colonial Forces during the First Cylon War and is still a favourite of many older warriors. It has now been replaced (officially) by the Picon 5-7. A unique design, the Mark 10's most distinguishing feature is its hinged-back design. This allows for a 9-round helical magazine to be fitted to the back of the gun. The Mark 10 is a popular pistol with veteran Fleet, Marine and PDF officers alike. The gun also holds a second barrel under the first which can be muzzle-loaded with a single Light Explosive round. The weapon has been largely phased out of service in favour of the Leo M92 and new Picon 5-7 pistols.

Weight unloaded: ca. 940 g, **Length:** 200 mm, **Barrel length:** 153 mm), **Capacity:** 9 rounds of 9x19mm P + 1 muzzle loaded round (20x30mm ACX)



Demeter Arms D117 Boarding Revolver



D117 Revolver (Vacuum)

Demeter's entry into the side-arms market was made recently with them fulfilling a marine requirement for a heavy duty revolver capable of continued use in space. The D117 is a six shot cylinder barrel with .75 rounds, usually in a range of anti-armour to high explosive tips. A bleed valve allows the gun to be used flush against a ships hatch without the back-blast either blowing out the gun or sending the user far out into space. The Demeter is a relatively rare side-arm and is usually only found amongst Marine Specialists who have trained for zero-G operations. Demeter

licensed the action from Zeus and, as such, the D117's recoil is only as great as that of a gun firing 0.45 rounds. For use with vacuum suits, a flange trigger mechanism can be fixed to the gun that allows easy use with gloved hands.

Weight unloaded 1310 g, **Length:** 270mm with 152mm (6") barrel, **Barrel length** 152mm (6"), **Magazine capacity** 6 rounds of 0.75 Tamris.

Milirem Python Double-Action Revolver



Produced in the decade following the Cylon War, the Milirem Python is a high-quality 6-shot revolver that uses .357 ammunition. It is a popular weapon with both civilian and law enforcement shooters. Its accuracy and reliability is notable but it requires a strong pull to fire it quickly and training is essential in learning how to control its recoil. [Trained Firers suffer a skill step penalty to all attacks equal to the number of steps your Strength is less than d8; Untrained Firers suffer a skill step penalty as above equal to the number of steps your Strength is less than d12] **Type:** Double Action

Weight unloaded: ca. 1100 g (with 4 in barrel), **Length:** 240 mm, **Barrel length:** (64, 102, 153 or 203 mm), **Capacity:** 6 rounds .357/38 ACP (can use either)

Tamris Parker Revolver



Tamris Parker

The Parker is a heavy revolver produced on Canceron. Revolvers are easy to maintain and the Parker is a heavy duty pistol used in tunnel clearance on that wind-swept planet. The Parker holds six 0.455 in rounds, each capable of penetrating the armour of a Cylon Centurion, especially if used with explosive fillings. Unlike the Warrior, the explosive rounds for this gun are much smaller and designed to be fired from the normal chambers – which

explains why the Parker did not become a standard side arm.

Weight unloaded ca. 1100 g, **Barrel length** 8" (205mm) **Cylinder capacity** 6 rounds 0.455 Tamris

Zeus Thunderbolt

The Zeus Thunderbolt is a simple and effective pistol favoured by many planetary militia's who have to work in the dust and heat of the many deserts that dot the colonies. It has not, however, found favour amongst either the fleet or marine forces where fire power is preferred over single shot penetration. Several independent manufacturers produce this weapon. The Thunderbolt has one of the smoothest actions of



any revolver, due to its use of two springs – one to control the hammer and another actioning the trigger and chambers. Despite its excellent finish the Thunderbolt is also noted for its cheapness. Thunderbolts are the official target weapon of the Colonial Games. Double Action semi-automatic revolver.

Weight unloaded 1250 g, **Length** depending on barrel length; 275mm with 152mm (6") barrel, **Barrel length** 76mm (3"), 102mm (4"), 127mm (5"), 152mm (6") and 205mm (8"), **Magazine capacity** 8 rounds of 0.357 ACP or 6 rounds of 0.45 ACP/Zeus or 0.50 Zeus. The Zeus has a very mild recoil.

Zeus 500SW



Barrel length 222mm **Magazine capacity** 5 rounds 0.50 Zeus

The Zeus 500SW was originally designed as a specialist target pistol. With the introduction of robotics, a small number of law enforcement agencies bought these, and similar weapons, to allow them to deal one shot kills at close range. With the advent of the Cylon War Zeus saw requests for this gun soar.

Due to the severe problems in firing a revolver such as this, Zeus produced a universal stock for this and other pistols, effectively turning the pistol into a carbine. The gun carries a top rail, allowing for the use of standardised sights or targeting lasers to be fitted.

Weight unloaded 2055g, **Length** 377mm,

Zeus 3030 Army Revolver



Weight unloaded 1755g, **Length** 370mm, **Barrel length** 200mm **Magazine capacity** 6 rounds 0.455 Tamris or 0.45 ACP

Perhaps one of the most iconic revolvers ever produced, the Zeus 3030 Army revolver was the original replacement of the venerable CAL/Picon Army Revolver. Unlike that side arm, the Zeus 3030 was chambered to accept a much heavier charge. Its longer, shrouded barrel allowed it to function in nearly any circumstances and it is a reliable weapon under the worst of circumstances. It is also one of the most accurate.

Aerelon Military Arsenal Model 25 Pistol

The Model 25 semi-automatic pistol is AMA's recent entry into the automatic pistol market. This rugged pistol has proven popular with many civilian shooters due to its reliability and the fact that it's very affordable for those on a budget.

Weight: 33 oz, **Overall Length** 8.1", **Barrel Length:** 4.5mm, **Magazine Capacity:** 10 (0.45 ACP) or 15 (0.38 ACP)



Aquarian PM



This sidearm was used by the Aquarian military and police forces prior to the formation of the Colonial government. Since then it has largely fallen out of use, and has become a collectors piece. It is semi-automatic and uses 9mm ammunition in an eight-round clip. Its ammunition is not colonial standard and is only been available in small numbers on Aquaria itself. Aquaria attempted to rectify the failings of the guns in its militia units by making an improved barrel to take improved ammunition (The PMM). Note: Using PMM ammunition in a PM gun is not safe!

Weight unloaded 730g (760g PMM), **Overall length** 161mm (165mm PMM), **Barrel length** 93,5 mm, **Magazine capacity** 8 rounds 9x18 PM (12 rounds 9x18 PMM)

Aquarian/SMI PLR 16 Machine Pistol.

SMI/Aquarian produced this machine-pistol (Single, semi-auto and fully automatic) as part of the latest round of military trials. Although they lost out to the P90, the gun was ordered by the Aquarian Navy (wet) due to its high use of corrosion resistant polymers. Capable of firing single handed, doing so incurs a skill step penalty equal to that your strength is less than d10. Additional rails and a stock can be provided, turning the PLR into a carbine. The gun is also compatible with other standardised magazines (such as found on the SMI 80 and Leo Storm. They also provide a longer clip (illustrated) that holds 18 rounds.

Weight unloaded: 1.4kg, **Length:** 469.9mm, **Barrel length:** 233.7mm, **Capacity:** 10, 18 or 30 rounds (5.56x45mm), **Cost** 665 cubits



Bluebird Special



Bluebird Special

The Bluebird is a widely licensed small arm in use by both the CDF and many of the planetary militia's. Designed at the end of the Cylon War, the Bluebird is noted for its ability to be easily tailored to either right or left handed firers. Although an older design, this 9mm design is still in production with more recent models being supplied as paired weapons..

Weight: ca. 720 g loaded. **Length:** 208 mm, **Barrel length** : 162.5 mm, **Magazine Capacity:** 16 rounds (9x19mm P)

Cal Mark 23

The Caprica Arms Laboratory developed the Mark 23 for use by Colonial Marine Special Forces units. This semi-automatic uses .45 ammunition and comes equipped with fire suppressor (silencer). It's laser aiming module (LAM) projects a tell-tale red dot on a target and grants a +1 skill step when aiming; the silencer makes it Hard (11) to hear the shot from more than ten yards away, and Formidable (15) to identify the location or direction of the shooter.

Weight: 1100 g, **Length:** 245 mm, **Height:** 150 mm, **Width:** 38,8 mm, **Magazine capacity:** 12 rounds (0.45 ACP)



CAL P9



The CAL P9 is the latest release of the Caprica Arms Laboratory, being put into production in CY47. It is a 0.40 semi-automatic designed for both the Civilian and Law-Enforcement market. A small number can be found within various militaries of the Colonial worlds although it has not been officially adopted by the Colonial Defence Forces. It comes with a nine-round clip only. CAL have also started releasing a version in 9mm which can hold 16 rounds.

Weight: ~710 g empty; 890 g loaded with 16 rounds, **Length:** 200 mm, **Barrel length:** 100 mm, **Capacity:** 16 rounds (9x19mmP) or 9 rounds (0.40 CAL)

Dragon XIX

This large calibre, gas operated semi-automatic pistol was developed by Jewel Research and manufacture by Scorpia Military Industries (SMI). It uses .357 ammunition and holds nine rounds in a clip. This beast is not for the weak armed – you suffer a skill step penalty to all attacks equal to the number of steps your strength is less than d10 (d12 if firing 0.50 calibre).

Weight: 62 oz. - 1,715 g empty, **Length overall:** 10.24 in. - 260mm, **Barrel length:** 6 in. - 152 mm (also 10" - 254 mm), **Magazine Capacity:** 9 rounds (0.357), 8 rounds (0.44) or 7 rounds (0.505 Tamris) rounds



Leo Model 92



The Leo Model 92 was introduced into Colonial Service as the standard side-arm for most support personnel. The M92 is a favourite weapon of police and law-enforcement units and many were bought by the Fleet and the Marines to be fielded by many units, particularly MPs and Base personnel and frequently fitted with an illumir. Unlike other 'front-line' weapons, the M92 was never fitted with an explosive round launcher. Instead the gun holds fifteen rounds of 9mm ammunition and sees use as an anti-personnel weapon. Those units designated to take on Cylons usually carry something with much heavier hitting power than can be provided for with a pistol.

Weight Unloaded: 975 g, **Overall Length:** 217 mm, **Barrel Length:** 125 mm, **Capacity:** 15 rounds (9x19mm P)

Milirem Model 11 Semi-Automatic Pistol

A popular and widely used pistol in the Colonies, the Model 11 is a single-action, semi-automatic, recoil-operated handgun chambered for the .45 cartridge. The Model 11 uses 7-round magazines. The gun itself is now considered obsolete and is out of production but there is a wide range of spares and accessories for the Model II, including a 30 round drum and stock that turns the gun into a small carbine.

Weight: 1080 g, **Overall Length:** 216 mm, **Barrel Length:** 125 mm, **Magazine Capacity:** 7 rounds (0.45 ACP)
[Note: some older models are only capable of using 0.45 Long]



Sterling (SMI) Para Machine Pistol



This machine pistol is nothing more than a shortened SMG based on the Sterling SMG and designed for use in exceptionally cramped conditions. The gun has exceptional accuracy when firing single shot only and has a built in foregrip to reduce recoil effects.

Weight unloaded: 2.2kg, **Length:** 353 mm, **Barrel length:** 198 mm, **Capacity:** 34 rounds 9x19mmP

Picon Firearms 5-7

Replacing the CAL Mark 10, the Picon 5-7 is the current standard-issue sidearm of the Colonial military. The 5-7 is chambered for the new 5.7x28mm round that is now the official standard and uses a 20-round magazine. Most 5-7's are issued without the explosive round launcher, however fleet issue requires this. The civilian (Police) version also has an accessory rail that allows the user to mount either flashlights or laser sights to the gun. The under-slung launcher is sometimes replaced with a single round shotgun barrel instead of the explosives launcher.

Weight: ca. 960 g loaded & including 20mm launcher (760g without launcher). **Length:** 208 mm, **Barrel length :** 122.5 mm, **Magazine Capacity:** 20 rounds (5.7x28mm ACP) + 1 muzzle loaded round (20x30mm ACX)



Picon Stallion



This small, four-barrelled pistol of compact design was originally designed by Picon Firearms as a Police back-up weapon but was discontinued some time ago. Each barrel holds one round of either .357 or .38 ammunition. After firing, the firing ratchet realigns onto a new barrel.

Weight: 1.75 lbs (0.8 kg) empty. **Overall Length:** 5.6 inches (14.2 cm). **Width:** 1.062 inches (2.7 cm). **Height:** 4.1 inches (10.4 cm). **Range:** 70 ft (21 m). **Magazine Capacity:** 0.357 CRA (4 rounds), 0.38 ACP (4 rounds).

Vicktor CPI

Viktor, a small firearms manufacturer from Virgon, manufactured the CP1. The only pistol Viktor ever produced came to be widely used throughout the Colonies. Designed to be a concealed-carry weapon, it semi-automatic. A single magazine holds 12 rounds of 9mm ammunition. The Viktor has become a popular weapon for protective personnel.

Weight w. empty magazine: 720 g, **Length:** 177 mm, **Barrel length:** 100 mm, **Capacity:** 13 9x19mmP (standard magazine) or 12 (compact magazine) rounds. The magazine forms the bottom of the hand grip.



is

Z 52



This military and police issue pistol saw wide use on Virgon prior to the formation of the Colonial government. Two brothers designed the gun, and it was manufactured by the Virgon government both before unification and during the Cylon War. With standardisation to the Colonial 9mm P round, the gun was withdrawn.

Weight: 950 g, **Length:** 209mm, **Barrel length:** 120 mm, **Capacity:** 7.62x25mm VAS (8 rounds)

SUB MACHINE GUNS

Aerelon PP-90M I



This compact SMG is more akin to a machine pistol than a true SMG and comes with a folding stock. Feeding from either a standard 'stick' magazine or a larger helical magazine, the gun has become the favoured weapon of criminals and undercover law enforcement agencies.

Weight: ca 1.7 kg w/o magazine, **Length (stock closed/open):** 424 / 620 mm, **Magazine capacity:** 32 rounds (box magazine) or 64 rounds (helical magazine) 9x19mmP, **Effective range:** up to 200 meters

CAL MP-7 Personal Defence Weapon

The MP-7 is CAL's answer to the Picon P-90, itself a compact weapon with a retractable stock and a folding vertical grip. The MP-7; however is chambered for the 4.6x30mm cartridge, a specially designed, armour-piercing round with a muzzle velocity nearly as high as that of many modern rifles. This ammunition is unique among submachine guns in that the bullet is made almost entirely of a hardened steel penetrator instead of softer brass or lead.

The MP-7A1 allows a conventional 20-round or 40-round box magazine to be fitted within the pistol grip (the former being comparable in size to a 15-round 9 mm magazine, while the latter compares to a 30-round 9 mm magazine). The weapon features an ambidextrous fire-select lever and rear cocking grip. It has an extendable stock and a folding front grip; it can be fired either one-handed or two-handed. It is compact and light using polymers in its construction. The MP-7 also has rails that allows the users to attach any accessory they wish to use.

The MP-7 is available in two variants: the MP-7A1 (4.6mm) and the MP-7A2 (5.7mm). The MP-7A2 (uses 15- or 30-round magazines) was developed at the request of the Colonial Military who wanted a compact weapon for issue to pilots, vehicle crews and special forces units and chambered in the standard 5.7mm round.

Weight: 1.5 kg empty, **Length (stock closed/open):** 340 / 540 mm, **Barrel length:** 180 mm, **Magazine capacity:** 20 or 40 rounds 4.6x30mm Caprica or 15 or 30 rounds 5.7x28mm ACP, **Effective range:** 150-200 meters



CAL USG Sub-Machine Gun

The CAL Universal Submachine Gun saw wide use in the Marine Corps before the recent introduction of the P90. It also has an accessory rail on top and a folding stock. The USG feeds from a 25-round magazine and uses .45 calibre ammunition.

Weight: 2.1 - 2.2 kg empty, **Length (stock closed/open):** 450 / 600 mm, **Barrel length:** 200 mm, **Magazine capacity:** 10, 25, 30 rounds 0.45 ACP or 9x19mmP, **Effective range:** 100 meters



CAL CM-5 Submachine Gun Family

The CM-5 family is the most widely used submachine gun in the Colonies. The CM-5 is a lightweight, air-cooled, selective fire delayed blowback operated 9x19mm



weapon with a roller-delayed bolt. It fires from a closed bolt (bolt forward) position.

Weight, empty 2.54 kg, **Length** 680 mm, **Barrel length** 225 mm, **Magazines** 15/30 rounds 9x19mm P

CM-5A2



The CM-5A2 is a standard variant that features a fixed butt-stock.

Weight, empty 2.88 kg, **Length** 660 mm, **Barrel length** 225 mm, **Magazines** 15 or 30 rounds 9x19mm P

CM-5A3

This model features a retractable stock.

Weight, empty 2.68 kg **Length** 490 / 660 mm, **Barrel length** 225 mm, **Magazines** 15 and 30 rounds 9x19mm P



CM-5K



An ultra-compact variant designed for use by bodyguards and for CQB (close-quarters battle).

Weight: 2 kg without magazine, **Length (stock open):** 325 mm, **Barrel length:** 115 mm, **Magazine capacity:** 15 or 30 rounds 9x19mm P, **Effective range:** about 25 meters

CM-5SD

A variant with an integral suppressor (available with either retractable or fixed stock).

Weight: 2.5 kg without magazine, **Length (stock open):** 575 mm, **Barrel length:** 115 mm, **Magazine capacity:** 15 or 30 rounds 9x19mmP, **Effective range:** about 20 meters



C-94

The C-94 is a semi-automatic carbine intended for the civilian market and in a large calibre. It is available with either a fixed or retractable stock.

Weight, empty 3.28 kg **Length** 671 / 841 mm, **Barrel length** 406 mm, **Magazines** 12/20 rounds 0.45 ACP



Delphi Arms CS Mk 5 Submachine gun



Delphi Arms are commonly known for their highly accurate weapons and the CSmk5 is a typical example of their handiwork. Expensive, the arm is commonly issued only to ceremonial units. Its bullpup design, extendable stock and compact weight allow it to easily absorb the recoil normally associated with these weapons.

Weight 4,25 kg empty, **Length** 800 mm,

Barrel length 400 mm, **Magazine capacity** 30 rounds 9x19mmP, **Effective range** 200-250 meters

ESMG M1011

The Emergency Sub Machine Gun project was one of the hastily introduced programs needed to provide for a variety of different types of ammunition and was a first step, following unification, to try and address this problem. It is easily stamped and made and hundreds of thousands of this gun can still be found around the colonies. The gun is made to two standards – A Calibre (.45) and B Calibre (9mm or .380). The .45 is noted for its ability to jam if more than six shots are fired in one burst (requiring precious time to clear the jam). The ESGM was discontinued after the armistice. It is also very inaccurate at any real distance.

A - Weight 2,84 kg empty, **Length** 269 / 548 mm, **Barrel length** 146 mm, **Magazine capacity** 30 (0.45 ACP or Zeus, **Effective range** 50-70 meters

B - Weight 1,59 kg empty, **Length** 222 / 460 mm, **Barrel length** 129 mm, **Magazine capacity** 32 or 16 (9x19mmP or .38 ACP), **Effective range** 30-50 meters



Leo Lightning Storm Submachine Gun



The submachine gun variant of the Lightning Storm. Unlike the Storm SMG; however, the Lightning Storm submachine gun retains the 5.56mm round of its larger brothers. Changes include a detachable carrying handle with accessory rail allowing for the rifle to be equipped with a carry handle and/or most military and consumer scopes or sighting systems. The Lightning Storm SMG also adds a backup iron sight and is equipped with a RAS (Rail Accessory System) hand-

guard, allowing vertical grips, lasers, tactical lights, and other accessories to be attached.

Weight: 2.44 kg empty, **Overall length:** 680 - 762 mm, **Barrel length:** 292 mm, **Magazine capacity:** 30 rounds 5.5x45mm CS

Leo Storm Submachine Gun

The 9mm variant of the Leo Storm. This weapon uses a 32-round magazine.

Weight: 2.59 kg empty, **Length (stock closed/open):** 650 / 730 mm, **Barrel length:** 260 mm, **Magazine capacity:** 20 or 32 rounds 9x19mm P, **Effective range:** 200 meters



Leo M12

The Leo Model 12 was the official weapon of the Leonid military prior to the formation of the Colonial government and was still in wide use to the Cylon Invasion, though law enforcement agencies used it more than the military. Varying clips of 20,30, or 40 rounds used 9mm ammunition. All are freely exchangeable with the Leo Storm Carbine.

Weight: 3.2 kg empty, **Length (stock closed/open):** 418 / 660 mm, **Barrel length:** 200 mm, **Magazine capacity:** 20 , 32 or 40 cartridges 9x19mm P, **Effective range:** 150-200 meters



Milirem Model 28 Submachine Gun



Already a collectors piece by the time of unification, the numbers of Model 28's still in existence (1.4 million weapons) made this sub-machine gun a natural for issue to poorly equipped

militia units during the Cylon War. The gun's main advantage – its heavier calibre .45 round and its longer barrel, offset the disadvantages of its higher weight and almost uncontrollable recoil when fired on full automatic. Most militia units soon learned that

the gun was only effectively on semi-auto and at close ranges. Within those confines, the M28 gave an excellent performance.

Weight, empty 4.78 kg, **Length** 811 mm, **Barrel length** 267 mm, **Magazine capacity** 20 or 30 rounds box 0.45 Long (early versions) or 0.45 ACP and 50 or 100 rounds drums. **Effective range** 100-150 meters

M3A7 'Grease Gun'

The original M3 Grease Gun was over 70 years old at the time of the Cylon Conflict but it formed a satisfactory basis for an updated weapon that could be quickly and easily produced in converted factories. The M3A7 was stripped to the most basic weight it could deal with, using parts easily available or manufactured. Its longer barrel allows the A7 to deal more damage than its predecessors did.

Weight: 2.7 kg, **Length (stock closed/open):** 570 / 745 mm, **Barrel length:** 203 mm, **Magazine capacity:** 30 rounds 0.45 ACP or 9x19mm P, **Effective range:** 100 meters



Picon P90 Sub-Machine Gun



The P90 Submachine Gun is used by the Colonial Marines for urban and close quarters fighting. The P90 has a short barrel and a bullpup configuration. This places the 50-round, translucent magazine on top of the gun parallel to the barrel. The gun has a very low recoil allowing for accurate burst fire and uses the new 5.7x28mm SS190 round.

Weight: 2.54 kg empty; 3 kg loaded with magazine with 50 rounds, **Length:** 500 mm, **Barrel length:** 263 mm, **Magazine capacity:** 50 rounds 5.7x28mm CS, **Effective range:** 200 meters

Sterling (Originally Sterling Armaments, now SMI)

Reputed to be one of the most accurate SMG's in existence, the development of this gun stems directly back to the very first SMG's produced in the middle of the last century, long before unification. The modern version uses 9mm ammunition and a side mounted magazine. A folding fore-grip is mounted under the barrel (on a fixed rail). Fittings for a 20mm round launcher are available but few have ever been fitted. These guns are generally found in older militia and reserve militia units.

A common variant fits a permanent suppressor to the gun.

Weight, empty 2,7 kg [3,6 kg], **Length (stock closed/open)** 481 / 686 mm [660 / 864 mm], **Barrel length** 196 mm [196 mm], **Magazine capacity** 34 rounds 9x19mm SS, **Effective range** 200 meters [50-100 meters] [brackets indicate silenced weapon]



SMI MP 9



A more modern replacement for the ESMG M1011, the MP9 has been redesigned constantly to keep it competitively on the market. It features a permanent fore-grip and a top rail. In close combat the MP9 is a good enough weapon (it has solved the jamming problems of its predecessor) but it lacks the range of more standard SMG's.

Weight: 1.4 kg less magazine, **Length (stock closed/open):** 523 / 303 mm, **Barrel length:** 130 mm, **Magazine capacity:** 15, 20, 25 or 30 rounds 9x19mm P, **Effective range:** 50 - 100 meters

Tauron Armaments AUG Submachine Gun

A submachine gun version of the AUG Carbine, chambered in 9mm. Uses a 32-round magazine. Although liked by various units, it was a hard gun to update and its polymer shell aged rapidly.

Weight 3,3 kg, **Length** 690 mm, **Barrel length:** 407 mm, **Magazine capacity** 25 or 32 rounds 9x19mmP,



Tauron Armaments AUGA3 Submachine Gun



The AUGA3 SMG is an improved variant of the AUG SMG fitted with accessory rails that allows the shooter to use a variety of different accessories on the rifle, e.g. laser sights, flashlights, different scopes, etc. This weapon uses a 32-round magazine.

Weight 3,0 kg empty, **Length** 610 mm, **Barrel length:** 325 mm, **Magazine capacity** 25 rounds 9x19mmP

Tauron Advanced Armaments

M960 Submachine Gun & Carbine

The 9mm M960 submachine gun is a delayed blowback operated, selective fire weapon. Its unique features include its high-capacity, cylindrical, helical-feed magazine and retractable stock. This method allows magazine capacities of 50 and 100 rounds in a relatively small space, making it ideal for law enforcement and special operations units. One of the most interesting aspects of the pistol is that the rear sight is mounted as part of the plastic magazine shell. One interesting feature of the M960 submachine guns is that the spent cases are ejected straight down, through the ejection chute at the front of the trigger guard. The charging handle is located at the left side of the gun, just ahead and above the trigger, and does not move when gun is fired. The M960 is also available as a semi-automatic carbine.

Weight: 2.17 kg empty [2.47 kg empty], **Length (stock closed/open):** 647 / 835 mm [723/911], **Barrel length:** 330 mm [406mm], **Magazine capacity:** 50 or 100 rounds of either 9x19mm P or 5.56x45mm CS



Vektor Martak

A compact SMG for use in cramped vehicles the Martak is a sub-compact weapon and can be held either on the magazine grip or by installation of a fore-grip. The excellent manufacturing of these weapons have given it a reputation equal to the P90. However, although Vektor lost out on the Marine Contract, Vektor found a ready market for the weapon in various ground-forces of the CDF.

Weight, empty 1.8 kg, **Length (stock folded / opened)** 406 / 635 mm, **Barrel length** 140 mm, **Magazine capacity** 13 rounds 0.45 ACP (28 round available), **Effective range** 100 meters



Carbines

Aerelon Military Arsenal Model 47C Assault Carbine

The AMA Model 47C assault carbine is a variant of the standard AMA Model 47 fitted with a folding stock.

Weight, with empty magazine: 3.14 kg , **Overall length:** 870/699 (folded) mm **Barrel length:** 415 mm **Magazine capacity** 30 rounds 7.62x39mm A



Aerelon Military Arsenal Model 74C Assault Carbine



A shortened variant of the AMA74 Assault Rifle intended for CQB.

Weight empty: 2,71 kg, **Overall length:** 735 mm (490 mm with folded buttstock), **Barrel length:** 210 mm, **Magazine capacity,** 30 rounds 7.62x39mm A, **Effective range:** about 200 meters

AMA TKB-022 Carbine

The TKB-022 Carbine came out of the same design requirement that produced the SMI80. At the time it was deemed too light weight for the jobs it was called upon to do and was more complicated than the SMI80. The gun is capable of full- and semi-automatic fire, with combined safety / fire mode selector switch located above the trigger on the left side of the gun. The gun housing was made from reddish-brown plastic, with metal structure hidden inside and the casings eject forward of the muzzle.

Weight: 2.8, **Overall length:** 525 mm, **Barrel length:** 415 mm, **Magazine capacity:** 30 rounds 7.62x39mm A



CAL C-36K Assault Carbine



The CAL C-36K assault carbine was a standard weapon for all Force Recon Marines expecting Close Quarters Combat and was in use both for planetary and ship-board actions. It has recently been replaced by the Picon P90, although many are still available. It is a rugged and easy-to-use weapon that features a 3.5x scope built into the carrying handle and a folding stock.

Weight empty 3.3 kg, **Length** (buttstock open / folded) 860 / 615 mm, **Barrel length** 320 mm, **Magazine capacity** 30 rounds standard 5.56x45mm CS

CAL C-36C Compact Carbine

The CAL C-36C compact carbine is an even shorter version of the carbine, it is a rugged and easy-to-use weapon that features a carrying handle and a folding stock. The C-36C has seen deployment with a mix of special forces, protective details and law enforcement squads around the worlds.

Weight empty 2.8 kg, **Length (buttstock open / folded)** 720 / 500 mm, **Barrel length** 228 mm, **Magazine capacity** 30 rounds 5.56x45mm CS



CAL Stormer Carbine



Commonly mixed up with the Leo Storm Carbine, the Stormer is a standard issue light carbine. It fires the same ammunition and uses the same magazines as the Picon 5-7. It is not designed to repel Cylons but is, instead, an anti-boarding weapon for normal crew with little experience in handling small arms. The gun is single shot or semi-

automatic only.

Using a fifteen- or twenty-round magazine, the CX-4 has four accessory rails that allows a user to mount a variety of items from optics to laser sights. Colonial issue Stormer's are to be found in either 9mm or 5.7mm but CAL also produce a civilian version in .45 ACP.

Weight unloaded 2,57 kg, **Length** 755 mm, **Barrel length** 423 mm, **Magazine capacity** 15 rounds 9x19mm P or 20 rounds 5.7x28mm CS or 10 rounds 0.45 ACP

CAL Universal Self Loading Carbine

Designed as a distinct carbine for use with the more powerful .45CAP round, the USLC has seen a marked take-up by law enforcement agencies fighting gang warfare where the combatants are using body armour. Although it is normally sold only to operators using the .45 round, it can also fire the .455 Tamris HE or AP rounds. CAL provide a range of different sights for the gun depending on the means and finances of the individual buyers.



Weight unloaded 2.7 kg, **Length** 900 mm, **Barrel length** 406 mm, **Magazine capacity** 10 rounds 0.45 or 0.455

Demeter Arms D101



D101 Carbine

Demeter Arms attempt at producing a vacuum sealed carbine for space operations failed, but the weapon has gone on to enjoy popularity amongst units deployed in areas where weapon maintenance is essential. The gun is easy to strip down and clean and, when operating, draws little in the way of dirt to clog the mechanism. It has proved itself in the deserts of Canceron and the

mountains of Tauron. It has recently been redesigned to use the new 5.7mm round despite protests from Picon Armaments.

Weight: 2.8 kg empty, in standard configuration; 3.8 kg with 40mm grenade launcher, **Overall length:** 694 mm, **Barrel length:** 400 mm, **Magazine capacity:** 40 rounds 5.56x45mm CS or 5.7x28mm CS

Demeter Arms Armalon Carbine

This very basic carbine sees high sales in the civilian markets throughout the colonies and, as such, is typical of one of the most basic militia style armament. Demeter market the gun for both its accuracy, high quality of workmanship and its very wide range of calibres from civilian to military.

Weight unloaded 3.7 kg, **Length** mm **Barrel length** 406 mm, **Magazine capacity** 7 - 15 rounds, depending on calibre, **Available Calibres:** 9x19mm P, 0.38, 0.357, 0.40, 0.45 ACP, 0.50, 7.7x56mm, 7.62x45mm, 7.62x39mm A



Leo Brava Carbine



The Leo Brava Carbine is a cut-down version of the Leo Storm assault rifle. 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 assault rifle, so a user familiar with the latter will have no

trouble operating the carbine. Changes include a detachable carrying handle with accessory rail allowing for the rifle to be equipped with a carry handle and/or most military and consumer scopes or sighting systems. It also adds a backup iron sight and is equipped with a RAS (Rail Accessory System) hand-guard, allowing vertical grips, lasers, tactical lights, and other accessories to be attached.

Weight: 2.44 kg empty, **Overall length:** 680 - 762 mm, **Barrel length:** 292 mm, **Magazine capacity:** 30 rounds 5.56x45mm CS

Morita Carbine MC4

The Morita Carbine 4 was a logical progression of the highly successful Morita Battle Rifle. Shorter but still packing a powerful punch and large magazine it was an excellent carbine. The MC4B also included a single 20x30mm single shot akin to the launchers found on the CAL range of hand-pistols. Like the rest of the Morita range, the guns were discontinued following capture and subsequent destruction of the factory.

Weight unloaded 4.1 kg, **Length:** 830 mm **Barrel length** 630 mm, **Magazine capacity** 60 rounds 4.5x21mm caseless, 1 25x59mm ACX.



SMI 80 Carbine



Like the standard SMI 80, the carbine version is due to be retired in the near future and replaced by any number of possible variants. Its greatest assets are its interchangeability with the SMI 80, its accuracy, its long barrel (for a carbine) and the fact that nearly every soldier that goes through a Colonial boot camp, whether Fleet, Marine or Army will have handled either this or its larger cousin.

Weight: 5 kg with sight and magazine with 30 rounds of ammunition, **Overall length:** 709 mm, **Barrel length:** 442 mm, **Magazine capacity:** 30 rounds 5.56x45mm CS

SMI/Aquarlon SU-16D

The Aquarion Sports Utility 16 is a popular civilian weapon that is also used by various law enforcement agencies, especially those that operate in the wilds, either mounted or on foot. Originally built by Aquarian Industries, SMI are now producing a licensed version that is breaking into the Colonies wide market. From the start this weapon was designed as all-around carbine for civilians who might need a compact yet relatively powerful weapon for small game hunting and self-defence.



This rifle / carbine also can be used as a survival weapon for tourists, backpackers, pilots and anybody else who might find himself or herself in a variety of 'unfriendly' situation. It also can be used for practice, plinking or even as police weapon. SU-16 rifle has two major features which distinguish it from other 5,56mm - its folding capability and light weight. A full-size SU-16A rifle can be easily folded to package only 67 cm long, which will fit easily into backpack or automobile trunk. SU-16A and more compact SU-16B rifles also have special storage compartments in buttstock which will hold two spare 10-round magazines or one 20- or 30-round magazine, which is a good feature for bug-out / survival weapon.

Weight unloaded: 1.68 kg, **Length:** 759 mm (folded 505mm), **Barrel Length:** 234mm, **Capacity:** 30 rounds 5.56x45 mm CS

Tauron Armaments AUG Carbine & Short-Carbine

These weapons are little more than shortened versions of the original Tauron Army Universal Gun (see that entry).

Weight unloaded 3.3 kg, **Length** 690 mm, **Barrel length** 407 mm, **Magazine capacity** 30 rounds 5.56x45mm CS or 5.56x39mm A



The Carbine-Short is almost misleading in its name, being only 4mm shorter than the original AUG carbine. This version is lighter, stronger and comes with an inbuilt rail to allow different sights to be attached as required. It retains the ability to use any of the Leo magazines.



Weight unloaded 3.26 kg, **Length** 686 mm, **Barrel length** 406 mm, **Magazine capacity** 10-30 rounds 5.56x45mm CS

Viktor Martak Carbine



Viktor's production of a new fully automatic pistol led them to develop a modular system capable of building into a Submachine gun, Carbine or even rifle. Not formally used by any militaries it has become a favourite weapon of many criminals and a private purchase of many military officers throughout the known worlds. Victor as only produced the weapon in .45 CAP or .455 Tamris.

Weight unloaded 2.27 kg, **Length (shoulder stock open/folded)** 884 mm / 673 mm, **Barrel length** 406 mm, **Magazine capacity** 13 or 30 rounds either 0.45 or 0.455

RIFLES

Aerelon Military Arsenal Model 47 Assault Rifle

The AMA Model 47 assault rifle is widely regarded among the Colonies as one of the most rugged and reliable assault rifles available. Chambered for the powerful 7.62x39mm cartridge, the Model 47 is practically idiot-proof! The weapon can withstand an amazing amount of abuse and still keep on working. Its detractors point to the low powered cartridge (in comparison with Colonial Standard) but the 4.62x39mm allows the assault rifle to be used easily by the most basic of recruits. This gun was found all over the Colonies before unification and was widely used during (and after) the Cylon War.

The AMA Model 47F assault rifle is a variant of the standard Model 47 fitted with a folding stock.

Weight, with empty magazine:

3.14 kg, **Overall length:** 870 mm,

Barrel length: 415 mm,

Magazine capacity 30 rounds
7.62x39 mm (40 rounds box
magazines and 75 rounds drums
from RPK also may be used)



AK

Model 47F – a variant fitted with a folding stock. The only difference is its length: **Length:** 870 / 650 mm

Aerelon Military Arsenal



Mo

An improved model of the AMA 47 chambered in a lighter calibre, the 5.45x39mm cartridge. The Model 74 still retains the legendary reliability and ruggedness of the Model 47. This is the standard weapon of the Aerelon Defence Forces. AMA have also produced the gun for export in Colonial Standard and VAS calibres.

Weight, empty 3.07 kg **Length:** 940 mm **Barrel length** 415 mm
Magazine capacity 30 rounds
5.45x39 mm

Aerelon Military Arsenal Model 90M Assault Rifle

Aerelon's military have traditionally avoided using Colonial approved weaponry relying instead on locally produced weaponry that is cheap and easy to export. With new brands of armament coming onto the market, they re-invented their classic assault rifles to produce their first bullpup weapon – the 90M. Although not as simple as their earlier weapons the gun is lightweight and accurate enough for their needs. The 90M is chambered for Colonial

Standard and the 90R (regular) is chambered for the ASR (Aerelon Standardised Rifle) 5.45x39mm.

Weight 3.27 kg empty, **Overall length** 720 mm, **Barrel length** 460 mm, **Magazine capacity** 30 rounds 5.56x45mm or 5.45x39mm



CAL Lever-Action Frontier Rifle



It may seem strange to include such an old weapon in this guide but the Lever-Action Frontier is currently the oldest known rifle in production today. Also known as the "Gun that won the Colonies," the Lever-

Action Frontier uses a lever located around the trigger guard area, (often including the trigger guard itself) to load fresh cartridges into the chamber of the barrel when the lever is worked. The Frontier uses .30-30 (7.62x51mm Rim) ammunition. Carbine versions can also use the same ammunition as the Single-Action Army revolver. Over 293,816 were produced for the desperate fighting on Tauron and examples can still be found in many backwoods places. It is not uncommon for new colonists to carry this weapon with them on newly settle planets although many are in a commercial calibre and not militarised. New weapons (in .30-30) are still being produced by CAL's commercial branch.

Weight: 4.2kg, **Length overall:** 1175mm, **Barrel Length:** 710mm, **Calibre:** .30-30 (civilian) or 7.62x51mm (military), **magazine:** 5 round tubular

CAL C-36 Assault Rifle

The CAL C-36 assault rifle is a development of the CAL C36 series of carbines. It is one of several standard weapons for Marine Forces and is issued whenever planetary operations are expected. It is a rugged and easy-to-use weapon that features a 3.5x scope built into the carrying handle and a folding stock.

Weight empty 3.6 kg, **Length (buttstock open / folded)** 998 / 758 mm, **Barrel length** 480 mm, **Magazine capacity** 30 rounds 5.56x45mm



CAL LARS-42



The Lightweight Assault Rifle System is being introduced into various CDF units on a trial basis. The goal is a cheaper, lighter, and more effective weapon than the aging Leo Storm series of weapons. This assault rifle can be reconfigured, with appropriate parts, to form several variants from a short-barrelled personal defence weapon to a bipod-equipped support weapon. A unique feature of the weapon's modular weapon system is the ability to easily

and quickly reconfigure the weapon from one variant to the other to meet changing mission requirements. This modularity includes the exchange of interchangeable parts such as the barrel, hand-guard, lower receiver, buttstock modules and sighting system with removable carrying handle. A lightweight grenade launcher can be easily added without tools. Reconfiguring the weapon from one variant to the other is an AVERAGE (35) Complex Action (Alertness + Guns / Appropriate Specialty). Each roll represents a time increment of 15 seconds.

High explosive grenades fired from the grenade launcher deal 3d6 points of Wound damage within a blast increment of 10 feet.

Weight: 2.659 kg empty in basic configuration, **Overall length:** 838 mm basic configuration, butt extended, **Barrel length:** 318 mm in basic configuration; also 229 mm in Compact and 508 mm in Sharpshooter and SAW versions, **Magazine capacity:** 30 rounds 5.56x45mm or 100-rounds double drum in Automatic Rifle/SAW role

Delphi Automatic Rifle

The Delphi Automatic Rifle (DAR) was an older weapon designed some fifty years before unification and saw sterling service throughout the colonies. With the advent of the Cylon Conflict, Delphi found itself in a position where its older

manufacturing equipment was unaffected by Cylon Infiltration. Rapidly consolidating on that position, Delphi started reproducing the DAR. It comes in two sizes – 7.62mm or 14.5 mm. Problems with the gun include recoil and weight. Despite this, it bears all the hall marks of a Delphi gun, being sturdy, easy to clean and tolerant of most environments.



Several other manufacturers also produced the gun with the final production run made by the Qurom McBee Typewriter Co. One 14.5mm variant was produced by Fields Packaging (qv) and uses high density polymers in its furniture.

Weight: 7.5kg, **Length:** 1040mm, **Barrel Length:** 610 mm, **Magazine:** 20 rounds 7.62x51mm or 10 rounds 14.5x114mm.

Demeter Arms ARX160

The ARX160 was part of Demeter's entry into the Colonial OICW exercise. Although it failed, the basic quality of the gun was easily recognised and so Demeter stripped out the extra weight of the 20mm barrel leaving a lightweight, easily configurable weapon behind. They supply the gun with a version of their own grenade launcher, electronic and enhanced sights and adjustable stock. Designed with the same technology as their D100 series set of rifles but built to a simpler pattern the basic rifle is remarkably cheap. Like all Demeter Guns, it makes use of a collimating sight matched to its bore ensuring excellent targeting.



Weight: ~ 3 kg with 406 mm barrel, **Overall length:** 820-900 mm with 406 mm barrel and butt in ready position; 700 mm with butt folded, **Barrel length:** 305 mm or 406 mm quick changeable, **Magazine capacity:** 30 rounds 5.56x45mm CS

Demeter Arms D102



D102 Assault Rifle

The Demeter is a specialised weapon for use in space, and relies on a closed gas return system to allow continuous fire. It carries a spare gas cylinder to ensure operations in space and effectively fires suppressed ammunition. This last has brought it to the attention of other branches of the military and it can be found throughout the Colonial Military in small numbers.

Weight: 3.6 kg empty, in standard configuration; 4.6 kg with 40mm grenade launcher, **Overall length:** 694 mm, **Barrel length:** 400 mm, **Magazine capacity:** 40 rounds 5.56x45mm CS

Demeter Arms D107 High Calibre SLR

Although the Colonial Defence Forces has tended towards lower calibre weaponry, there is the need to ensure that, in the event of another war, there is enough weaponry to supply the numbers of hastily raised volunteers that will come forward to supply the ranks. CDF policy is to provide stockpiles of weapons to meet this need. Demeter provided the D107, based around its D102 assault rifle, simplifying costs and manufacture. Using a 7.62mm round, with a 14 round magazine, the D107 was designed for new recruits and is a single shot, self-loading rifle. Different sights can be installed on the gun.



D107 High Calibre

Weight: 3.6 kg empty, **Overall length:** 694 mm, **Barrel length:** 400 mm, **Magazine capacity:** 14 rounds (7.62x51mm CS)

Fields Packaging 14.5mm Cylon Buster



The FP (Fields Packaging) Cylon Buster was another emergency war design produced for the Cylon War. Unlike the Gladiator, which showed the very worst of this type of gun, the FP-CB (or just simply 'Cylon Buster' as its workforce called it, was the best.

Based on an obsolete, but still effective heavy machine gun cartridge, the barrels were built in local workshops to stringent standards and then shipped to the Fields Packaging plant in Claybury, on Libris. There, a plant that used to make the outsides of trivid screens now produced the furniture for the gun and assembled it. Although heavy, the gun was welcomed for its hard punch, and ease to use mechanism. A bipod is normally issued for use with the gun, but as those were hard to find imports either local varieties were produced or the user went without. It was intended to fit a grenade launcher as a standard to these guns but these were not always available. In such cases, Fields provided a special forward grip which also held an extra magazine.

Weight: 9.05kg, including sight and magazine, **Length:** 1123mm, **Barrel Length:** 823mm, **Magazine Capacity:** 10 rounds 14.5x114mm, 1 40mm Grenade Launcher (standard).

GCE (Gemenese Consolidated Enterprises) Gladiator Automatic Rifle

The Gladiator has the infamous name of the 'worst gun in history' appended to it. The people of Gemenon are more known for religious solitude than military skill and the Cylon War was enough to want to make them retreat into that solitude. When Cylon forces began targeting them, it was a very rude awakening. With Colonial and other forces heavily engaged across the rest of the system, and with more advanced weaponry practically useless, the Gemenese desperately found a solution in the mass production of the 'Gladiator'. It seems that the Gemenese were quite blind to the fact that guns get dirty, guns need parts replaced in combat and guns need to fire when you pull the trigger. The Gladiator was made to a common plan, but they were all made individually, in whatever workshop could be converted to do this job. Finding a part to fit an individual gun usually requires the individual manufacturing of that part, for that gun.



The magazine is open to the elements and the Gladiator proved itself to be a veritable dirt trap. Reports stated the weapon would jam in as little as every 3 rounds. And cause a blowback on every fifth gun. Despite this, if cared for, the gun gave reliable and accurate service and was the only truly available weapon available to the Gemenese in any quantity during the first few years of the Cylon conflict. A few years into the war, many of the design faults began to be ironed out, the principal one being the replacement of the half-round open magazine with a more conventional, enclosed, drum magazine and the fore-grip extended further down the gun. Attempts to utilise the Colonial Standard Cartridge resulted in more problems with the gun and the Gemenese continued to use their obsolete 7.7mm cartridge throughout the war. The gun was officially withdrawn 10 years after the war as part of the standardisation protocols.

Weight: 9.2-9.6kg (individual weapons vary), **Length Overall:** 1143, **Barrel length:** 470mm, **Magazine:** 20 rounds 7.7x56 mm Rimmed.

Leo Storm Assault Rifle



Now showing its age, the Leo Storm began life as a standard weapon for the Leonis Armed Forces. Even after their sublimation into the Picon Military, Leonis units

relied on the Leo Storm to such a degree that the Picon Military finally adopted it and it saw extensive use throughout the Colonial Wars.

The Leo Storm is a 5.56mm 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 hand-guards 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.

Weight, empty 3.4 kg, **Overall length** 1000 mm, **Barrel length** 508 mm, **Magazine capacity** 20 or 30 rounds 5.56x45mm

Leo Lightning Storm Assault Rifle



The Leo Lightning Storm is an upgrade to the venerable Storm assault rifle family. Changes include a detachable carrying handle with accessory rail allowing for the rifle to be equipped with a carry handle and/or most

military and consumer scopes or sighting systems. The Lightning Storm also adds a backup iron sight and is equipped with a RAS (Rail Accessory System) hand-guard, allowing vertical grips, lasers, tactical lights, and other accessories to be attached.

Weight: 2.52 kg without magazine; 3.0 kg with magazine loaded with 30 rounds, **Overall length:** 838 mm (stock extended); 757 mm (stock fully collapsed), **Barrel length:** 370 mm, **Magazine:** 20 or 30 rounds 5.56x45mm

LEO OICW-A

Leo submitted its OICW-Alpha concept weapon along with several other companies when the Colonial Government looked at providing an incorporated single weapon for its armed forces. It's design was successful enough to knock the Taura Starfire out of the running, although the bolt-operated 20mm is unusual, it gives good reliability. Unfortunately, the introduction of the P90 carbine effectively curtailed the introduction of OICW's until they can be brought down into a less bulky and weighty package. Leos Alpha project did result in sales to various private contractors and an order was placed, and fulfilled, for the Desert Patrol on Canceron.



Weight: 6.1 kg (with optics and battery but less magazines), **Overall length:** 860 mm, **Barrel length:** 310 mm (5.56mm); 405 mm (20mm), **Magazine capacity:** 30 rounds of 5.56x45mm and 5 rounds of 20x30 mm ACX - the grenade launcher is a bullpup)

Millrem Model 14A1 Semi-Automatic Rifle



The Model 14 is a rugged and reliable semi-automatic rifle chambered in 7.62mm and fed from a 20-round magazine. It has been used by Picon, Leonis, Scorpia and Caprica at various times in the past. The

M14A1 was the last military variant to be produced, although it has rarely seen service except in militia hands in the last century.

Weight loaded: 6.6 kg M14A1, **Length:** 1120 mm, **Barrel Length:** 559 mm, **Magazine:** 20 rounds, 7.62x51 mm detachable box

Milirem Mini-14 & Mini-14FS Semi-Automatic Rifle



Mini-14FS

Overall Length: 851/603mm

Barrel Length: 330mm

A variant of the Mini-14 with a folding stock and pistol grip

14, the Mini-14 uses the same basic action except that it is chambered in 5.56mm. This rifle can use either 5, 10, 20 or 30-round magazines.

Weight: 2.9 kg empty, Overall length: 943 mm (851 / 603 mm for 14FS), Barrel length: 470 mm (330mm for 14FS), Magazine capacity: 5, 10, 20 or 30 rounds 5.56x45mm detachable box magazines

Milirem MR-C

The Modular Rifle - Caseless (MR-C) caseless rifle was designed around the Advanced Colonial Warrior Concept and chambered in caseless ammunition with a 45 4.5x28mm caseless round magazine with an integrated grenade launcher. Although lightweight and easy to marry wirelessly into the integrated helmet aiming device that it is designed for, this concept too fell by the wayside

due to funding cuts. Several hundred had been constructed (together with the rest of the ACW subsystems) and have been withdrawn at this time. If the MR-C has caused any comment it is the conjecture that with the production facilities once again available, will it mean that Tacatta will once again produce their M52 Pulse Rifle?

Weight: 5kg (inc Grenade launcher), **Length Overall:** 750mm, **Barrel Length:** 540mm, **Magazine:** 45 rounds 4.7x33mm, single shot grenade launcher. **Effective range** 400m



Morita Battle Rifles MBR-1 & MBR-2A



The Morita is one of the most renowned Battle Rifles of the early Colonial Period being produced by the Morita Company of Libris and based around a new 4.5mm caseless round of ammunition contained in a densely packed magazine holding 95 rounds.

Even today, the 4.5mm Morita round is unparalleled in its efficiency. Added to this was a pump action 20mm grenade launcher. The gun was well balanced and its long barrel gave excellent accuracy and precision. Soon after winning its first contract they produced the MBR-2A which had a self-loading grenade launcher. The Morita added a bore sight to its automatic targeting indicator which was a simple indicator built into the carrying handle. A sniper version incorporated a larger sight and a longer barrel but was essentially the same as the MBR-2A. Cylons overran the factory in the early part of the war, using it to produce their own weaponry and, above all, ammunition. With the 4.5mm caseless ammunition being a closely guarded corporate secret at that time, there was no-one left alive to provide the technical guidance to re-produce the round. None-the-less attempts were made to keep the guns running by switching to a regular round of ammunition in a 40 round box. Regrettably this round was a poor substitute and so most Morita's were withdrawn from operational duty very early on in the Cylon Conflict.

Weight: 9.2kg, **length** 1035mm, **Barrel length:** 810 mm, **Magazine:** 95 rounds 4.5x21mm caseless, 8 rounds 25x59mm GL

Morita Compact – MC6a



Following the seizure of the Morita Factory on Libris, a number of workers who had survived reformed the Morita Company in a hastily constructed factory on Virgon. Using many of the components of the MBR1, but re-chambered for the VAS 5.8x42mm round, the MC6a was a simple and effective battle rifle to use making it very popular. It has a top, rear-mounted, box helical magazine capable of holding 50 rounds. Morita was never able to

keep up with demand and the choice of cartridge meant that the MC6a was restricted to those units that fought on Virgon. A few models were produced after the war but Morita was finally subsumed into the Leo Armaments Group.

Weight unloaded 4.1 kg, **Length:** 830 mm **Barrel length** 510 mm, **Magazine capacity** 50 rounds 5.8x42mm, 6 rounds 20x25mm CAL7.

Multi-National G1A1

In the conflicts between colonies before the Cylon War, many guns had become common. One of the most popular was the G1A1 Self Loading Rifle. Capable of being manufactured with Wood, steel or polymer furniture, the weapon was preferred by those militaries that preferred accuracy over firepower. The G1A1 is a



semi-auto/single firing weapon only, although several other varieties have been manufactured including a fully automatic version (and for which the recoil is almost uncontrollable in use). Pundits advocate turning the weapon upside down when firing on full auto – or on its side if you want a spray action. CAL, Zeus, and Milirem have all produced this weapon and SMI used it as the basis of their 417 model. Despite the wide manufacturing basis (many smaller companies continue to make this weapon to this day) the one thing the licence required was a standardised series of components making this gun one of the most widely (after the Leo Storms) found within the colonies.

Weight: 4.45 kg empty, **Length:** 1100 mm, **Barrel length:** 533 mm, **Magazine capacity:** 20 rounds 7.62x51mm(30 rounds for heavy barrelled SAW versions)

Picon SCAR



Picon commenced encroaching into Aereon's (AMA) market by introducing the SCAR. The weapon sells in a standard configuration but can be re-chambered for either the standard Colonial 7.62x51mm round or the AMA & VZ 7.62x39mm rounds, which are still very easy to find especially amongst the militaries of Virgon and Aereon. Picon's aim in targeting those markets is for

those militaries that still support a heavier calibre than that of the Colonial Standard of 5.56x45mm. Picon had planned to release another model to cater for the smaller calibre but with the release of newer weaponries in the wake of the recent Colonial Procurement Exercises (CPE's), this has been placed on hold.

Weight 3.86 kg empty, **Overall length, standard configuration** 997 mm / 770 mm, **Barrel length** 457mm, **Magazine capacity** 20 rounds (7.62x51mm) or 30 rounds (7.62x39mm)

Seburo MN23

Seburo's only production model rifle has been constantly criticised. One of only a few rifles that were ever produced as a bullpup configuration in 7.62mm, the Seburo is also notorious for the so-called scandal that involved its manufacturer apparently paying bribes to elected officials. Whatever the truth behind the allegations, the MN23 can be considered a robust and compact weapon and, as such, can be found scattered amongst a wide range of security personnel employed by various Colonial departments. It is principally found in use by Shore Patrol and Fleet Security Officers (not marines) where its size and ease of use make it popular.



Weight: 3.45 kg empty, **Length:** 680 mm, **Barrel length:** 430 mm, **Magazine capacity:** 20 rounds 7.62x51mm

SMI-417



This rifle was SMI's standard battlerifle before the SMI-80 went into production and the 417 is still made today, albeit with far more modern furniture. It is favoured by those nations and militaries that favour a heavier calibre, as a sniper weapon and amongst various police agencies around the Colonies.

Weight: 4.36 kg - 4.96 kg, depending on barrel length, **Overall length:** 905 - 985 mm with 406 mm barrel, **Barrel length:** 305 mm, 406 mm, or 508 mm, **Magazine capacity:** 10 or 20 rounds 7,62x51mm

SMI-80A6 Assault Rifle

Scorpia Military Industries (SMI) produced the SMI-80 assault rifle before unification and despite intense lobbying, this excellent was chosen as the standard weapon for all Marines during the First Cylon War. It is a rugged and easy-to-use weapon in a bullpup format that is equipped with a 4x scope. It is fed from a 30-round magazine. The Current version is the A6 and is being phased out of service in favour of the Picon P90.

Although the weapon is being relegated it is still in wide use across the colonies and SMI are continuing to manufacture the weapon, although at a reduced rate of production.

Weight: 5 kg including sight & magazine; **Overall length:** 780 mm, **Barrel length:** 518 mm, **Magazine capacity:** 30 rounds 5.56x45mm



SMI OICW



Although many manufacturers submitted designs into the Colonial OICW exercise few were prepared for the withdrawal by the Colonial Government following the current administrations cutbacks. In SMI's

case some additional lobbying secured production of their own OICW to update the Colonial Field Divisions, but required licensing with Picon Armaments to allow production using their new 5.7x28mm round. SMI have taken a leaf out of VZ's example of the VZ97 C/N and provided a quick change receiver to take either the new ammunition or the older 5.56mm. Unlike other OICW configurations the SMI retains its longest barrel for its rifle element with the shorter barrel for the 20mm grenade launcher. The grenade launcher is easily detachable and can be used independently and again, unlike other configurations the GL is gas operated. It also carries the most rounds of any OICW that was in the exercise. Although it has lost out to the Fleet and Marines, by capturing the Army market, SMI have guaranteed themselves a place in the Armament Industry for decades to come.

Weight: 6.1 kg (with optics and battery but less magazines), **Overall length:** 1060 mm, **Barrel length:** 710 mm (5.56mm); 405 mm (20mm), **Magazine capacity:** 30 rounds of 5.56x45mm (or 50 rounds of 5.7x28mm) and 16 rounds of 20x30mm

Tacatta Arms M52 Pulse Rifle

When the newly formed Colonial Marine Corps was founded they looked for a weapon that would combine good firepower with compactness. Tacatta Arms, a company of long standing on Gemenon put forward the X-52 Pulse Rifle (there were over 100 competitors in the design competition). It relied on caseless ammunition to provide the required firepower, backed up by a pump action 40mm grenade launcher with three rounds of ammunition. Its principal feature was a semi-tracking system that was supposed to 'vent' gases in such a way as to reduce recoil to a degree where 'pulses' of five or eight shots could be triggered before the recoil spoilt effective aim. Although the Tacatta was popular by those that handled it, it was found to be unbalanced and not well suited to anything but Close Encounter Battles. Tacatta made at least 2000 weapons as an extended batch but lost the ability to produce the gun further following the destruction of the Advanced Ammunition Facility on Gemenon to Cylon infiltration at the beginning of the war. Tacatta was subsumed into Gemenon Consolidated Enterprises.

Weight: 9.2kg, **length:** 915mm/875mm, **Barrel length:** 267mm, **Magazine:** 95 rounds 4.5x21mm caseless, 3 rounds 40x46 mm GL



Tacatta Arms KI I GMAR



The Gemenon Military Assault Rifle is a recent product of the Tacatta Arms Factory and an attempt to break into the Colonies-wide arms market with a competitive gun. The Colonial Marine Corps purchase several thousands of these weapons recently and so they are relatively common in the fleet. It is a bullpup weapon and normally comes equipped with a forward

grip, sights and, where needed, a grenade launcher.

Weight: 3.27 kg, **Overall length:** 720 mm, **Barrel length:** 460 mm, **Magazine capacity:** 30 rounds of 5.56x45mm

Tauron Advanced Armaments, Inc. Army Universal Gun (AUG)

The Tauron Army Universal Gun (AUG) was one of the first military rifles to be fitted with a standard optical sight and one of the first rifles to designed with a bull-pup frame. Although it lost out to the SMI-80 for widespread deployment, Tauron's own military continued to rely on it. The bull-pup frame (magazine behind the trigger assembly) allows for a long barrel to be fitted to a compact stock. This allows for a shorter design than more conventional assault rifles. The rifle also features a unique quick-change barrel system that allows the shooter to change the rifle to carbine length, standard rifle length or submachine gun without the use of tools. This weapon is fed from a 30-round translucent magazine that allows the shooter to check how many rounds are remaining in the magazine.



Weight: 3.8 kg unloaded (with standard 508 mm barrel), **Overall length:** 805 mm (with standard 508 mm barrel), **Barrel length:** 508 mm (also 350 mm SMG, 407 mm Carbine or 621 mm LMG heavy barrel), **Magazines:** 30 or 42 rounds 5.56x45mm box magazines

Tauron Advanced Armaments, Inc. AUGA3 Assault Rifle



The AUGA3 is an improved variant of the AUG fitted with accessory rails that allows the shooter to use a variety of different accessories on the rifle, e.g. laser sights, flashlights, different scopes, etc and is likely to keep the gun in production past the shelf life of the SMI-80.

Weight: 4 kg unloaded (with standard 508 mm barrel), **Overall length:** 765 mm (with standard 508 mm barrel), **Barrel length:** 508 mm (also 350 mm SMG, 407 mm Carbine or 621 mm LMG heavy barrel), **Magazines:** 30 or 42 rounds 5.56x45mm box magazines

Tauron Advanced Armaments - Taura Starfire OICW

Developed as part of the Colonial OICW Exercise the Taura Starfire was one of the first developments for the Colonial Defence Forces. Like the other OICW's, 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 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 Muniton explodes in mid-air. 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.

Tauron's development was put on hold after the withdrawal of further funding. Unlike some of the other designs, the Starfire has not found any other buyers in the military marketplace.

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.

Weight: ca 5.5 kg empty; ca 6.8 kg loaded, **Overall length:** 890 mm **Barrel length:** 250 mm (5.56) 460 mm (20), **Magazine capacity:** 20 or 30 rounds box (5.56x45mm) and 6 rounds box (20x30mm)



Viktor Martak Rifle



It may very well be a mistake to call the Martak Rifle a 'Rifle' as it fires .45 CAP (Colonial Ammunition Pistol) instead of a true rifle round. Despite this it has found popularity amongst many civilians and criminals, probably due to both its

modular nature (it shares common parts with any of the other Martak range) and the ease in buying the ammunition. It should be noted that the recoil is relatively easy to deal with if a forward grip is added to the gun. Originally the weapon was full auto but that has been since rectified to semi-auto to allow sales to civilians. It does not take much to modify the gun to provide semi or full auto fire however such modifications are, of course, illegal in most areas. One variant has been produced that fires .455 ammunition (as well as normal .45 CAP) and which is under contract to an undisclosed buyer on Canceron.

Weight unloaded 4.5 kg, **Length (shoulder stock open/folded)** 900 mm / 700 mm **Barrel length** 450 mm
Magazine capacity 20 rounds .45 ACP or .455 Tamris

VZ 97C/V

Virgon has maintained its own military and, above all, a myriad of private security firms by utilising AMA weapons manufactured locally and in its local calibre. Wishing to update and become self-reliant the Virgon government authorised the reformation of the gun company VZ. The gun is easily modified by changing the receiver & barrel allowing it to fire either Colonial Standard Ammunition (CSA)

5.56x45mm or the Virgon Ammunition

Standard (VAS) 5.8x42mm. The gun is made from heavy duty polymers and is a favourite on Virgon, replacing the SMI-80 (and relying heavily on that guns design features).

Weight: 3.4 kg unloaded, **Overall length:** 760 mm, **Barrel length:** 520 mm, **Magazine capacity:** 30 rounds 5.8x42mm VAS or 5.56x45mm



Zeus SMLE Mk4

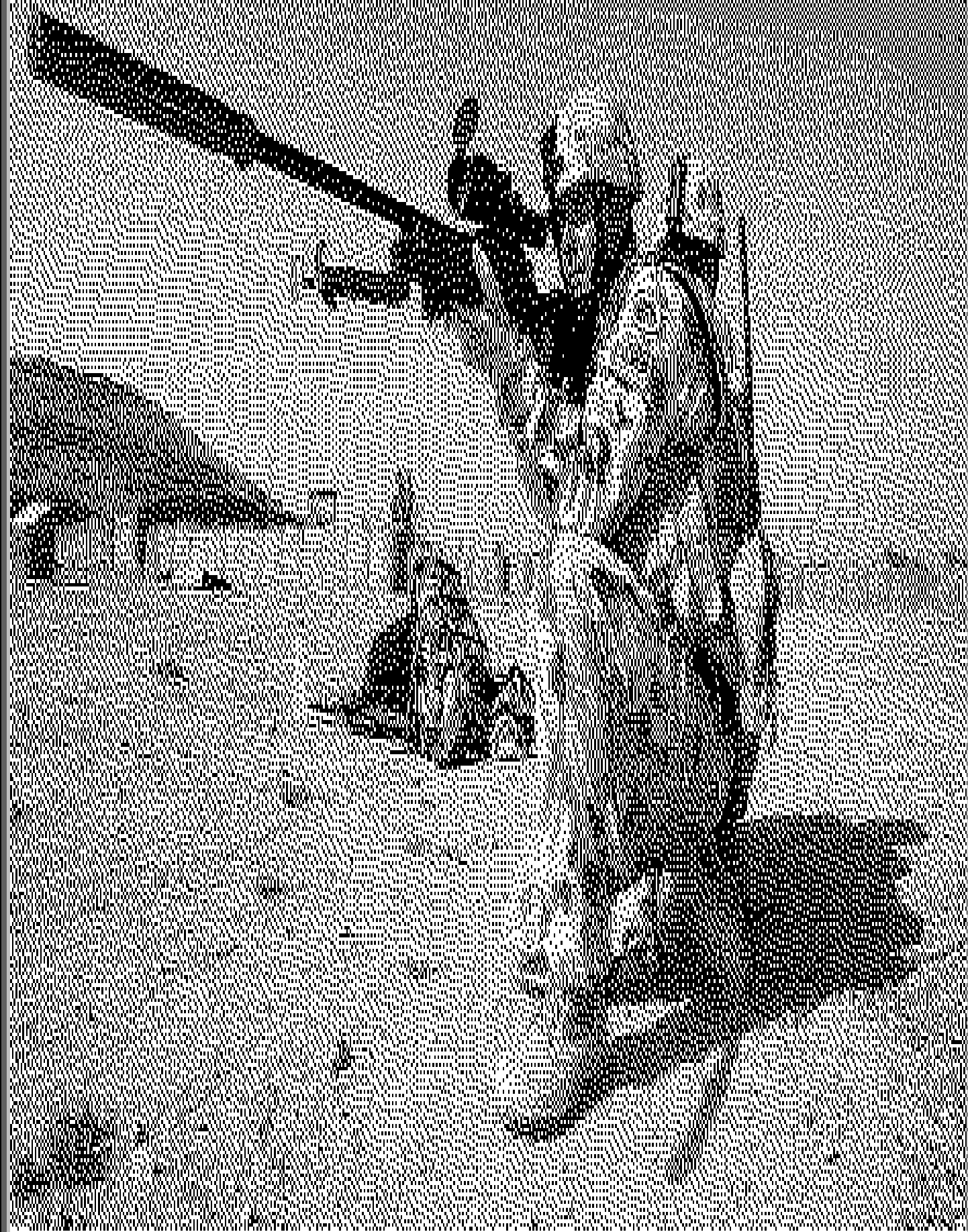


Even now the Zeus Short-Magazine, Law-Enforcement (SMLE) is not only fondly remembered but can be found in isolated areas, especially in areas like the deserts of Canceron and Tauron. Originally developed over 100 years ago to meet a requirement for a 'Police Action' [War] that was then raging, the gun found fairly universal success from that time on. Although vastly outmatched by most assault weapons, the Mk4 was still capable of outranging most of them. Its good calibre round, supplemented by AP rounds was certainly effective against Cylon units if engaged outside of their normal engagement range. It shares a round with the GCE Gladiator and hastily formed Gemenese units kept fighting with the SMLE even after their Gladiators jammed. Zeus no longer make these guns but parts and surplus weapons are easy to find.

Weight: 4.1kg loaded, **Length:** 1130mm, **Magazine:** 10 rounds 7.7x56mm Rimmed



Sniper Rifles



Sniper Rifles

Modern sniper rifles can be divided into three basic classes: military, Anti-material and law enforcement.

Sniper rifles aimed at military service are often designed for very high durability, range, reliability, sturdiness, serviceability and repairability under adverse environmental and combat conditions, at the sacrifice of a small degree of accuracy. Military snipers and sharpshooters may also be required to carry their rifles and other equipment for long distances, making it important to minimise weight. Military organizations often operate under strict budget constraints, which influences the type and quality of sniper rifles they purchase.

Sniper rifles built or modified for use in law enforcement are generally required to have the greater possible accuracy, more than military rifles, but do not need to have as long a range. Even before the Cylon War began a number of Police Forces, mainly those in urban areas, had begun to utilise anti-materiel rifles to deal with cases of 'rogue' robotic systems or gangsters using light armoured vehicles.

As law enforcement-specific rifles are usually used in non-combat (often urban) environments, they do not have the requirement to be as hardy or portable as military versions; nevertheless they may be smaller, as they do not need very long range.

The Cylon War saw an emphasis on different ammunition types that could be used with existing sniper rifles but most manufacturers took a leaf out of history and started production on larger, anti-materiel rifles – using 0.50 or higher calibres. These were designed to puncture a Cylons armour. With the ending of that war, the emphasis went back to Law Enforcement but with that war now a distant memory the various militaries have reverted back to normal calibre sniper rifles to deal with the ever increasing threat of terrorism and secessionism.

Accuracy Intercolonial AW/PM (Arctic Warfare/Precision Marksman)



In recent years Accuracy began to provide specialist military sniper rifles purpose fitted to the individual user. Originally called the PM, the gun was altered to allow it to be used in many different

environments, especially arctic conditions resulting in a name change (and price hike) to AW. Their accuracy is renowned throughout the colonies and an AIC is the weapon of choice for all military and police snipers. It is a very rugged gun, and can be ordered in nearly any available cartridge type. Its major drawback however, is price, as the AISC is one of the most expensive individual weapons that can be bought. Accuracy also produce a cheaper AE (Accuracy Enforcement) with a lighter chamber and not as rugged. This version has been generally accepted into many Colonial police forces.

Operation: Bolt Action, **Weight:** 6.8kg empty without sight, **Length:** 1270mm, **Barrel length:** 686mm, **Magazine Capacity:** 5 round box magazine, in 7.62x51mm, 8.60x70mm or any other military calibre. **Maximum Effective Range:** ca. 800 meters for 7.62mm variants, 1100+ meters for 8.60mm.

Aerelon Dragunov SVD

The Dragunov was designed strictly as an adjunct to the AMA series of assault rifles. Not truly a sniper rifle it is more a precision assault rifle. The gun mounts a x10 scope as normal but doesn't mount any rail systems for additional aids. It is only found in one calibre.



Operation: semi-automatic, **Weight:** 4.31kg empty with telescope, **Length:** 1225 mm, **Barrel Length:** 620 mm, **Magazine Capacity:** 10 round 7.62x54R detachable box magazine

Aerelon Dragunov SVKD



Based on the original Dragunov the enlarged SVKD version was designed to deal with targets which are too "hard" for standard 7.62x54R sniper rifles like the SVD, such as assault troops in heavy body armor, Cylons or enemy snipers behind covers. This modernised weapon is fitted with adjustable open sights. And

can also mount telescope or night sights that are installed using SVD-style side rail on the left side of receiver, using quick-detachable mounts. Standard optical sight is 3-10X variable power. Despite the increased power of the 9.3x64mm round, the gun is underpowered compared to those using the more modern 8.60x70mm round and AMA have already commenced adapting the gun to accept this round.

Operation: semi-automatic, **Weight:** 6,5 kg less telescope sight, **Length:** 1250 mm, **Barrel:** 620 mm, **Magazine Capacity:** 10 rounds 9.3x64mm detachable box magazine

Delphi Arms CA270

The Delphi Arms CA270 is one of the earliest, dedicated, sniper rifles still in use. This unusual rifle was 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



Delphi Arms CA270

the weapon on target for additional shots. The sniper rifle easily mounts most scopes and electron-optical sights. Its only drawback is the wooden equipment is not suitable for hazardous environments. The CA270 uses either the 7.62x51mm round (for military use) or the better and more accurate 8.6x70mm round (for Law Enforcement use).

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

Weight Unloaded: 6.95 kg, **Length:** 905 mm, **Barrel Length:** 650 mm, **Magazine:** 6 round 7.62x51 mm or 8.6x70mm detachable box

Demeter Arms SSG04



Based on Demeter's SSG02, a powerful hunting rifle using a 7.62x67mm cartridge, Demeter offered the SSG04 as a militarised and police variant of the same arm. SSG 04 rifles are offered without any iron sights; telescope or night sights can

be easily installed using standard Picatinny-type rail, attached to the receiver. The gun is normally sold with an integral bipod and 10x sight.

Operation Bolt Action, **Weight** 4.9 kg, **Barrel** 600 mm, **Length** 1175 mm, **Magazine Capacity:** 10 round box magazine, 7.62x51mm or 7.62x67mm

Milirem 700



The Milirem 700 is an extremely popular hunting rifle; the militarised version was the standard Colonial

Marine Corps Sniper Rifle but is now being withdrawn in favour of such rifles as the Accuracy Intercolonial and DSR 50. Originally manufactured on Aerelon before the formation of the Colonial Government, the military version was produced on Picon.



Operation: Bolt Action, **Weight:** 4.08kg empty without telescope, **Length:** 1662mm, **Barrel:** 660mm, **Magazine Capacity:** 4-Round internal magazine 5.56x45mm or 7.62x51mm

Milirem 4000

This is a further adaption of the Milirem 700 but was designed from the outset as a military arm.

Weight: 6.57 kg complete weapon,
Length: 1117mm, **Barrel Length:** 660mm, **Magazine Capacity:** 5 rounds 7.62x51mm in detachable box magazine



Mossova SP66



An adaption of Mossova's Sporting Precision Range, the militarised version is the SP66 and is designed for firing with Colonial Standard 7.62x51mm although it has also been adapted to fire the more

powerful 7.62x67 mm round as well. Like any of Mossova's SP range, the gun is an off-the-shelf model which somewhat restricts its ability to be adjusted to an individual. For all that, the gun has an enviable reputation close to that of the Zeus L42 and in some ways better.

Operation: bolt action, **Weight:** 6.12 kg empty with scope, **Length:** 1120 mm, **Barrel:** 730 mm, **Magazine Capacity:** 3 rounds integral box magazine 7.62x51, 7.62x67mm

Mossova Desert Tactical Arms Stealth Recon Scout

Although the Fleet and Marines tend to be the most publicised arms of the Colonial Defence Forces, the Ground Forces (Army) provide the largest man power and their needs allow of the specialisation of weapons that is not justified by the Marines. Mossova are well known for their shotgun and sporting range but they have always provided a number of those weapons to a more rugged standard, in small quantities. When the Caceron Government requested a sniper rifle for use by their Long Range Desert Patrol units, involved in patrolling the disputed Borellian Wastes, Mossova provided the TASRS. Comprised of lightweight furniture, a free floating barrel and with a bullpup design the TASRS is a good and reliable arm. It is a bolt action and easy to clean and keep clear from dust. It can also deal with the high environmental factors involved in the Borellian Wastes – both intense heat and intense cold at night. CAF procurement have started buying the TASRS for deployment with the Army as well.



Operation: bolt action, **Weight:** 5.56 kg, **Length:** 952 mm, **Barrel:** 660 mm, **Feed Mechanism:** 5 rounds detachable box magazine in 7.62x51, 7.62x67mm or 8.6x70mm

Picon PiDAR [Precision Delphi Automatic Rifle]



The Delphi Automatic Rifle served as a basis for a popular hunting rifle based on the same cartridge. Delphi produced a number of customised rifles based on this design but only as a post-production modification. Eventually Delphi licensed

production of a dedicated sniper rifle to Picon who then released it as the PiDAR, although only in the Colonial Standard Calibre of 7.62x51mm. Requests for other calibres are not allowed under the licensing arrangement. Each PiDAR rifle is fitted with Picatinny type rail on the top of the receiver, and three more short rails are installed at the front of the rifle stock.

Weight: 4.54 kg, **Length:** 1054 mm, **Barrel:** 508 mm,
Magazine Capacity: 10 or 20 rounds detachable box magazine 7.62x51mm

SMI DSR 50

SMI's DSR50 is built for the Police market and reflects the increased accuracy demanded by law enforcement. Although the gun can be chambered for Colonial Standard, it can also fire the larger 8.6x70mm round. A large picatinny rail is mounted on the top of the gun to which sights and bipod are attached. A second magazine holder is mounted forward of the trigger guard for quick loading.

Operation: bolt action, **Weight:** 5.9 kg unloaded, without scope, **Length:** 990 mm, **Barrel:** 660 mm, **Magazine Capacity:** 5 7.62x51mm or 4 8.6x70mm rounds in a detachable box magazines



SMI RFB Target Rifle



SMI's major assault rifle – SMI-80 is not good enough to convert into a precision weapon, so SMI introduced the RFB. It is a collapsible weapon that can be broken down quickly and easily into a small case. It comes with a bipod and a picatinny rail allowing it to

accept a variety of sights.

Weight, unloaded: 3.67 kg, **Overall length:** 661 mm, **Barrel length** 457 mm, **Magazine capacity:** 10 or 20 rounds 7.62x51mm

VSSK Exhaust



VSSK is a subsidiary of VZ, Virgon's principal arm manufacturer. This light weight weapon, although chambered in a round more akin to an anti-materiel round, is actually designed for counter-terrorism activates and includes an integral sound suppressor. Virgon's own CT unit is well

known for its aggressive actions and a suppressed, accurate, weapon suits their CT tactics. The weapon is bolt operated.

Weight: 6.5 kg with scope and silencer, less ammunition, **Length:** 1125 mm with integral silencer, **Magazine Capacity:** 5 rounds detachable box magazine, 12.7x54mm

VZ 88QBU



The 88 QBU rifle is the first weapon of the newest generation of Virgon small arms, chambered for proprietary 5.8x42mm ammunition and is not a true sniper rifle - it is more

of designated marksman rifle, intended for aimed semiautomatic fire at ranges beyond the capabilities of standard infantry assault rifles. The rifle is intended for rough military use, so it is fitted with adjustable iron sights by default, and could be equipped with 4X magnification telescope sight or with night sight. It is optimized for a special heavy loading of 5.8x42 cartridge, with longer streamlined bullet with steel core, but, apparently, can also fire standard 5.8mm ammunition, intended for the VZ 97 assault rifles. At the present time the 88QBU rifle is in service with Virgon police forces.

The 88 rifle is equipped with open, diopter type adjustable sights, mounted on folding posts; it also has a short rail which can accept telescope or night sight mounts and a bipod can be quickly attached when needed.

Operation: Semi-automatic, **Weight:** 4.1 kg, **Length:** 920 mm, **Barrel:** 620 mm, **Magazine Capacity:** 10 rounds 5.8x42 sniper or regular VAS in detachable box magazine

Effective range: up to 800 meters

Zeus L42

This is actually the Mk42 Zeus SMLE rifle. Although Zeus discontinued manufacture of the Zeus SMLE a long time ago, the rifle was considered to be an excellent sniper rifle in a world where combat ranges had decreased. With the quality that made Zeus' name in the first place, they continued to make the SMLE to precision standards. Numbers of these weapons can be found in out of the way places, especially those that have to watch their costs.



Operation: bolt-action, **Weight:** 4.42 kg, **Length:** 1180 mm, **Barrel:** 700 mm, **Magazine Capacity:** 10 rounds 7.62x51mm detachable box magazine



MACHINE GUNS

Aerelon Military Arsenal Model 47LSW Light Support Weapon



The AMA Model 47LSW Light Support Weapon is a variant of the standard Model 47 fitted with a longer barrel and a bipod. This weapon is intended to augment the firepower of an infantry squad and can use either a standard 30-round magazine or a 75-round drum magazine. The gun is most common amongst Aerelon's military but can also be found across the colonies. Wherever the AMA 47 is to be found, the LSW will also be

there. There is no capacity for barrel change and so the gun is restricted to only 80 rounds a minute.

Weight 4,8 kg empty, **Length** 1040 mm, **Length of barrel** 590 mm, **Magazine Capacity:** box magazine 40 rounds, or drum 75 rounds 7.62x39 mm

Aerelon Military Arsenal Model 74LSW Light Support Weapon

The AMA Model 74LSW Light Support Weapon is a variant of the standard Model 74 fitted with a longer barrel and a bipod. This weapon is intended to augment the firepower of an infantry squad. Can use either a standard 30-round magazine or a 75-round drum magazine. Like its earlier predecessor it is limited to the number of rounds it can fire to 80 per minute (although its cyclic rate is substantially higher).



Weight 4,7 kg empty, **Length** 1060 mm, **Length of barrel** 590 mm, **Magazine Capacity:** box magazine 40 rounds, or drum 75 rounds 5.45x39 mm

Aerelon Military Arsenal GPMG



The AMA GPMG uses a similar mechanism to the LSW range that AMA also produces. Most of the ammunition is provided for in belts stored in boxes, which keeps the ammunition compacted and free from dirt and dust preventing jams. The gun has an integral bipod but is usually mounted on a tripod for sustained fire.

Weight: 7,5 kg (gun) + 4,5 kg (tripod),
Length: 1160 mm **Length of barrel:** 645 mm,
Magazine Capacity: 100, 200 or 250 rounds 7.62x39 mm

CAL MG423

One of the most basic and reliable machine guns ever produced was the MG423. Used for over 30 years in many of the small brush fire (and larger) wars between the Colonies, CAL's entry level MG was popular from its first beginnings. It has seen service in just about every major calibre in use by the Colonies and it also formed the basis for the heavy machine gun used by Cylon Centurions (although it's exterior looks closer to the Model 60).

Its reliability meant that it was still to be found in many militaries during the Cylon War and many more were pressed into service from reserve stocks. If the MG423 has a problem it is with the belt feed. The feed must be kept clear of small debris to prevent jams (this was sometimes solved by fixing a box underneath it to keep the ammunition it – a design feature that is still used to this day).

Weight: 10.6 kg (gun) + 20,5 kg, **Length** 1219 mm, **Length of barrel** 533 mm, **Magazine Capacity:** 1-200 round belts 7.62x51 mm, 7.62x39 mm, 5.56x45mm, 7.7x56 mm or 5.8x42mm



Demeter D102 LSW

Demeter provided a series of fire arms designed specifically for use in space. This is their LMG version. The Marines only bought a limited number of these arms due to their specialised nature, but the Planetary Defence Forces bought more of these for deployment on both orbital platforms and for use by their Maritime forces. The D102 uses an airtight 100 round drum.

Weight 5.78 kg, **Length** 1000 mm, **Barrel length** 510 mm, **Magazine Capacity:** 30 box or 100 drum rounds 5.56x45 mm



D102 LMG

Milirem Model 60 Light Machine Gun



The Milirem Model 60 is a general purpose machine guns (sometimes called a Gimpy) firing 7.62 cartridges from a 100-round disintegrating belt and used as a crew-served weapon.

The team consists of the gunner, the assistant gunner (AG in military slang), and the ammunition bearer. The gun's weight and the amount of ammunition it consumes when fired make it difficult for a single soldier to carry and operate. The basic ammunition load carried by the crew is 600 to 900 rounds and theoretically allows approximately two minutes of continuous firing at the maximum rate of fire. All crews carry more than the basic load, sometimes three or more times the basic amount. Some militaries spread the weight around an entire squad with an extra belt of ammo being carried by each man.

Weight, kg 10.5 (long barrel), 10.2 (short barrel), 9.9 (assault barrel), **Overall length**, 1,066 (long barrel), 939 (short barrel), 965 (assault barrel), **Barrel length**, 560 (long), 441 (short), 423 (assault), **Feed and capacity:** Belt, 100 or 200 rounds 7.62x51mm

Milirem 8000 Light Machine Gun

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 butt stock. Fire selection allows single shots and automatic fire. It is normally belt-fed, but can accept thirty-round box magazines. Normally chambered for 5.56 mm rounds and can fire single shot or auto fire.

Weight: 8.2 kg without ammunition and optical sights, **Length:** 1000 mm, **Magazine Capacity:** boxed belts in 100 or 200 rounds 5.56x45mm



Picon 570 GPMG



The Picon 570 is officially known as a GPMG but in reality is closer to a Light Support Weapon instead. Picon's designation of it as a GPMG comes from the hype given to the new effective 5.7x28mm caseless round in use by Picon but it is only just being deployed as an LSW at this time. To help deal with recoil there are a series of vents along the barrel which are designed to channel some of the vented gasses forward, offsetting the recoil normally felt if the gun is

used at its full firing rate (or 7½ seconds of fire).

Weight: 7.2 kg (gun) with box, **Length** 1225, **Barrel length** 720mm, **Magazine Capacity:** drum - 150 rounds, 5.7x28mm caseless

SMI 762 Light Machine Gun

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. It fires the lighter 5.56 mm round and includes a bipod and a forward grip. SMI provide a lightweight model for airborne troops and Marines called the SPW.

[SPW model in brackets] **Weight** 7.1 kg [5.75 kg], **Length** 1040 mm [908 / 762 mm], **Barrel length** 465 mm [406 mm], **Magazine Capacity:** 100-200 belts 5.56x45mm



SMI 700 GPMG



Based on the earlier CAL MG423, the SMI 700 was rushed into production in the days just before unification and the weapon saw extensive service both during and after the Cylon War. This gun was intended to counter the market lead provided by the Milirem Model 60 but ended up supplanting it to begin with. SMI 700's have tended to be used by the Colonial Armed Forces whilst the Model 60

was the favourite weapon of the Marines.

Weight: 11 - 13 kg on bipod (depending on version), ~21 kg on tripod, **Length:** 1260 mm, **Barrel length:** 545 mm, **Magazine Capacity:** 1-200 round belts 7.62x51mm

SMI 86 LSW



Companion support weapon to the SMI-80, the LSW86 shares many of the same components and magazine boxes but utilises a heavier barrel for sustained fire and an upper rail for enhanced sights (it carries a x4 sight as standard). Unlike most other LSW's, the forward grip is the actual trigger and the LSW utilises a rear-grip for firing whilst on the move.

Weight: 7.3 kg empty, with sight, **Length:** 900 mm, **Length of barrel:** 646 mm, **Magazine Capacity:** 30 rounds 5.56x45mm detachable box magazines,

SMI/VZ L4/ZGB32

The VZ ZGB32 was obsolete long before Cylons were ever brought to the drawing board. This Light Machine Gun was a companion squad weapon to those units using the venerable Zeus SMLE. Even when that weapon was phased out, this one was retained. On Virgon the gun is made by VZ, but SMI took the gun, designated it the 'L1' and continued manufacture in 7.62x51 mm. Even Aeron has seen this gun used in their own 7.62x39mm calibres. The last produced version was the 'L4', which used polypropylene furniture, a lightweight bipod and had chromed parts for long term serviceability. A principal reason for the longevity of the weapon was also one of its problems. It was too accurate. It takes a skilled machine-gunner to fan the weapon to spray a target. In the hands of such a man, the L4 is a deadly tool, even though there are far more modern weapons available. The off-set sights also take some getting used to, although a specialist sight is now available from SMI.

Weight: 8.68kg, **Length:** 1156, **Barrel length:** 635, **Magazine Capacity:** Box Magazine: 30 rounds 7.62x51mm or 7.7x57mm



GRENADE LAUNCHERS

Leo MC20/3 Multi-Connector Under-slung Grenade-launcher



The Leo MC20/3 is a 40 mm under rifle grenade launcher designed for use with the Leo series of weaponry. It is also widely used and manufactured throughout the colonies and it is also usable on several other rifles including the AUG, AMA 90M, CAL Series, MR-C, G1A1, SCAR and SMI-417

The single shot launcher is designed to be lightweight and compact. It is breach loaded and is pump action. The launcher consists of a hand guard and sight assembly with an adjustable metallic folding, short-range blade sight assembly, and an aluminium receiver assembly which houses the barrel latch, barrel

stop and firing mechanism. The launcher is capable of firing a variety of low velocity 40mm ammunition including High Explosive, Flare, and a variety of Non Lethal Rounds. In most cases, the grenade does not arm until 30 meters after launch.

Weight: 1.36 kg unloaded, **Overall length:** 380 mm, **Magazine:** Single shot 40mm (40x46)

Effective range: up to 150 meters point target, up to 350 meters area target

Demeter Under-slung

Demeter's under-slung grenade launchers can be found on a number of weapons and attaches directly onto any existing rail system, built in attachments or by adding in a sleeve that goes over the front of the rifle. It has become a popular weapon for many of the bullpup weapons available.



Weight: 1.6 kg unloaded, **Overall length:** 120mm **Magazine:** Single shot 40mm (40x46mm)

Effective range: up to 150 meters point target, up to 350 meters area targets

AMA GSN-19 silent grenade launcher



The GSN-19 silent (flash and noiseless) grenade launcher is unusual in the fact that it is both muzzle- and breech-loaded. The grenade has pre-engraved rifling but has no propelling system in itself. The launch is performed by special blank cartridges, which are loaded into detachable box magazine (holding 8 cartridges in 7.62mm based version or 10 cartridges in 5.45mm based version). Upon discharge by a blank cartridge a piston violently pushes the grenade out of the barrel, and then stops and seals the expanding powder gases inside the rear part of the launcher's barrel. After a short while pressure inside drops to safe level and gun can be reloaded by operating the bolt (to extract spent blank and load a fresh launching cartridge) and

then loading the new grenade from the muzzle.

Weight: 2 kg unloaded (5,4 kg when installed on AMA-74, along with sights and silencer on the host gun), **Magazine:** Single Shot 30mm & 8 blank 7.62mm or 10 blank 5.45mm, **Effective range:** up to 150-200 m (400 m maximum) with Armour penetration: 15 mm

SMI 79

SMI designed this device to fit onto their SMI80 although few units actually use it. It has now found its way into the same market place as the MC20/3, due in part to its slightly lesser weight, more robust manufacturing and its accuracy.

Weight: 1.5 kg unloaded, **Magazine:** Single shot 40mm (40x46mm), **Effective range:** up to 150 meters point target, up to 350 meters area targets



Millirem Model 79 Grenade Launcher



The Model 79 is a single-shot, shoulder-fired, break-action grenade launcher that was old well before the Cylon War. It fires a 40mm round. Because of its distinctive report, it earned the nicknames of "Thumper", "Thump-Gun", "Bloop Tube" and

"Blooper" among its users. The design has been heavily copied over the years. During the height of the Cylon war the Model 79 was brought back into production as a simple support arm.

Weight: 2.72 kg unloaded, **Overall length:** 737 mm, **Magazine:** Single Shot 40x46mm

Effective range: up to 150 meters (point target), up to 350 meters (area target)

Anderson Model 30 Grenade Launcher

The Anderson Model 30 is a derivative of the Model 79. The M 79 was a slow weapon to reload, especially under fire, so Anderson Ltd, of Scorpia, produced the Model 30 where the rounds are fed into a tubular magazine. Although the magazine only holds 3 grenades, it is usually carried with an extra grenade 'up the spout'. Anderson Ltd was eventually merged with Scorpia Military Industries (SMI). Like the model 79, the M30 saw limited production during the Cylon war and can still be readily found in militia units to this day.



Weight: 8.1 kg unloaded, **Overall length:** 750 mm, **Magazine capacity:** 3 40x46mm rounds+1 in barrel

Effective range: up to 300 m

SMI CA-32 Multiple-Shot Grenade Launcher



The CA-32 Multiple-Shot Grenade Launcher (MSGSL) was designed some time ago but languished on the prototype 'shelves' until the Marines required a more reliable (i.e. faster loading) weapon than the Mossova MM1. SMI quickly dusted off its old design and submitted it before other manufacturers had a chance. Designed on the same principal of the MM1 system, it holds 6 grenades, has a folding stock and uses modern

technology to pinpoint its targets.

The CA32 is equipped with a collimating reflex sight which provides a single aiming dot. The shooter aims with both eyes open and the effect is to see the aiming spot superimposed on the target, both target and aiming dot being in sharp focus (+1 skill step to aiming). The launcher is also fitted with an artificial boresight which can be used to zero the reflex sight. The reflex sight provides a spot contrast and range to target.

Weight: 5.3kg, **Length Overall/Folded:** 730mm/630mm, **Capacity:** 6 rounds 40x46mm Grenades, **Effective Range:** 150m Point Targets; up to 400m Area Targets.

SMI CA-52 MSGL

Although SMI cornered the Marine's for their CA-32, they were also working on another design for the Colonial Armed Forces. This is a modern bullpup design that loads using magazines, providing a fast and effective way to reload in the field, albeit using smaller grenade sizes. They also used the same aiming technology as in the CA-32, just updated. Although the



use of smaller grenades is somewhat controversial, the increased ability of those grenades, married to a much longer range of the SMI CA-52 seems sure to secure continued production of this weapon after its general release in Colonial Year 52. So far only a number of pre-production weapons have found their way into the Colonial Arsenal.

Weight: 5.45 kg unloaded, **Length:** 700mm, **Magazine capacity:** 6 rounds 25x30mm Grenades
Effective range: up to 500 m against point targets, up to 700 m against area targets

AMA "DM" noiseless grenade launcher / carbine



This unusual gun is a bolt action Special Forces issue weapon designed for urban combat. The magazine holds 5 rounds of 9x93mm noiseless cartridges – either blank or armour-piercing. When firing AP the rounds can penetrate most body armours up to 5mm in thickness. The blank rounds fire the grenades which are loaded manually onto the 'cup' at the front of the gun. These rounds fire a piston which launches a 30mm grenade and then traps the gases made inside the gun, rendering the firer 'noiseless', which is also a feature of the standard AP rounds as well. The DM has become a favourite weapon for both police and Special Forces units (and a few terrorist cells as well).

Weight: 3.9 kg unloaded, **Overall length:** 720 mm (480 mm when shoulder stock is folded), **Magazine:** 1 manually loaded 30x29Bmm grenade; 5 rounds 9x93mm AP plus 1 round 9x93mm blank loaded.
Effective range: up to 300 m with grenade, up to 200 mm with 9mm bullet

Caprica Arms GM94

Like many grenade launchers, the Caprica Arms GM94 can be fired either as a stand-alone weapon or by being attached to a rifle. It carries a 3 round capability and fires the grenades by firing a blank round (usually a 9x19mm pistol round).

Unfortunately the GM94 was designed for a larger grenade than is now standard (43mm) and, as such, has been withdrawn from all but militia units as part of the Colonial Standardisation Doctrine that was put in place after the Cylon War. It was, however, highly regarded during that war especially as its slightly heavier grenades were far more capable of bringing down Cylons. The GM94-B is the same weapon but with an insert to allow it to fire standard grenades. It should be noted that jams are not infrequent with this variant when using blunt nosed grenades.

Weight: 4.8 kg unloaded [5.00 kg for GM94-B], **Overall length:** 810 mm (540mm with shoulder stock folded)
Magazine capacity: 3 rounds 40x53mm or 40x46mm, **Effective range:** up to 300 m



Seburo Six [SS-GL]

Seburo supplement their small arms capacity with specialist fire arms including such things as grappling hooks and flare guns. The Seburo Six is based on a rescue grappling hook frame (the Seburo Lifeline) and is perhaps one of the most comfortable grenade launchers to fire. Unlike many, the SS is designed to be fired exactly like a rifle, giving a better accuracy than some have. It has, however, lost out to lighter weapons.

Weight: 4.8 kg unloaded, **Overall length:** 750 mm, **Magazine capacity:** 6 rounds 40x46mm Grenade, **Effective range:** up to 350 m

AMA 69

Due to the specialist nature of the AMA's other grenade launchers, they realised that there was a distinct need for a standard grenade launcher to supplement their normal market. However, instead of producing a rifle mounted version they produced a hand-held model instead. It distinguishes itself from most other grenade launchers by its impeccable workmanship and high accuracy. Local forces use the AMA 69 and it can be found throughout any number of police forces where accuracy is an issue. A liner can be inserted to allow it to fire the smaller 37mm CS and Gas rounds used by law enforcement agencies.



Weight: 2.62kg empty, **length overall:** 740mm or 475mm folded, **Barrel length:** 330mm, **Magazine:** single 40mm or 30mm grenade, **Effective Range:** 400 metres

Picon GLO6-D



Picon Firearms produced a break-open grenade launcher in the middle of the Cylon War (hence the '06 designation) made of high density polymers. Due to disruptions during the war Picon had to revert to metal stamped productions upping the weight of the weapon. Soon after the Armistice they were able to remanufacture back to the original designation but incorporating many of the experiences of the conflict including higher accuracy and easier extraction and loading. The D variant not only incorporates a rail for easy attachment of sights but so that it can be easily attached to other weapons (the stock is detached but the forward grab is retained).

Weight: 2.05 kg unloaded, **Overall length:** 590 / 385 mm (stock opened / folded), **Magazine:** Single Shot 40x46mm Grenade, **Effective range:** up to 300 m

Mossova MM1

The Mossova MM-1 is a pre-war design in favour with many forces and it saw considerable deployment in various units during the Cylon War. Unfortunately aiming the weapon was not the easiest but for area saturation its 12 grenades gave it a distinct edge. One of its main problems was caused by the need to re-tension the revolver spring during reloading effectively putting the weapon out of action for some time during fire-fights. Nevertheless this design has gone on to inspire any number of similar duplicates (including a 25 shot 20mm Grenade Launcher – the MM-4)

Weight: 5.7 kg unloaded, **Overall length:** 635 mm, **Magazine:** 12 rounds 40x46mm Grenades, **Effective range:** up to 150 m point targets, up to 350 m area targets



SHOTGUNS

Aerelon Military Arsenal Model 12 Shotgun



Proving that the Model 47 design can do anything, AMA has recently introduced the Model 12 Shotgun based on the same stock. This semi-automatic shotgun has proven very popular with local police and security forces. The Model 12 can use either a 5-round magazine or a 10-round drum.

Action: Semi-automatic, **Weight** 3.5kg, **Length** 910/670 mm, **Barrel length** 430 mm, **Capacity** 8 rounds 12ga in box

CAL USAS-12 Automatic Shotgun

The USAS-12 is a gas-operated, selective-fire weapon which is designed to provide sustained firepower in close-combat scenarios. The USAS-12 is an ambidextrous weapon, having two ejection ports on each side of the receiver, and two slots on the forearm for a cocking handle. The ejector on the bolt and the cocking handle can be easily set to operate either side of the gun, depending on the present shooter's needs and preferences. The USAS-12 has a post type, hooded front sight at the top of the gas chamber and an adjustable rear sight built into the carrying handle, similar to one found on Leo Storm assault rifles. The USAS-12 is also capable of using explosive rounds. It also available to civilians in a semi-automatic version but such weapons are restricted to a simple 3 round magazine.



Type: gas operated semi-auto or selective fired, **Weight** 5.5 kg empty, 6.2kg loaded with 10 rounds, **Length:** 960 mm, **Barrel length:** 460 mm, **Capacity:** 10 rounds box or 20 rounds drum detachable magazines

Demeter D5 Orbital Shotgun



Despite all of the competition amongst the primary arms manufacturers, Demeter Arms have managed to carve themselves a particular niche. Originally makers of individual or high-end sporting arms, they found themselves involved in making

dedicated weaponry for use in depths of space. They have continued to capitalise on this niche market to the point where few of the other major manufacturers are willing to commit the time and money to compete with (what is to them, anyway) such a small market. Demeter's first full production 'space' gun was a heavily modified version of the A5 (qv) shotgun, modified for use in space and by personnel using bulky spacesuits. When used with a spacesuit, a larger 'saddle trigger' is simply attached to the gun, allowing it to be easily fired. The over-large pump mechanism allows for manual re-chambering in cases where gas venting prevents sufficient recoil to reload the gun automatically (a telltale indicates this to the operator). To avoid excessive recoil in space, the gun can be set to vent most of its gases. It also includes an extension that allows the gun to be fired close to a lock without either blowing the barrel or sending the firer far out into orbit. Many of the mechanisms developed on the D5 were used in Demeter's later firearms.

Type: semi-automatic/Pump Action, **Weight:** 3.75 kg empty, **Length:** 1025 mm (with 470 mm barrel & extension), **Barrel length:** 500 mm, **Capacity:** 12 rounds 12ga

Delphi Arms CA-II

The Cylon War called on all makers of firearms to turn to mass production. Delphi took their already established SMG frame and converted their sporting production line to make automatic shotguns. Constructed only during the Cylon War, this weapon is still popular amongst ground units who operate in urban areas. It is shorter than the Striker and heavier than the Picon SGA, but carries a longer barrel than either, Although it only carries 8 rounds of ammunition, it takes standard magazines, which makes it easier to reload and resupply (the Picon's magazine is hinged and the strikers is a heavy drum). The CA-11 is also noted for having a



noise suppressor as standard.

Type: Semi-Automatic, **Weight** 2.3 kg empty, **Length:** 610 mm, **Barrel length:** 550mm, **Capacity:** 8 rounds 12ga in detachable box magazine

Leo 'Sweeper'



This pump-action shotgun is a simple and reliable weapon. Based on a variety used by Leonid forces for ship boarding actions, it was adopted by Picon forces and so made its way into the Colonial Arsenal. It is available with folding or fixed stocks and, because of the

limited space available in boarding actions, is a 'snub' variety.. The Colonial Marine Corps version is only made with fixed wooden stocks, though. Its internal tube magazine holds seven rounds. Many security forces carry either this, or a plastic stocked version. The Mossova 500 is a later adaption of this weapon.

Type: Pump action shotgun, **Weight:** 3.06 kg, **Length:** 1003 mm, **Barrel length:** 457 mm, **Capacity:** 5 12ga

Leo Hurricane Modular Accessory Shotgun System

The Leo Hurricane Modular Accessory Shotgun System is a 12-gauge shotgun that can be mounted underneath any Storm or Lighting Storm assault rifle or carbine by removing the lower handguards. The Hurricane is intended to provide soldiers with additional capabilities, such as: door breaching using special slugs, very short-range increased lethality using 00 buckshot, and less-lethal capabilities using teargas shells, rubber slugs, rubber pellets, or other less-lethal rounds.

The Hurricane uses a 5-round detachable magazine and a bolt-operated system. The relatively large bolt handle is located closer to the rear and thus is easier to cycle in combat. The bolt handle can be mounted on either side of the weapon. It can also be fitted with a pistol grip and collapsible buttstock to act as a stand-alone weapon.



Type: manually operated, straight pull bolt action, **Weight** 1.02 kg as an attachment weapon; 1.9 kg as a standalone weapon, **Length:** 420 mm as an attachment weapon; 610 mm as a stand-alone weapon (with stock collapsed), **Capacity:** 5 rounds 12ga in detachable box magazine

Mossova 500



Like Zeus, Mossova command a solid market position in the shotgun market. Instead of producing a different style of gun for different purposes they have instead provided

one solid frame in a number of different gauges and with a number of different barrels. The tubular magazine feed is the same and is restricted only by the size of the individual shells it holds. Mossova's can be bought in wooden or poly furniture and are almost a must-have sight on board ships where its shells can do little damage to the hull.

Type: Pump action shotgun, **Weight:** 3.06-3.29kg, **Overall length:** varies with different models, **Barrel length(s):** 355 - 500 mm for combat/defensive versions. up to 711 mm in hunting versions, **Magazine:** 5, 7 or 8 rounds in underbarrel tube magazine of either 12, 20, or .410ga

Mossova 590

The Mossova 590 is a modernised, lightweight combat version of the Mossova 500 intended for police and security forces.

Type: Pump action shotgun, **weight** 2.5kg, **Barrel length:** 500 mm or 450 mm, **Magazine:** underbarrel tube magazine, 8 rounds 12ga



Parker-Tamris Neostad Shotgun



The Parker-Tamris partnership on Canceron still continue to make revolvers and shotguns although few of these have seen use by armed forces. The Neostad is one of the exceptions and has been bought and widely used in the semi-arid regions of Canceron and other planets. It is designed as a military weapon but there have been notable civilian sales as well. Yet the biggest sales boost for the gun was when it featured as the favourite shotgun of Denny 'Damn' Demara in the tri-vid

show series 'Angels of Justice'. The Neostad has a top-mounted, dual tubular magazine system, allowing two different ammunition types to be loaded and switched between the tubes. A simple selector switch indicates which tube it feeds from.

Type: pump-action ("forward-back" handguard movement instead of classic "back-forward", moving barrel) **Weight:** 3.9 kg empty, **Length:** 690 mm, **Barrel length:** 570 mm, **Feed:** dual over-the-barrel tube magazine, 6 + 6 rounds 12ga capacity

Picon SGA-20

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.

Type: gas-operated, select-fire, **Weight unloaded :** 4.57 kg, **Length:** 787 mm, **Barrel length:** 525 mm, **Capacity :** 10 rounds 12ga in removable revolver-type drum magazine



Picon Deliverer



Many military shotguns begin life as an adaption of a civilian or police weapon. Picon decided to enter the market with a shotgun designed from scratch. Like the bulk of modern weapons they settled on a bull-pup designs. However, unlike most shotguns,

which concentrate on short-range fire, the Deliverer is also designed (by use of an adjustable choke system) for rapid fire at range, bringing it more in line with the rest of the weapons demanded by the Picon military. The Picon has a removable forward grip that can be exchanged for a grenade launcher, additional sights or spare ammunition.

Type: Selective semi-auto

Weight: 5kg empty, **Overall length:** 1000 mm, **Barrel length:** 450 mm, **Magazine:** 14 rounds 12ga in detachable box

Pirate Shotgun [Zeus or Demeter A5]



This strange weapon has an infamous reputation. Based on the very original automatic shotgun – the Picon A5 (Also produced, at various times by Mossova, Zeus, Demeter and a host of smaller manufactures) it is estimated that over One Million A5's in various bores were built. They are still common enough so

that finding spares is relatively easy. The original A5 has a longer barrel and an internal shell magazine that can hold 5 shotgun shells.

With the sheer number of such weapons produced, and the need to avoid puncturing ship hulls, it is hardly a surprise that Pirates have resorted to shotguns and especially automatic ones. What is more surprising is that there is an underground producer of the 'Pirate Shotgun' as it is now described in official Police and Colonial reports. The

PS1 is the most common version and has a shortened barrel and an extended, detachable, magazine holding 12 shells. The PS2 is very similar but retains the longer barrel. In untrained hands the recoil of the PS1 makes it virtually unusable but in trained hands the damage dealt by these weapons is staggering.

Type: Fully-automatic only, recoil operated [PS1/2] Semi-automatic, recoil operated [A5], **Weight** 3.2 kg fully loaded [4.7kg PS2] [4.1kg A5], **Length:** 790mm [1141 PS2/A5], **Barrel length:** 340mm [711 PS2/A5], **Capacity:** 12 rounds 12ga, 16ga or 20ga in magazine, 1 loaded [3 or 5 rounds 12ga, 16ga or 20ga in magazine, 1 loaded A5].

Striker Shotgun



rotary cylinder

This semi-automatic shotgun is commonly used by assault troops and riot control forces. Its circular drum holds a dozen 12-gauge shells. The regular shells can be replaced by explosive shells that act much like grenades when fired.

Type: Semi-auto, **Weight, empty** 4.2 kg, **Length** (butt folded / open): 508 / 792 mm, **Barrel length** 304 mm, **Magazine capacity** 12 rounds 12 ga in non-detachable

Zeus Model 37

The Zeus is one of the oldest shotguns still produced today. It is a common and popular pump-action shotgun with an external hammer. It is a 12 gauge shotgun that has been used by soldiers, civilians, policemen and hunters for decades.



Type: Pump-action **Weight**~ 3.1 kg, **Length** 940 mm, **Magazine** 5 rounds 12ga in under-barrel tubular magazine

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 defence roll or take damage.

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: Auto shotguns

Auto shotguns 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 auto fire. Auto fire: 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 defence and suffers a +4 step to the weapon's damage die. Auto fire is an action, and no other attack action is possible that turn. Auto fire 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 auto shotguns in auto fire mode costs one action. Auto shotguns can make only one auto fire attack per turn.

LASERS & TASERS

Morrow Industries Military - Manpack Laser Mk 2

After Greystone Enterprises on Caprica first started development of the Cylon project, military leaders on Picon approached Morrow Industries (Military) as part of a series of possible counter-measures against the robotic warriors. MIM's involvement was to produce a portable military grade laser that could deal with a Cylon. At that time, the ability to up-armour Cylon's was unknown and MIM elected to assume that the frame could only carry a very limited amount of armour. The weapon they developed was capable of penetrating through Centurion armour as if it wasn't there. At first.

Their final production model laser is a large, man-portable, recyclable weapon; approximately resembling a man portable SAM. It has a good range and can maintain its output for up to 15 seconds before it exhausts its charging tube and battery pack. This gives the MIMEL (Morrow Industries Military Extended Laser) the possibility, in good hands, of being used against 3-5 targets before recharging.

To begin with, these were a simple and effective answer to the Cylon problem (as perceived by the Picon's). However, the continued development of the Cylon's would eventually restrict the damage caused by the MIMEL. In the cramped, dusty and dangerous environment that became the battlefields of the Cylon War, the MIMEL would operate far less effectively.

A major disadvantage to the device was its cost (twenty times the price of a heavy machine gun) and the bulkiness of the recharge equipment, which had to be mounted on a heavy truck and which needs both a heavy battery pack replacing and the old gasses vented and replaced with new. The Mk2 is fitted with a simple x32 telescopic sight.

Weight: 12 kg + 6kg for battery pack, **Length:** 1350mm, **Battery Capacity:** 15 seconds, non-variable. **Time to reload:** 15 minutes, Capacity: 3 shots standard, Notes: Damage: d12 W (personal scale); ignores the first 3 points of armour; On firing EMP burst affects all electronics within a five foot radius as an additional d12 stun damage - which is why it has an optical sight.



Morrow Industries Military - Laser Pistol



Morrow Industries made several breakthroughs in laser weaponry before they were destroyed during the Cylon War. Their Laser Pistol was an early design although early marks could barely do any significant damage. A breakthrough came with the use of a fluid gas discharge battery capacitor. Although the gun could still not beat a conventional firearm, it dealt sufficient damage for it to be put into production. Of all the guns on the market it was appreciated for its ability to do variable damage – either stunning a target (including robotic systems), dealing direct damage or, and more commonly, dealing a mix of direct and stunning damage. When the Cylon war began several attempts were made to upgrade the pistol to the point where it

would ignore armour (like the Manpack arrangement) or inflict more damage. Regretfully MIM never managed to achieve either. Existing laser pistols are still found in the collectors markets and they are a regular 'showpiece' at various conventions. Unfortunately the cost of manually making new batteries and keeping them recharged is prohibitively expensive.

Weight: 2.1 kg including battery, **length:** 205mm, **Magazine Capacity:** The 'laser pistol' does d8 stun damage or d4 Wound damage or d6 basic, has a battery pack for 96 pts of damage (of whatever) & doesn't ignore armour. EMP affects are minimal.

Aquarian Electrical Taser

The AE Taser is typical of a number of devices in use throughout the colonies that are used to bring down suspects without inflicting permanent harm. The gun fires two barbs, connected back to a battery pack on an officers belt. The amount of charge is pre-set but a second (or more) charge can be run back through the wires until the subject is subdued. These tasers have no effect on robotics.



Weight: 1kg plus 2kg battery, **Length:** 140mm, **Battery Capacity:** 4 charges, recharging time: 1 hour from vehicle.

MIM Lightning Taser



Kendal Leask 2008

Banned for use on humans across most of Colonial Space, the Lightning Taser was one of the predecessor weapons that led to the development of the manpack laser. The Lightning must be used with insulated clothing and is little more than a directed electrical attack weapon that uses a low intensity laser beam to effectively ionise a passage to a target which is then followed by a high voltage electrical discharge. Lightning's have been used to bring down large animals and were especially popular as a minimum collateral damage weapon

for bringing down robotics. A double battery pack allows for two separate discharges to be made by the weapon. During the Cylon War a secondary application was found for this weapon – some users disabled Cylon infiltrated machinery by discharging the weapon into their cpu's, effectively frying them.

Weight: 1.7kg + 4.5kg battery, **Length:** 400mm, **Damage:** d12 W plus d12 Stun. D4 stun to anyone within a five foot diameter of the discharging beam.

Viktor Taser

The Viktor Taser gun is different to most tasers and looks quite futuristic. Instead of the Taser needle trailing wires back to a battery arrangement, the Viktor actually fires a self contained battery charge (the blue light shows it has an active shell). Although the range is quite limited the self containment of the charge allows it to be used in low or zero-G environments and the charge will not dissipate until the shell connects with a conductable target. The VT-5 is actually based on a Greystokes Industry weapon designed to knockout robotic targets. The Viktor Taser is designed for use on either human or animal targets and so could be made lighter and smaller.

Weight: 3kg, **Length:** 185 mm, **Magazine Capacity:** 1 Variable strength Taser Shell



Rules for Tasers

When attacked by a taser, the target takes stun damage equal to the value of the gun (for direct wired tasers a charge can be continued down the wire to inflict more stun damage). The target must then make a Hard (11) Resistance (Vitality + Vitality) action. If they succeed then they suffer a -1 Attribute step to all physical actions (if they are still wired to the taser and a second shot is then made they must then make another Very Hard (13) Resistance (Vitality + Vitality) action). If the roll fails then the target takes a -3 Attribute step to all physical actions.

GYROJET WEAPONS

In the years before Unification the various militaries of the Colonies experimented with a wide range of different weapon systems. One of these was the Gyrojet system named for the method of gyroscopically stabilizing its projectiles. Firing small rockets rather than inert bullets, they had little recoil and didn't require a heavy barrel to resist the pressure of the combustion gases. Despite initial problems, these weapons soon became a viable alternative to other systems and very sophisticated systems were developed early on.

Like other weapon systems that directly threatened them, nearly all of the manufacturers of Gyrojets were destroyed by Cylon forces. However, large stocks of ammunition allowed for the production of far more primitive Gyro weaponry. Later problems were experienced when other companies attempted to duplicate the success of Morita but found that quality control and device feed issues prevented the same level of accuracy and delivery.

It is only in the last ten years that a more sophisticated Gyro Rifle (Millennium Enterprises GJ 'Flocker') and Olympic's Wolverine Pistol have appeared on the market.

Morita NEOS



The Morita NEOS had become a common sight amongst special forces before Unification and it continued to enjoy an excellent reputation amongst the Federal Colonial forces that used it. Capable of firing six rockets (plus one loaded if required) the quality of its ammunition and the accuracy of the rounds easily overcame the prejudices left by poor quality control of a much earlier era. The NEOS still shared one problem with its larger cousins, namely the problem with the rocket round doing any damage at close range (under 4 metres). In addition to normal jackets, Morita also produced HE and AP rounds for use against armoured targets. Just before the Cylon War began, Morita

launched its tracker, EMP and flash rounds, all designed for Police applications. The success of these guns should have guaranteed them a place at the forefront of warfare. Instead it saw the destruction of the only companies then able to make the weapons and ammunition.

Weight: 0.45 kg, **length:** 270mm, **Magazine:** 6 13x50mm Rockets

Tacatta [GCE] Gyro Jet Pistol

The Tacatta Gyrojet Pistol was actually manufactured by Gemenese Consolidated Enterprises during the Cylon War and was designed by Hajinder Tacatta, whose descendants now own and operate the Tacatta Arms Factory. Designed to use the reliable stocks of Gyrojet ammunition then available, the Tacatta was produced at a number of different factories to a wide variety of different standards (see Gladiator entry under Rifles). Worse was to come as GCE commenced manufacture of the ammunition itself. A good Tacatta is an excellent weapon when firing Morita ammunition. When firing GCE ammunition its failure rate is somewhere between one to five percent. This simply means that the pistol will not fire on the first attempt (sometimes it will hang-fire). Tacatta's therefore have a terrible reputation and most guns are scrutinised very carefully to see which factory actually made them.

Weight unloaded ~ 620 g **Length** 300 mm **Magazine capacity** 6 rounds 13x50mm rocket



Liberty Research Lone Eagle GJ - single shot pistol



The Lone Eagle was originally designed as a target pistol firing .44 ammunition. Liberty Research is based on Virgon and specialises in ballistics and ammunition. The Lone Eagle GJ replaced the barrel and introduced a new venting arrangement to prevent any fouling of the Gyrojet ammunition. It is considered a highly accurate weapon and can fire most types of 13mm rocket, including the 50mm, 45mm or their own specialised 70mm rocket.

Weight: 2.01 kg, **Barrel Length:** 38.42 cm. **Overall**

Length: 38.42 cm, **Cost** 400, **Capacity:** Single Shot 13x70mm

Olympic Wolverine Pistol



Olympic's Wolverine Gyrojet Pistol harkens back to predecessors that disappeared during the Cylon War. Instead of using the common 13mm round common then,

the Wolverine uses a smaller 10mm rocket which allows it to fit 8 rounds in the magazine. The initial boost of the ammunition allows the Wolverines rounds to impart as much damage at close range as it does at long range.

Weight: 0.30 kg, **length:** 229mm, **Magazine:** 8 10x50mm Rockets

Morita Mike Mk I

Morita are still renowned for their advanced weaponry. Based on earlier designs, the Morita Mike Mk1 was a Gyrojet Assault Rifle, capable of mounting advanced sights and incorporating a grenade launcher in some configurations. Using the very best of ammunition enabled the guns to perform as well as regular weapons and their increased calibre added to a very low weight made them popular with their users.



One problem reported was a lack of time in the barrel meant that the rounds rarely reached their peak velocity to cause significant damage at short ranges (7 meters for the Mike Mk1).

Weight: 3.75 kg, **Length:** 750 mm, **Barrel Length:** 370mm, **Magazine:** 15 13x50mm Rockets

Morita Mike Mk3 'long-nose'



The Mike Mark 3 took the lessons learned from the earlier marks to produce a longer and more accurate weapon. The longer barrel also allowed the rocket round to reach its peak velocity sooner, meaning that a target could be brought down within two metres. Overall the

gun only increased its weight marginally for the advantages gained. Morita brought out a kit that allowed the barrels to be replaced on the Mark 1's, effectively converting them into Mark 3's.

Weight: 4.10 kg, **Length:** 950 mm, **Barrel Length:** 570mm, **Magazine:** 15 13x50mm Rockets

Morita 'Dispenser' Heavy Gyro ***Morita 'Dancer' Rapid Gyro***

Designed as a speculative venture the Dispenser Heavy Gyro is more akin to a multiple grenade launcher. However, its rounds flat trajectory and automatic fire features effectively make it a light weight support weapon, capable of firing 20 30mm rockets within seconds of each other. Although not as accurate as the Mike series rifles, it is a feared weapon capable of dealing with a large variety of targets from light armour, to airburst rounds. The Gun shown is the Dispenser.



The Dancer Rapid Gyro looks very similar but is distinguished by its much smaller barrel as it fires the standard rockets used by the Mike series of guns. A scope comes as standard with both weapons.

Dispenser: Weight: 5.1 kg, **Length:** 840 mm, **Barrel Length:** 470mm, **Magazine:** 20 30x100mm Rockets

Dancer: Weight: 5.0 kg, **Length:** 940 mm, **Barrel Length:** 580mm, **Magazine:** 80 13x50mm Rockets

Tacatta [GCE] Gyrojet Rifle



Following construction of the Tacatta Pistol, and the miserable failure of the Gladiator Automatic Rifle, steps were taken to bring Gemenon Consolidated Enterprises into some kind of quality control system. Once done, Harjinder Tacatta allowed a limited production of a Gyrojet Rifle with a tubular magazine.

With materials in short supply the fact that this weapon could use a lower quality and weight of metal in the barrel and also use wood for the furniture allowed it to become one of the cheapest weapons ever manufactured in the colonies. Ammunition was always a problem for the Tacatta range of weapons and the pistol failure rate was still noticeable in the rifles, although it rarely went above a one percent failure rate. Keeping the guns cleaned seemed to deal with most of the problems.

Weight: 3 kg, **Length:** 694mm, **Barrel Length:** 400mm, **Magazine:** 6 13x50mm Rockets in a tubular magazine.

Tacatta [GCE] Gyrojet Carbine

The GCE Gyrojet Carbine is referred to as a Tacatta but was not designed by that family. It was an attempt to obtain more money for less material. Unlike many other GCE guns the Tacatta Carbine was an excellent piece of manufacturing with a longer barrel than the rifle and less weight and less cost. Only basic iron sights were attached. Problems resided with the ammunition as usual and also with reloading the carbine which was awkward. The rounds had to be pressed into the magazine and a slide then clipped in place or the rounds would 'pop' out of the gun.



Weight: 2.6 kg, **Length:** 710 mm, **Barrel Length:** 420mm, **Magazine:** 3 13x50mm Rockets in a fixed magazine.

Tacatta Arms Factory Type 50 Rifle



Effectively a redesign of the GCE Carbine, the Type 50 Carbine uses modern components and relies on more reliable ammunition than was available to the original designers. Produced soon after the Armistice

was signed, the Type 50 has had a steady stream of sales ever since. Recently they have recalibrated the gun for the newer 12x70mm round. The bullpup nature of the Carbine allows for additional accuracy.

Weight: 2.65 kg, **Length:** 770 mm, **Barrel Length:** 570mm, **Magazine:** 6 12x70mm [or 13x50mm] Rockets in a fixed magazine.

Millennium Enterprises GJ 'Flocker'

The Flocker was recently designed by Millennium Enterprises of Virgon as part of the OICW tests being carried out by the Fleet/Marines. Although the weapon failed to elicit any interest from that quarter, various government and banking enterprises on Virgon itself showed enough interest to allow production to begin.



The Flockers robust construction and the reliability of the ammunition it uses have already brought it good comparisons with the old Morita 'Mike' series of Gyrojet rifles, especially given the much longer barrel length. In addition the Flocker carries a well designed flash suppression system (Gyros do not need noise suppressors). The Flocker can be used single-shot or on semi-auto fire.

Weight: 3.2 kg, **Length:** 920 mm, **Barrel Length:** 840mm, **Magazine:** 25 12x70mm Rockets

ROCKET LAUNCHERS

AMA RPG2



If the PIATC and Tangrothia are examples of some of the earliest anti-armour launchers available, few have been as long lasting as the Aeron Rocket-Propelled-Grenade (RPG) series. Despite its age the RPG-2 can still be encountered throughout the colonies, even on such modern worlds as Caprica. In

several cases these militarily obsolete weapons are easily found in Sheriffs, Police, militia and 'Civil Defence' units. It consists of a reusable launcher and a shaped charge grenade.

Weight: 2.83 kg empty; 4.67 kg loaded with grenade, **Overall length:** 650 mm, **Effective range:** 100-150 meters, **Armour penetration:** 200 mm, **Calibre:** 82mm warhead, **Type:** Recoiless

AMA RMG (Rocket propelled Multi-Grenade)

This one shot disposable launcher is AMA's riposte to the SMI LAW and was built at the same time as that, seeing its beginning debut during the last years of the Cylon War (It design was based on a similar launcher built by Morita, the factory of which was destroyed early on in that war). Simple and easy to use by one man, despite its shorter range, it has superior penetration and can defeat spaced armour and bunkers.

Weight: 8.5 kg complete, **Overall length:** 1000 mm, **Effective range:** up to 130 m, **Armour penetration:** ~ 120 mm, **Calibre:** 105 mm, **Type:** disposable rocket



Caprica Arms ACRL



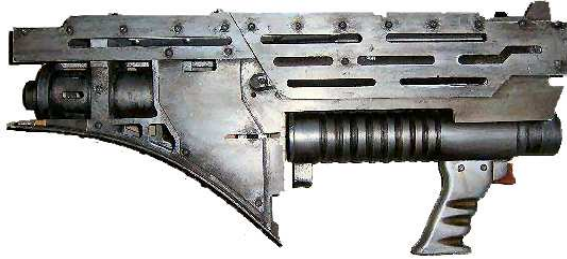
The Advanced Combat Rocket Launcher (ACRL) program started on unification in an attempt to find a common set of standards for the myriad set of launchers then available. Caprica Arms entrant was found to be quite poor in comparison to many of the others (which included launchers like the Karstov and RPG 7). However its robust engineering and, above all, its ability to fire multiple rockets found it several buyers at the

time. This increased exponentially after the war broke out. The ACRL consists of a very long tube, an adjustable shoulder bracket and a magazine slide that can hold six rockets. Simple sights and both a pistol and rear grip allows for good accuracy. Caprica's main asset in providing the longer barrelled weapon is that it allows the ACRL to be fired prone without the backblast affecting the firer or assistant gunner. This was essential due to the high weight of the gun when

fully loaded with all seven rounds. Of more interest was that the rear magazine feed could be disconnected from the rest of the ACRL for ease of movement, but that a round could still be fired from the truncated system (but in such cases it only had a range of 300 metres and the backblast denies firing from either a prone or closed space environment. ACRL's can still be found in third tier militia units across Caprica and Scoropia.

Weight: 11.2kg (22.1 kg fully loaded); 5kg fully loaded without magazine, **Length:** 1500mm, 900mm without magazine, **Effective Range:** 500 metres, **Armour Penetration:** 300mm, **Calibre:** 80mm, **Type:** Reusable Rocket launcher

Emergency Missile Weapon - O3 ('EMU Three')



This very crude device is yet another example of necessity coming to the forefront of the battle against the Cylons. Crudely welded together in Tauri city's machine shops, it fired a light rocket, the body of which was made from heavy reinforced plastic tubing with a small shaped charge explosive warhead. The design, although very basic, spread across Tauron's Cityscapes. Only iron sights were fixed to the 'Emu' and the back blast was ferocious but quite limited. Its major advantage over other systems was the simplicity and plentiful

supply of its ammunition and the fact that the launcher had a magazine of three missiles. Today this weapon can still be found but unfortunately it is the police that tend to find themselves on the end of a launcher being used by a criminal gang.

Weight: 10kg, **Length:** 1000 mm, **Effective Range:** 50 meters against Cylons, 300 meters against stationary targets, **Armour Penetration:** 50mm +, **Ammunition:** 40x850mm Calibre Rockets

Javelin ATC-4 & ATC-4CS

ATC-4 and ATC-4CS is a single shot recoilless rocket launcher which replaced SMI's LAW system in Colonial Service. It is based on the Karstov T86 (qv) but is lighter and cheaper. The weapon achieves this by only having a tube that can be used for one firing – it will explode if re-used. The ATC's also come with improved sights and a small ballistic computer. Although this has increased expense somewhat, the ability to hit a target at first shot has outweighed that consideration (the sight can, of course, be removed and fitted to another launcher).

As with all such weapons the back blast engendered by firing the weapon makes it very easy to spot but, above all, can cause damage to nearby personnel if used in a confined space. The CS (confined space) version adds a saltwater counter mass which helps absorb and dampen the back blast, allowing other units to continue operations nearby. **Although it is a one-shot weapon, a number of different types are available:**

HEDP 502 (High Explosive Dual Purpose): For use against bunkers, buildings, enemy personnel in the open and light armour. The projectile can be set to detonate on impact or with a slight delayed detonation. The heavier nose cap allows the HEDP projectile to penetrate light walls or windows and then explode, or "skipped" off the ground for an air-burst.

HEAT: For use against light armour, warhead with 150 mm of penetration against RHA.

HP (High Penetration): Extra high penetration ability (up to 500 to 600 mm of RHA.)

AST (Anti Structure Tandem-warheads): Designed for urban warfare where a projectile heavier than the HEDP AT4 is needed. Two warheads, first one a HEAT with a shallow cone resulting in less penetration but a wider hole, and a second follow through high-blast warhead. It has two settings: one for destroying bunkers and one for *mouse holing* a building wall for combat entry.

Weight: 7.5 kg, **Overall length:** 1040 mm, **Effective range:** up to 150 meters against moving targets, about 300 meters against stationary targets, **Armour penetration:** 500+ mm, **Calibre:** 84mm, **Type** disposable rocket launcher



Aquarian Maritime Karztov T86



The Karztov T86 is a rocket launcher, as opposed to a missile launcher. It was brought into service in the first year of the Cylon War and has been continuously developed ever since (the T86 is the 8th distinct model type of the group, earlier models being heavier). The Rockets include APDS, HEAT, and an anti-personnel Flechette round and some of the rounds have rocket boosters to increase their range. Although it is

technically obsolete (being replaced by such weapons as the SMAW), these are still found in active Colonial service in both the Army and Reserve Marine units. Its problem (shared with nearly all such weapons) is that the Cylon Centurion, despite being quite heavily armoured, is usually too fast to engage with these weapons. They did prove very effective against Cylon vehicles.

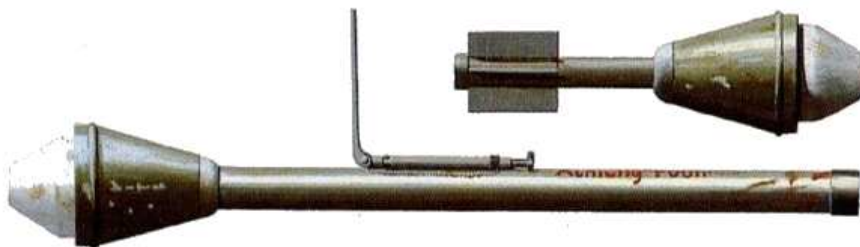
Weight: 9.5kg, **Length:** 1130mm, **Effective Range:** 150 meters against tanks, 700 meters against stationary targets, 1000 meters against stationary targets using Rocket boosted ammunition, **Armour Penetration:** 500mm +, **Ammunition:** 84mm Calibre Rockets

Leo Tangrothia 100

As with the PIAT, the Tangrothia (lit 'tank punch') is an obsolete anti-armour design pulled back into hasty service during the Cylon War. The original consisted of a light wooden tube, a small piece of angle iron to make a sight and a shaped charge missile and was used in the wars

between Leonis and Caprica. Its cheapness and ease to make in hastily constructed workshops were the only things that made it a practical weapon during the urban fighting carried on in the rubble of destroyed cities during the Cylon War, although even that weapon was an improvement on the original. For many hastily raised recruits this was the only weapon that could bring a Cylon down with one shot. At the very height of the war around Leonis, every able bodied person was given a Tangrothia and then sent straight into the front line, where sheer numbers were able to blunt the worst of the Cylon onslaught, albeit at a terrible price for the Leonid's.

Weight: 8kg, **Length:** 1000mm, **Max effective range:** 100 meters, **Armour penetration** 220 mm, **Calibre:** 149mm, **Type:** disposable recoilless



Leo Tangrothia 3



Despite the problems that Leonis has faced both before and after the Cylon War (Leonis had many Cylons operating on the world working to bio-form the planet), the Leonid's have continued to build up a fine armaments industry. The Tangrothia 3 is the

latest version of the famed earlier Tangrothia. Certainly more complicated, this was designed to provide a better stand off range compared with earlier missile systems. The Mark 3 consists of two elements; - a round of ammunition, pre-loaded into disposable launching tube / barrel, and reusable fire control and sighting unit. The sighting unit consists of an advanced ballistic computer and laser rangefinder. It should be remembered that all officially approved colonial electronics have been 'hard wired' to prevent Cylon wireless infiltration (a principal problem during the Cylon War when a laser would actually allow a Cylon virus to 'ride' into even such a basic electronic system). The TG3 also contains a counter-balance of iron filings which help reduce the back blast caused by firing.

Weight: 14.3kg, **Length:** 1200mm, **Effective Range:** 600 meters, **Calibre:** 110mm warhead, **Armour Penetration:** 900mm + reactive armour

PIATC

The original design of the Projector, Infantry, Anti-Tank belongs to the original first generation of anti-tank 'missiles'. Instead of relying solely on an internal propellant (which then goes off to create back blast, a massive noise and an immediate indication of where the firer is), the PIAT is effective spring-loaded. A 'bomb' (not a rocket or missile) is placed in the upper end of the projector. When fired a spring drives a spigot into the base of the bomb, igniting the small additional propellant there and, between the two, drives the bomb out of the projector. In effect the device is little more than a mortar designed for direct line of fire. To reload the PIAT, the user must cock the weapon by using his body to compress the spring. When the trigger was pulled, the spring pushed the firing pin forwards into the bomb, which ignited the propellant in the bomb and launched it out of the trough and into the air. The recoil caused by the detonation of the propellant then blew the firing pin backwards onto the spring; this automatically cocked the weapon so it could be fired again but did have the unfortunate effect of giving the user severe bruises on his shoulder. The original bombs were quickly replaced with shape-charged devices but then the device was withdrawn as far more efficient anti-armour devices were made available (this was some 80 years before unification). Despite the difficulties in cocking and firing the weapon, it did have several advantages; its barrel did not have to be replaced or require high-grade materials that were expensive to produce, there was little muzzle blast that could give the users position away, and the size of the barrel meant it could accommodate relatively large calibre munitions



During the Cylon War, anything that was easy to make, didn't use electronics and could still inflict damage was brought out. The PIAT (Then re-designated PIATC) was one of those designs. Now fitted with a folding bipod, an easier spring loaded system and better bombs the PIATC become extraordinarily loved by militia defenders who learned to use the device very effectively. CAL's reworked design made the gun much easier to re-cock and a new shock pad stopped the bulk of the bruising caused by the earlier models. Advantages of the projector were simple. It only used iron sights, caused no back blast and not much sound. In the heat of battle it was hard to spot the firer. A disadvantage (although it depends on how you're using it) was seen to be the fact that the weapon is actually a mortar – so its bombs were not just point and shoot – the user had to get used to the ballistic curve of the bomb. The major problem on the original PIATS was its weight – CAL's version reduced this considerably.

Weight: 15 kg PIAT, 10kg PIATC, **Overall length:** 990 mm **Effective range:** 100 metres single target, 750 metres max range, **Armour penetration:** 100mm PIAT, 300mm PIATC, **Calibre:** 86 mm bomb **Type:** bomb projector

SMI-LAW



SMI's version of this disposable, lightweight anti-armour weapon can be found throughout the colonies and its stockpiles are likely to be found for years to come, even though manufacture has been discontinued for over 10 years now. SMI's first LAW's were in production before the Cylon War and continued afterwards, although technically they are now producing the 'Improved LAW' Or SMILAW, sometimes nicknamed 'Smiley' in army slang. LAW's can still be found in reserve depots and in a number of militia units.

Weight 2.5 kg for LAW, 3.5 kg for ILAW, **Overall length (launcher open / closed)** LAW: 899 / 665 mm, ILAW: 980 / 775 mm, **Effective range:** 150-170 meters for LAW, up to 350 meters for ILAW, **Armour penetration** up to 300 mm for LAW, 350 mm for ILAW, **Calibre** 66 mm, **Type** disposable rocket launcher

SMI SMAW

The 'Shoulder-launched, Multipurpose Assault Weapon was originally developed during the Cylon War, and deployed by the Colonial Marine Corp, to combat Centurions and armour vehicles. It actually consists of an 83mm Rocket tube and a 9mm spotting rifle. It is reusable but has (as usual) problems with back blast. Although a user can fire the weapon whilst prone, this means that part of the back blast will then hit them. It is effectively a two man weapon with the Assistant Gunner needed to make the operation of loading move smoothly. The 9mm rifle uses a specialised tracer cartridge, which also means that the firer might be spotted before getting off the shot (certainly this became a practice amongst Centurions and SMAW users learnt early on, not to fire the tracer round). A set of iron sights come with the SMAW but a more accurate sight can be fixed to it as well. Despite its age, the basic system is still in service with the CMC although its rockets have been updated.



Weight: 7.52 kg unloaded launcher plus 4.3 to 6.9kg rocket in canister, **Overall length:** 825 mm (launcher), about 1370 mm (ready to fire w. HEDP round), **Effective range:** up to 250 m (500m max), **Armour penetration:** HEAA ~ 580-600mm (23-24") RHA; **HEDP** 25mm (1") RHA or 30cm (12") brick wall or 20cm (8") concrete wall, **Calibre:** 83 mm rocket + 9mm spotting rifle, **Type:** reusable rocket launcher

VZ RPG 7:



Virgon had originally bought the RPG design from AMA and then went on to make a licensed copy. Eventually they produced their own variant which was known as the RPG 7. In this guise it was used during the Cylon War. This shoulder-fired Rocket Propelled Explosive has a stated range out to 1300m but the widely-known effective range is much shorter - about 800m. Unguided, it was designed to take out light tanks and vehicles when it was originally designed but improvements in tank design since

then make them effective only against civilian or lightly armoured "soft" (including Cylons) targets due to its simplistic warhead.

Weight: 6.3 kg unloaded, with PGO-7 telescope sight, **Overall length:** 650 mm, **Effective range:** 200-500 meters, **Calibre:** 40 and 70 - 105mm warheads, **Amour Penetration:** 200-500mm depending on warhead **Type:** recoilless launch + rocket booster

FLAME THROWERS & THERMOBARIC WEAPONRY

Flame Throwers have continued in use, through one mechanism or other, throughout Colonial History. At different times attempts have been made to ban or outlaw them but they have continued to have specialist uses that have always kept them in being. During the wars between the colonies flame throwers were used to take out bunkers and other fortifications or to destroy other structures. Their use could sometimes be feared to the users as the normal use of such devices was to incorporate two tanks on a mans back. A stray, or deliberate, shot could see the tank explode, taking the user and any nearby, with it.

More modern flamethrowers are much lighter and have been designed for limited 'clearance' use, especially on board starships where the flames engendered can be limited. Use of a flamethrower in a limited space does far more damage than might be expected and in cases where only a limited air supply exists they have the extra advantage of burning up all the oxygen in that area. For this reason ship boarders using this weapon are using equipped with pressure suits.

Thermobaric weaponry was a logical extension of the use of flame weapons. They produce a blast/fire wave of significantly longer duration than those produced by normal explosives. They rely on oxygen from the surrounding whilst most explosives contain their own oxidiser and can reach temperatures high, and long enough, to destroy vehicles, structures and even Cylons. Their use against Cylons was found to be effective and a number of weapons were introduced to take advantage of this. Regrettably, Cylons had the mobility so that thermobaric's were only of use in limited circumstances. Nor can they be used underwater, at high altitude or in adverse weather. However, they have significant advantages when deployed inside confined environments such as tunnels, caves, and bunkers. Due to various problems encountered with the systems little research has been made in producing additional such weapons in the last 40 years, although a number of Thermobaric grenades are now being produced for use in the heavier grenade, or rocket grenade, launchers.

Scorpia Army Munitions Flamethrower



Scorpia Army Munitions (known as 'SAM') is one of the precursors to Scorpia Military Industries. Their standard flamethrower consisted of a set of tanks containing fuel and propellant connected to a projector by a flexible rubber pipe. The wearer was issued a gas mask, gloves and, where possible, flame retardant clothing. Heavy, cumbersome and dangerous to the user, Flamethrower operators ranged from the highly brave to the very worst of soldiers, picked for the worst of jobs. Incidents are not uncommon in Colonial History of Flamethrower operators being immediately executed on capture. Or worse.

The two outer cylinders are inflammable liquid and the central cylinder propellant gas. The gas propels the liquid fuel out of the cylinder through a flexible pipe and then into the gun element of the flamethrower system. The gun consists of a small reservoir, a spring-loaded valve, and an ignition system; depressing a trigger opens the valve, allowing pressurized

inflammable liquid to flow and pass over an electrically-heated wire coil igniter and out of the gun nozzle.

Contemporary flamethrowers can incinerate a target some 50–80 meters (165–270 feet) from the gunner; moreover, an unignited stream of flammable liquid can be fired and afterwards ignited, possibly by a lamp or other flame inside the bunker.

One very uncommon danger, exaggerated in films, is that for the tanks to blow up and kill the operator if hit by enemy fire. In fact, should a shot hit the tank, due to the pressurisation in them, the operator will normally be knocked forward but the fuel will just leak out. An incendiary round *might* ignite the fuel inside the tank but few are likely to penetrate and fewer still are fired.

Weight 19.5 kg empty, 30.8 kg filled, **Effective range** 20 m, **Maximum range** 40 m, **Feed system** 2 (2 gal) Gasoline tanks (fuel) & 1 Nitrogen tank (propellant)

Vectris M101 Light Flamethrower

The Vectris was introduced into various marine forces before unification of the colonies and continued (even to this day) to be issued as a specialised boarding weapon. It has also found a more common use in the Colonial Revenue and Customs (CRC) customs patrol units in the war on drugs and, occasionally, for decontamination duties. It consists of a long barrelled projector which contains a fuel source for the igniter (a pilot light) and a small laser rangefinder. A sling is provided for the operator as the device is hard to control without one. Underneath a pressurised container that contains both fuel and propellant is attached via a screw mount. New containers are easy to fit in but require 20



seconds to screw into place. Despite being much lighter it has a good enough range for its duties. A common tactic amongst boarding crews using this is to flame an area, let it eat up most of the oxygen, and then storm in. Depending on the sophistication of the ship being boarded this can be a very effective tactic. Units using this weapon normally wear pressure suits.

Weight 2.5 kg empty, 8.8 kg filled, **Length:** 820mm, **Effective range** 15 m, **Maximum range** 30 m, **Feed system:** single, multi-fuel, cylinder.

Dete 2k4 NGM

The Dete 2K4 Nitrous-Gel Mix (NGM) flamethrower is one of the most recently adopted flamethrowers in existence. Unlike normal flamethrowers the NGM can use two fuel mixes. The normal fuel based one works like any normal flamethrower and is ignited by a pilot light at the nozzle end. However, a secondary pipe also allows the NGM to spray a wide 'gel droplet' application into an area at very high pressure. The correct mix is determined by a small computer that uses an ultrasonic detector to measure volume and then fires a small shell, igniting the gel. Effectively this is a fuel-air munition device and has some serious drawbacks at the moment, the least of which is the short firing range of the shell, only 15 metres, although any delayed time igniter would also do the job. The Colonial Marines have bought several for testing and various Colonial governments have also bought this specialised weapon for use against static positions. At the moment its use as an FAM has been banned in space under Colonial laws. A backpack conversion allows this weapon to be fitted to the shoulder of an exo-skeleton for use in space. In those cases feed is via a pipe to extra cylinders.

Weight 6 kg empty, 9.5 kg filled, **Length:** 970mm, **Effective range:** Flamethrower 25 m, **Gel:** 15m, **Maximum range:** Flamethrower 50 m, **Gel:** 10 minutes (time the FAM is active & can be activated by delayed ignition system), **Feed system:** Two cylinders



Dete 2k4 NGM Flamethrower

Thraxon F202

In service with several planets during the Cylon War, the Thraxon (now known for their Viper weaponry) F202 was built as a simple and easy to deliver thermobaric rocket launcher. Originally the F202 would have also been able to launch HEAT missiles but production issues meant that none of these were actually produced. Compared to a flamethrower it had a long range and the fact that it had four rounds meant that it could deliver a high rate of fire power, especially as the reload came in a four round clip ready to just load into the launcher.

Regretfully, although it was effective against Cylons (burning at 1800-2200°C for several minutes), various problems quickly surfaced with various incidents of rockets exploding as they were being loaded. These were variously put down to design flaws, poor quality control and even Cylon infiltration of factory controls, but the conflict was so vast and deadly that the F202 continued to be used. Although most weapons are now in store, the rockets they fire must be replaced and checked frequently to ensure that there is no degradation of safety standards.

Weight: 5.22 kg unloaded, 12 kg loaded with clip of 4 rockets, **Overall length:** 686 mm empty launcher, 883 mm loaded with clip, **Effective range:** up to 200 m (750 m maximum), 15 m back blast, **Calibre:** 66 mm



AMA Rocket Propelled Ordnance Series



Unlike the more complicated F202, Arelons RPO series rockets are easier to produce and many were provided both during and after the Cylon War. Although fitted with iron sights, some made use of more sophisticated aiming methods. The missile itself is nothing more than a thin-walled container loaded with Fuel-Air Explosive (RPO-A), smoke composition (RPO-D) or Incendiary composition (RPO-Z), with four folding fins at the base. The blast effect of the thermobaric / FAE RPO-A warhead, which contains about 2.2 kg of Fuel-Air

Explosive is roughly equivalent to the blast effect of the 107mm HE artillery shell. Upon explosion, RPO-A warhead generates the cloud of high-temperature flame (blast) which is about 6-7 meters in diameter (blast radius 3 meters or more). The blast cloud lasts as long as 0.4 seconds, thus allowing for significant incendiary effect in addition to the massive pressure wave. Although less effective than other Thermobarics, it was more than capable of knocking out a Cylon Centurion.

Weight: 12 kg complete, **Overall length:** 920 mm, **Effective range:** up to 200 m (1000m maximum), **Calibre:** 93 mm, **Type:** recoilless rocket

HEAVY GRENADE LAUNCHERS

Originally most grenade launchers were termed as support weapons but now they can be divided into two principal types. Those attached to, or operating as, standard infantry weapons, and those heavier dedicated launchers that can have larger magazines or even belts of grenades. Although some of these are quite light, others need to be tripod or vehicle mounted and cannot be fired without such support (contrary to what you might see in the tri-vids from Caprica).

Caprica Arms L307 (G-7)



The original Caprica Arms L307 was in production before the start of the Cylon War in a licensing agreement with Morita Armaments, but with the loss of the munitions plant that produced the advanced 25mm grenades being used by the L307, production was switched to making licensed copies of the CAL 190. Forty years on and recovery of many of the original production techniques used by Morita have once again allowed Caprica Arms to field the L307.

The argument over the difference between the heavier, 40mm grenades and the newer 25 mm grenades is sure to be long-lasting as each has different goals in mind. The lighter grenades tend to be more accurate and, with the correct load, are still capable of taking down Cylons with less collateral damage. In addition the launcher itself is lighter and can fire more ammunition – the same arguments used for the original step down in calibre of small arms. As efficiency of the ammunition increases, less of it is needed to achieve the same goal. The launcher can be used either on lightweight infantry tripod, or on vehicle mounts, manually or remotely controlled. In vehicle or fixed mounts a dual ammunition feed can be achieved allowing for a choice of warheads. An integral sight comes with the L307 which gives full compensation for range, weather, humidity etc which gives this weapon superior accuracy in comparison to most of its compatriots.

Deployment is designated for cavalry units of the Colonial Guard and various governments have also taken an interest. Caprica Arms are looking at providing a similar system in 30mm for the Virgon government.

Weight: 22.7 kg complete with tripod mount and sight / fire control unit, **Overall length:** 1328 mm, **Effective range:** up to 2000 m against point targets, 3600 m maximum, **Calibre:** 25x59mm

CAL GL190/GL1

This weapon was the standard Caprican and Virgon squad grenade launcher before unification (Caprica was withdrawing its 190's in favour of the Caprica Arms 307). Events overran the colonies and the 190 (later designated the GL1 under standardisation) went on to provide essential support during the Cylon War. It is estimated that over 50000 CAL190's were finally produced. Many of them still serve in reserve units. Ammunition is fed using special disintegrating belt; when rounds are fed into the chamber, links stay on the case and are ejected from the gun along with spent cartridge cases. Ammunition is usually supplied in belt boxes with capacity of 32 or 48 rounds. A loaded 32-round box weights about 19 kg. The CAL 190 grenade launcher is fitted with dual spade grips, and can be fired in semi-automatic or full automatic modes. Alternatively, electric trigger pack can be installed for remote controlled mounts. It should be noted that the grenades used on the CAL are not compatible with those normally fired from infantry weapons.

Weight: 35.3 kg gun body plus 20 kg M3 tripod mount or 9.1 kg lightweight tripod mount, **Overall length:** 1095 mm, **Effective range:** up to 1500 m (point target); 2200 m maximum range, **Calibre:** 40x53mm High Velocity



Picon Automatic Grenade Launcher - PAGS3



This small automatic grenade launcher was developed as a more lightweight alternative to the already proven and successful Leo LAGS-17 weapon (of same calibre but double the weight). It can be easily carried through the battlefield by a single man; its proprietary lightweight mount provides a wide arc of fire and allows for indirect fire at longer distances. This weapon is used mostly in infantry fire support applications, and also is installed on several Infantry Combat Vehicles. It is fed from special belt drums that hold 29 linked rounds, the same as used in the Leo LAGS-17.

Loaded belt drum weights about 14 kg (31 lbs) The GL can fire in single shots and full automatic modes and a 2.7X magnification optical sight is provided as well as backup iron sights. Introduced early on in unification, the PAGES-3 went on to become a common sight during the war but started to be withdrawn after standardisation led to the wide scale adoption of the 40mm grenade instead of the 30mm used by the PAGES-3. Picon then introduced the PAGES-19 which fires a 40mm grenade instead and is still in use with various colonial units.

Weight: 16 kg gun complete with tripod, 30 kg fully loaded with 29 rounds, 32 kg PAGES-19, **Overall length:** 1100 mm, **Effective range:** up to 800 m point targets; 1700 m maximum range, Calibre: 30x29B (PAGES-3) or 40mm x 46 (PAGES-19)

Picon 6G27

Picon's latest entrant into the Grenade Launcher market was in response to CAL and SMI's domination of the market place. They decided to produce a lighter squad weapon as an integral package. What is more remarkable is that Picon provide the weapon in a variety of calibres, both for certain sections of the Colonial Government and also for the militaries and militias across the colonial system. They have achieved this with a robust marketing scheme and by the fact that their system is quite simple and cheaper than either the GL4 or the newer GL7 and, above all, has a longer range. In Colonial terms this is designated the GL6.

The principal difference with this gun is that it uses 'caseless' rounds pre-loaded at the factory and sent, sealed, to units in the field. For combat use, belts are loaded into 20-round drum containers, which are attached to the right side of the gun. Firing controls include dual horizontal spade grips with thumb trigger in the middle, and a large cocking handle on the right side of the weapon. Balkan is equipped with optical sight and also can have back-up iron sights. The standard mounting is a tripod, inherited from PAGES-3/19 and improved with introduction of the gunner's seat at the rear. Picon also supply a vehicle mount adaptor. The Aeronon military has already finished purchasing their initial batch of 5000 launchers and are soon to buy more.

Weight: 32 kg unloaded on tripod + 14 kg loaded box with 20 rounds, **Effective range:** up to 2500 m
Calibre: 40mm x 46mm, 40mm x 53mm High Velocity, 30x29B



SMI GL-4



Although the CAL 190 had proven effective during the Cylon War, the need for a more lightweight version was seen as an urgent necessity. For a while a redesign of the PAGES-3, the PAGES-19 seemed an alternative but the Colonial Army required the continued use of the larger 40x53mm high velocity grenade. Picon, CAL and SMI went on to submit designs and the CDF eventually chose the SMI model, designating it the GL4. A great deal lighter, the GL4

can still be fitted with the same ammunition boxes, sights and electrical remotes as the GL190. Despite the advantages of the weapon the Colonial Army is already looking at a possible replacement in the Caprica Arms L307. In the meantime the Colonial Marine Corps will soldier on with the GL-4.

Weight: 18 kg gun body; 41 kg complete with tripod and video sight, **Overall length:** 940 mm, **Effective range:** up to 1700 meters against point targets, up to 2200 m maximum, **Calibre:** 40x53mm High Velocity

HEAVY MACHINE GUNS

Aerelon Heavy Industries KPV

The KPV was designed some time before unification to make use of the 14.5x114mm round used in Aerelon's own anti-tank rifle. Considered by some to be more of an anti-armour weapon, the first uses of this were on fixed mounts or vehicles. With the outbreak of the war, and the desperate need to curtail losses against the Cylons, a wheeled carriage was quickly pressed into service for the gun, allowing it to be towed behind light vehicles and quickly hauled across open ground (and in several instances broken down and packed on animals). The KPV saw service in this role and in multiple AA roles against Cylon Raiders, usually being put on a wheeled trailer and mounted in pairs or quads. After the war, the gun continued to soldier on in the same roles (Aquaria uses the same gun for many of its maritime patrol craft). Aerelon liked the gun for its ability to deliver a single, knock out punch, to Cylons and resisted withdrawing it for many years.

When they did, it was to replace it with a more modern weapon, still firing the same calibre but using an improved cartridge.

Weight: 47.5kg body, 161 kg including wheeled carriage, **Length:** 2000mm, **Effective Range:** 1600m, **Maximum Range:** 2000m, **Calibre:** 14.5x114mm, **Feed:** 40 round belt or 100 round boxes



Aerelon Heavy Industries JG-Q02



When Aerelon's military finally succumbed to pressure due to their use of the obsolescent 14.5x114mm round then in production they did not immediately replace their weaponry. They were, after all, also using the Colonial Standard 12.7x99mm round (they had swapped from a 12.7x107mm round before unification). Instead they invested in production of a more powerful 14.5x114 'caseless' round. To fire this round they also produced an updated version of the KPV, designated the QJG (Joint Gun, Q-model) which can also fire the older round as well.

The Type 02 is associated with a special low profile mount, which consists of an adjustable tripod with a turntable that hosts the gunner's seat, traverse and elevation mechanisms, and the gun cradle with built-in recoil dampers. When traversing, the entire turntable with gunner and gun is rotated; the rotation is controlled by a horizontal wheel located in front of the gunner. Elevation of the gun is controlled by another wheel, located to the left of the traverse control. The gun trigger is operated by the pedal. The entire system is said to be easily disassembled into five man-packs, each weighing 20 kg or less.

The Type 02 is typically fitted with a special telescope sight, installed on a parallelogram mount well above the barrel. The sight mount is attached to the gun cradle.

Weight: 75kg (QJG 02) or 110 kg (QJG 02G with wheeled mount) on AA mount / tripod, **Length:** 2400mm, **Feed:** belt, 50 rounds, **Calibre:** 14.5x114 mm

Caprica Arms HCG 312

Originally conceived at the same time as the L307 grenade launcher, the 312 was only in assessment phase at the beginning of the Cylon War and, due to its unique targeting computer, easily succumbed to Cylon infiltration. Years later, when the L307 was once again in production,

Caprica Arms lobbied for production of the 312 as well. In this they were well positioned as the gun was already tested decades earlier and, for many of its parts, it has interchange ability with the L307. Compared with many other heavy machine guns, the HCG (Heavy Calibre Gun) is quite light weight whilst still being air-cooled and belt-fed. It mounts the same integral sight as the L307, giving the gun crew excellent accuracy at long range.

Weight: 28kg gun body + 10 kg infantry tripod, **Length** 1670 mm, **Length of barrel** 1141 mm, **Feed** two belts 100 rounds (one from each side of the gun), **Calibre** .50BMG (12,7x99), **Effective range:** up to 2000 metres against point targets, 3600 metres maximum



CAL HCG21C (Pintle)



CAL's production of the HCG2 ended approximately 30 years ago as production switched to Leo Armaments instead. CAL then started production of an updated model called the 21. Designed for long lasting suppression fire, capable of being used as easily from door mounts as from a tripod, the 21C is designed for use by Airborne Cavalry units in the Colonial Defence Forces and versions of this see service in Armed Raptors. Standard sights are an iron mounted 'ring' sight but more capable sights can be attached instead. Feed can be either by normal belt or by a disintegrating belt fed into the gun by a flexible feed (as illustrated).

Weight: 27.2kg without mount or tripod, 36kg on mount. **Length overall:**

1689mm, **Barrel Length:** 914mm, **Effective Range:** 1850 metres, **Maximum Range** 6500 meters, **Calibre:** 12.7x99mm

CAL MHC2-14 Mini-Gun '6-Pak'

Following the debut of the Thraxon 34, several other companies attempted production of a similar, but lighter, weapons system. CAL finally produced the Multiple Heavy Calibre 2-14; a self-contained weapon that consisted of the gun, firing motor, rechargeable battery (good for some 3,000 rounds of continuous fire), electronic control box and mount, and special ammunition containers that held 1,000 rounds in belt. Theoretically, this system was man-portable (total weight in combat ready position with 1,000 rounds of ammo was 38.6 kg), but in practice the 6-pak system was too underpowered

and lacked effective range for airborne or AA applications, and had excessive rate of fire for most infantry applications. Furthermore, the need for battery power severely limited use of the weapon in the field, because electrical batteries have tendency to fail or exhaust at most inconvenient moments. Since the gun operates on external power, it is immune to dud / misfired rounds, which are ejected during the normal cycle of operation. Feed is provided either by linked ammunition, through the flexible chute. To properly operate the gun, it is fitted with electronics control box, which contains the battery, 'master arm' switch and fire controls (triggers). Typical feed arrangement uses a two 500-



rounds containers, connected to feed switch which automatically switches over to full container once another one is empty; this (at least in theory) allows for continuous fire, as the empty container can be replaced when gun still feeds and fires from another container.

Due to the problems with the weapon, it has tended to be relegated to either fixed positions, or provided for use on mobile mounts where it can replenish the battery from the motor and carry more ammunition. As with the heavier Thraxon, the '6-pak' has to be anchored or recoil will tip the weapon over. Despite these problems CAL has recently licensed the product to AMA for manufacture in 5.45mm calibre.

Weight: 10.2 kg gun body, 38.6 kg complete with tripod, integral battery unit, feed chute and 1000 rounds of ammunition in container, **Length:** 732mm, **Calibre:** 5.56x45mm

Leo HCG2

The Leo HCG2 (Heavy Barrel) has been in production, through a large number of different companies, for over 120 years now. Leo produces the gun for the Colonial Government although, at different times, Picon, CAL, SMI, GEC and various smaller companies have also produced this weapon. Solid, reliable and easy to emplace (although heavy), the HCG2 can be found in nearly all militaries throughout the colonies. Despite various substitutes, the HCG2 is likely to continue in production for years to come.

Weight: 38 kg MG, 58 kg complete with M3 tripod, **Length:** 1650 mm, **Length of barrel:** 1140 mm, **Feeding:** belt, **Calibre:** .50BMG (12.7x99mm)



MEC [Military Electrics Corporation] Thraxon 34 Rotary Mini-Gun



MEC are better known for their range of Viper mounted 30mm canon and have retained that market lead from before unification to the present day. When the nascent Colonial Marines and Army forces wanted a sustained fire weapon, it was natural for MEC to come to the fore with a rotary-barrelled 'mini-gun'. The resultant weapon was quickly put into production and saw service during the Cylon War and ever since (it is still in production).

The gun relies on being able to pour a staggering amount of firepower into enemy positions by a rotating set of six barrels, thus allowing higher rates

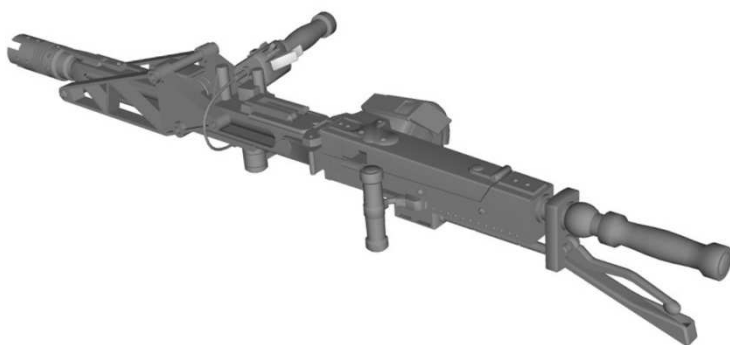
of fire without either wearing out the barrels too quickly or over-heating the gun. The weapon must be firmly entrenched or anchored down or its recoil will tip the gun. Movies showing men using similar mini-guns are just props. Unfortunately, however, Cylons are capable of using the mini-gun on their own, although they are somewhat encumbered by the large amounts of ammunition they also have to carry with them.

Weight 24-30 kg gun with motor and feeder/delinker, less ammunition container and power source, **Length** 801 mm, **Barrel length:** 559 mm, **Feed:** belt in 1500, 3000 or 4500 round containers, **Calibre:** 7.62x51mm

Tacatta Arms M56A1

The M56A1 is the companion machine gun to the X-52 Pulse Rifle supplied by Tacatta Arms. Based on the 4.5x28mm caseless round, the M56A1 could be fed either by belt or box. The gun can be used on a tripod or in remote mounts but must be used with a support harness to absorb recoil if used on the move. This decision, whilst allowing the gun to achieve rates of fire that matched heavier weapons, also means that it cannot be used from the prone position without connecting it to a supporting bipod/tripod. This limitation became one of the most hated features of the machine gun. As with the X-52, the gun was withdrawn following the destruction of the Advanced Ammunition Facility on Gemenon.

Sighting is usually done using a compact and very sophisticated ballistic computer/range-finder that can wireless transmit into a heads-up-display in the firer's helmet. Again this aspect of the weaponry was found to be very prone to Cylon Infiltration. The ammunition used is



either a 120 round box, a feed to a backpack drum of 400 rounds or by a disintegrating belt. In order to operate the gun a small battery/capacitor pack must also be carried which is housed in the rear part of the gun itself. It can be recharged by access to any standard electrical outlet.

Weight: 12.2kg without tripod, **length:** 1120mm, **Barrel length:** 740mm, **Magazine:** 120 round boxes, 400 round flexi feed box or belt in 4.5x21mm caseless.

Recoil harness weight: 8kg. **Tripod Weight:** 15 kg

VZ/AMA Accord



Although Virgon has primarily taken on board the necessity for producing weapons in standard colonial calibres, they originally used cartridge sizes similar to that of Aeron and indeed had bought a good amount of weaponry from that planet (as well as others in the colonies). Their original 12.7mm heavy machine gun had been the Aeron Heavy Industries Duegor. By the time of unification though, they had already accepted the need to standardise the cartridge from the heavier Duegor 12.7x108mm to the relatively standardised 12.7x99mm round instead. Taking advantage of better manufacturing techniques, they produced their own replacement – the VZ Accord. In a twist of fate they then re-licensed the Accord back to Aeron, although production was undertaken by Aeron Military Arsenal and not AHI. The weapon is an accepted heavy machine gun and can be found on a variety of planets.

Weight: 24 kg (gun body) plus 16 kg (tripod) or 7 kg (lightweight mount with bipod), **Length:** 1980 mm, **Feed:** belt 50 rounds, **Calibre:** 12.7x99 mm



ANTI-MATERIEL RIFLES

The original Anti-Materiel Rifles were developed to penetrate the light armour of the first primitive tanks. As the tanks armour grew, so did the need to provide a larger or more powerful cartridge to deal with it. After 30 years the armour developed sufficiently to the degree where a rifle in anything less than 20mm was found to be useless and so the anti-tank rifle became obsolete.

The re-development of the Anti-Materiel Rifle began two years after the beginning of the Cylon War. It was discovered that the standard rifle ammunition used by Allied Colonial forces were proving ineffective against the heavily-armoured Cylon Centurions. A desperate search began for weapons capable of stopping the Cylon threat and still be man-portable. To begin with, these were little more than copies of weapons still held by collectors and museums. Soon, more accurate versions were produced and these are affectionately known by their users as "Cylon-busters." These rifles were chambered in ammunition commonly used in heavy machine guns or light cannons.

AUG .50HS



The AUG .50HS is a relatively recent arrival for AM Rifles. However, unlike most other weapons in this category, AUG do not manufacture the gun as a 'Cylon Buster' but rather as a counter-sniper weapon. Although the weapon

is offered in the standard 12.7mm cartridge, AUG also offer the gun in their own propriety cartridge of .460 AUGS which is just as powerful but has a flatter trajectory than the standard round. Its major problem from the military stand point is that it is only a single shot weapon. This is of less concern for law enforcement uses and the .50HS has seen most sales in that area, where finer accuracy is needed, especially with the .460 cartridge. A Picatinny rail and an integral folding, adjustable, bipod is fitted as standard.

Weight: 12.4 kg, **Overall length:** 1370 mm, **Barrel length:** 833 mm, **Magazine capacity:** Single Shot 12.7x99 or .460 AUGS

Picon 82A2 Heavy Special Application Scoped Rifle

At over 33 pounds, the Picon 911 may well be under half the weight of heavy machineguns which used to be the only infantry weapons to fire the same large-calibre round this rifle fires. Unfortunately it is still a very heavy weapon to carry and operate. 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. The 911 has been designed to work in both sub-zero temperature and desert climes. Although it can be carried by a sling in the field, this is highly uncomfortable for any length of time and the gun is normally carried in a soft or rigid case. The gun unfortunately has a reputation of being a sand trap and requires careful maintenance and cleaning.

Weight: 12.9 kg, **Overall length:** 1448 mm, **Barrel length:** 737 mm, **Magazine capacity:** 10 round box of 12.7x99
Max Effective Range: 1800 meters

Leo - Berenger-50



The Leo Berenger-50 is now three decades old and, until recently, was the standard Marine Anti-Materiel Rifle. It has since been replaced in service by the Picon 82A2, although there have more than a few complaints about that. The LB-50 has built in folding & adjustable bipods, a monopod at the stock and multiple picatinny rails. It is bolt

operated and uses a five round box magazine. Its lighter weight and length, however, allow it be manoeuvred far more easily than the Picon, though, and the weapon has now found its way into the shooting enthusiast market and law enforcement.

Weight: 10.3 kg, **Overall length:** 1350 mm/ 1050 mm folded, **Barrel length:** 800 mm, **Magazine capacity:** 5 round box 12.7x99

AMA-HV2

The HV2 rifle was designed at the same time as Picon's entrant onto the market and it saw itself in the same evaluation competition. Unfortunately AMA only stock the weapon in 12.7x108mm instead of the standard 12.7x99mm round and it was the standardised cartridge that won out.

The HV-2 is a manually operated, bolt action rifle with conventional rotary bolt locking. Bolt has dual frontal locking lugs. Free-floating barrel is equipped with the massive muzzle brake. It is normally fitted with side-folding butt stock with adjustable cheek piece, folding bipod, and a detachable rear monopod under the butt. Feed is from detachable box magazines. Rifle is fitted with iron (open)sights on folding bases, and a Picatinny-type rail is provided for installation of the telescopic or night sights.

Weight: 11 kg, **Overall length:** 1450 mm/1100mm folded, **Barrel length:** 850 mm, **Magazine capacity:** 5 round box 12.7x108



CAL Mk I 'Boyes' .55in Anti-Material Rifle



Based on a museum piece housed in the Delphi National Armouries, a museum on Caprica, DNA handed over their few copies of this weapon to the Caprica Arms Laboratories who quickly updated the gun and produced the basic outlines for manufacture. The plans were then widely distributed throughout the colonies for local production. Named after the original inventor, a Captain Boyes, the Mk1 is a

bolt action rifle fed from a five-shot magazine, the weapon is large and heavy with a bipod at the front and a separate grip below the padded butt. In order to combat the recoil caused by the large 13.96mm round, the barrel was mounted on a slide, and a shock absorber was fitted to the bipod along with a muzzle brake on the barrel. Despite its recoil slide and cushioned butt-pad, the felt recoil of the weapon (along with noise and muzzle blast) was terrific, frequently causing neck strains and bruised shoulders. Consequently, the Mk1 was almost never fired as a free weapon (i.e. not affixed to a support) except in emergencies.

Other improvements over the original weapon included the use of chromed parts and the introduction of a more powerful cartridge compared to the original. Although the gun saw extensive service as a 'Cylon Buster' it was a heavy and bulky weapon to utilise easily. However it came into its own in fixed positions where it could generally outrange many of the other conventional weapons in use. The biggest problem was the off-set sights.

By the end of the Cylon War, CAL's Mk1 AMR was clearly obsolete and problems with ammunition production in such an old calibre had caused its own problems. CAL had foreseen this and had introduced the MK2 in 12.7x99mm and the Mk3 in 12.7x108mm calibres, both with picatinny rails to support additional sights.

Weight: 16.3kg, **Overall length:** 1626mm, **Barrel length:** 910 mm, **Magazine capacity:** 5 round box 13.9x99

CAL MkV 'Boyes' .50in Anti-Material Rifle

The Mk5 Boyes AMR is quite different from its predecessor. Incorporating a barrel compensator to significantly reduce the recoil, the Mk5 makes the best use of high density polymers and manufacturing techniques to reduce the overall weight from the gun. A top mounted picatinny rail allows a specialist off-set sight to be easily mounted. The tell tale sign of the gun, a top mounted 10 round box, is still the main feature of the gun and it operates as a semi-automatic weapon in normal operation. A bolt action is provided to allow the bolt to be cleared easily or to allow the insertion of individual specialist rounds instead of using the box. Comes with integral bipod and SUSAG sight (not included). The Mk5 has seen sales amongst the Aquarian Navy where it has replaced the older model Solothurn S18-1000 and also amongst light troops around the colonies.

Weight: 10.3kg, **Overall length:** 1263mm, **Barrel length:** 910 mm, **Magazine capacity:** 10 round box 12.7x99mm or 12.7x108mm



Scorpio Military Industries AMR-1 Anti-Material Rifle



Credited as the Colonies' first anti-material rifle, the AMR-1 was a single-shot, bolt-action rifle that fired a large 13.2x92mm cartridge originally developed for a heavy machine gun. This was also the first rifle designed for the sole purpose of destroying armoured

targets. As with the Boyes (qv) this weapon was selected for fast production in any machine shop that could make it. As with the Gladiator Rifle, this resulted in a number of flaws in the haste to produce and ship the weapon. Unlike the Gladiator though, the basic simplicity of the Rifle meant that those flaws were dealt with far more easily. As with the Boyes, one of the worst problems was remanufacturing the gun in the original calibre. However, the AMR2 took the route of increasing the calibre and uprating it to the 14.5x114mm round which was far more common. Regrettably this increased the weight of the gun. SMI and other firms manufactures approximately 40,000 of the two types. As a basic rifle, the AMR1 & 2 soldiered on throughout the Cylon War and was to be found in reserve armouries for the two decades following it. Nowadays the gun only appears in collectors hands and is rare even then.

The gun has only iron sights and does not come with its own bipod - this must be acquired or manufactured separately.

Weight: 17.7kg (AMR1), 18.5kg (AMR2), **Overall length:** 1680mm, **Barrel length:** 984 mm, **Magazine capacity:** Single shot 13x92mm (AMR1) or 14.5x114mm (AMR2)

VSSK M.SS.4-1 & 4-2

A rare bullpup type weapon, this weapon was in service on Virgon at the start of the Cylon War and utilised a specialised high-velocity 7.92x94mm round, designed to take on lightly armoured robots and vehicles (in order to reduce collateral damage). After the start of the war, VSSK rapidly retooled their production



line to commence production in 12.7x99mm calibre but went over to pressed stampings to reduce weight. Virgon's armed forces enjoyed the use of this weapon almost exclusively, although one shipment was sent to Tauron in an effort to bolster the defence of that world. The 41 or 42 antitank rifle was equipped with non-adjustable iron sights, mounted on folding bases and zeroed for 500 meters. To reduce the felt recoil, a muzzle brake was installed on the barrel and a soft shoulder pad was attached to the shoulder stock. Rifle was normally fired from integral folding bipod. Despite housing a 5 or 10 round magazine, the weapon is still bolt operated. However that mechanism is operated by twisting the pistol grip up to reload a new round.

Weight: 13kg (both), **Overall length:** 1360mm, **Barrel length:** 1100 mm, **Magazine capacity:** 5 or 10 round magazine in 7.92x94 (Mss4-1) or 12.7x99 (Mss4-2)

Tauron Defence Industries Lahti L3



Perhaps one of the heaviest anti-material rifles ever used in the colonies, the Lahti uses the same large 20mm round that is common in most AV chain guns. The gun can be carried by one man but only just. It is semi-automatic as well as single shot and that ability stood the defenders of Tauron in good stead as it helped slow down the

inexorable advance on their world. So did the ability to put it onto a tripod or fixed pintle mount. The gun has an unusual heavy bipod, allowing it be used on the softer ground of Tauron's swamps and snow. When fighting in urban environments, users tend to swap this for a lighter bipod, cutting out nearly five kilos of weight. Although thought to be obsolete, the Tauron government held onto its stock of L3's for long after the end of the war. All the weapons are due to be sold off as surplus within the next few years, although the gun has seen some limited use in testing newer versions of the 20mm cartridge.

Weight: 49.5kg, **Overall length:** 2240mm, **Barrel length:** 1300 mm, **Magazine capacity:** 10 round magazine in 20x138

Caisson PTRS



Unlike other designs used during the Cylon War, the Caisson, manufactured by Pipe & Tank Recovery Systems (manufacturers of heavy duty pipe work and other systems for the Fusion industry) was built from scratch. Over 200,000 of these



simple weapons were produced by PTRS who actually built at least two new factories and a munitions work to accommodate demand. They produced armor-piercing bullets with tungsten cores that dealt easily with the early Cylon models but which struggled with the more heavily armed Soldier types. Its biggest drawback was the limited effective range of the gun - only 3-400 metres although its overall range was closer to 1500 metres. It comes with a folding bipod and a carrying handle but only has iron sights.

Weight: 20.9kg, **Overall length:** 2108mm, **Barrel length:** 1300 mm, **Magazine capacity:** 5 round magazine in 14.5x114mm

Aquarian Maritime AMRR20

The AM Recoilless Rifle 20 was developed at the height of the Cylon War. It is a bolt-action single shot weapon but is very light weight in comparison with the other Cylon Busters that were produced.

Specially designed cartridges have 'blown-out' bases that allows the hot gases to escape both ways - to the front, pushing out the projectile, and to the rear and out of the funnelled breechblock / nozzle, to provide reactive force and countering recoil. Unlike most other anti-tank rifles, Carl Gustav m/42 recoilless anti-tank rifle is designed to be fired from the shoulder. It is provided with shoulder rest, located below the barrel and near the point of balance, and a pistol grip with trigger. It also can be fitted with light bipod to be fired from prone position. Standard iron sights are calibrated to 300 meters range, and an optional telescope sight was available for this gun. Aquarian Maritime found that the solid shot round was only just sufficient to do the job against the more heavily armoured Centurions and so they introduced a HESH round in the same calibre which gave far superior penetration. Perhaps one of the strangest elements about the weapon was that it was never actually issued on Aquaria but was instead shipped off to various militias across the Colonies. Manufacture of the weapon ceased just before the Armistice in order to concentrate on production of the Karztov T86 Rocket launcher.

Weight: 11kg, **Overall length:** 1450mm, **Barrel length:** 1300 mm, **Magazine capacity:** Single shot 20x180mm rcl or 20x200mm HESH



Solothurn S18-1000



Built before Unification, the S18-1000 was the standard anti-tank rifle of the Aquarian Armed Forces and, as such, saw action in Marine actions across the Colonies as the AAF Marine's joined up with other Marine Forces from across the

colonies. Although portable, the gun is far too heavy for long range patrols or actions. A fully automatic version (the model 750) is found in quad and dual mounts on patrol boats in use on Aquaria. The feed is from detachable box magazines, which are inserted horizontally from the left. The barrel was equipped with muzzle brake to decrease heavy recoil. Weapon is fitted with adjustable folding bipod under the barrel jacket, and a folding monopod under the butt. Solothurn S18-1000 anti-tank rifle was equipped with iron sights, adjustable for range between 100 and 1500 meters, and an optional 2.5X telescopic sight can be installed for more accurate fire. A Picatinny rail was fitted to these weapons shortly before they were withdrawn from service.

Weight: 51.7kg, **Overall length:** 2170mm, **Barrel length:** 1447 mm, **Magazine capacity:** 10 round magazine in 20x138mm

Mortars

Mortars had existed as a form of heavy artillery for centuries, but 100 years ago the Scorpion Army introduced a limited number of small, cheap, portable minenwerfers, which were breech-loading, low-trajectory mortars. Other armies quickly copied the minenwerfer, and the following year, the Leonid engineer Wilfred Stokes developed the grandfather of all current infantry mortars, the 3-inch muzzle-loading Stokes mortar. This weapon was much simpler to manufacture than artillery and therefore was employed extensively in all armies during the war.

All manoeuvre units require indirect fire to win. Mortars provide unique indirect fires that are organizationally responsive to the ground manoeuvre commander. Military history has repeatedly demonstrated the effectiveness of mortars. Their rapid, high-angle, plunging fires are invaluable against dug-in enemy troops and targets in defilade, which are not vulnerable to attack by direct fires. Although they are part of the total fire support system, mortar sections and platoons are not simply small artillery batteries. They play a unique and vital role on the Air-Land Battlefield.

Mortars allow the manoeuvre commander to quickly place killing indirect fires on the enemy, independent of whether he has been allocated supporting artillery. Heavy forces use carrier-mounted mortars to allow the mortar platoon to move cross-country at speeds compatible with the battalion task force. Light forces use wheeled vehicles or hand carry mortars into firing positions. Some companies have light mortars that can be man-packed across all terrain. All mortar sections and platoons exist to provide immediate, organizationally responsive fires that can be used to meet the rapid changes in the tactical situation on the Air-Land Battlefield.

The urban environment greatly restricts low-angle indirect fires because of overhead masking. While all indirect fire weapons are subject to overhead masking, mortars are less affected than field artillery weapons due to the mortar's higher trajectory. For low-angle artillery fire, dead space is about five times the height of the building behind which the target sits. For mortar fire, dead space is only about one-half the height of the building. Because of these advantages, mortars are even more important to the infantry during urban combat.

Not only can mortars fire into the deep defilade created by tall buildings, but they can also fire out of it. Mortars emplaced behind buildings are difficult for the enemy to locate accurately and even harder for him to hit with counter-fire. Because of their lightweight, even heavy mortars can be hand carried to firing positions that may not be accessible to vehicles.

Mortars can be fired through the roof of a ruined building if the ground-level flooring is solid enough to withstand the recoil. If there is only concrete in the mortar platoon's area, mortars can be fired using sandbags as a buffer under the base plate and curbs as anchors and braces. (This is recommended only when time is not available to prepare better firing area.) Aiming posts can be placed in dirt-filled cans

CAM-60C Commando Mortar



This is the lightest mortar available to troops on the ground. Its ability to be used single-handed by only one trooper gives a flexibility not enjoyed by sections utilising base-plate mortars where at least two men are required to operate the weapon effectively. Although the mortar can fire high-explosive, it is also very useful for using illumination and smoke rounds. These mortars are almost exclusively used amongst Colonial Marine and Airborne units where heavier support weapons are not available. They have also become popular amongst 'Alpine' type units which operate in broken terrain.

Weight: 5.7kg, **length:** 600mm, **Barrel length:** 540mm, **Magazine:** single shot, **Calibre:** 60mm, **Range:** 50-1600m

CAM-60B Light Mortar

This light weight, simple and effective artillery equipment can be carried and fired by one man, although most units break it down into two pieces for ease of transportation and in order to maintain a faster rate of fire. 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.

Weight: 18.6kg, **length:** 1000mm, **Magazine:** single shot, **Calibre:** 60mm, **Range:** 150-4000m



CAM-812 Mortar



The current standard Colonial Issue Mortar was caught up in one of the worst aspects of the Colonial Standardization Program with arguments coming in from all major manufacturers and branches of the Colonial Militaries. The argument was a simple one - would they standardized to an 81mm round or to an 82mm round. Although the argument seems trivial, the reality behind the argument was more to do with the perceived political support of such companies as SMI & LEO pitched against firms from Virgon and the Aeron Military Arsenal. There was also the problem of vast stocks of bombs sitting around in stockpiles to consider. In the end, the CAP resolved the issue by requiring a new mortar that could fire both types of rounds. Purchase of the CAM-812 would be made equally from all current manufactures at the time.

The CAM812 could have been expected to be a letdown due to the compromise but instead has provided the highest firepower and maximum reliability in the field. It is intended to destroy by curved-trajectory fire the enemy manpower in open, in light field shelters and trenches, as well in counter scarps.

Thanks to its high firing capacities, high accuracy and quick and easy operations, they are suitable for all types of combat, especially as indirect fire support for infantry, paratroops and armoured personnel carriers. All types of 81 mm and 82mm mortar Bombs can be fired from this Mortar. The Mortar can be found mounted on trailers, truck beds and in AFV's as well as being man portable.

Weight: 40.5kg, **length:** 1480mm, **Magazine:** single shot, **Calibre:** 82mm, **Range:** 80-4000m

CAM-120W 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.

Weight: 600kg, **length:** 1480mm, **Magazine:** single shot, **Calibre:** 120mm, **Range:** 200-7100m (10500 with improved ammunition)

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.



Grenades & Explosives

Grenades

CM-8-68: Grenade, Hand, Fragmentation



Now banned across the Colonies for use by both Colonial and Planetary Armed forces (as it can only be used against Humans), the Grenade is still found in various reserve inventories, in some Law Enforcement Agencies (including Colonial ones) and unfortunately by any number of 'Warlords' and criminals. Except in cases when used as an improvised explosive device, the grenade is ineffective against Cylon armour. A lucky hit *might* knock a Cylon down for some seconds. The grenade's fuse was an improvement over other fuses as it was designed to detonate on impact. However, should that fail, then the fuse would explode after the delay setting is reached. The delay setting varies according to ambient temperature with a delay of approx 4.5 seconds at 20 degrees Centigrade. Throwing distance is approx 40 metres

Weight: 0.39 kg, **Diameter:** 64mm, **Fuse type & Time:** Electrical Impact w delay Setting of 3-7 seconds. 30 in a box

CM-8-80 'mini': Grenade, Hand, Ball

The Mini 8-80 was developed as a law enforcement grenade and is filled with 1300 2mm balls and an explosive detonator. Due to their shape the balls lose velocity very quickly. Within 5 metres the balls can penetrate up to 12mm of steel plate. At 20 metres a ball will not even incapacitate a person (should it hit). Specifically designed for use in street and house fighting, the grenade does far less collateral damage than is normally found in this type. Throwing distance is approx 50 metres.

Weight: 0.165 kg, **Diameter:** 64mm, **Fuse type & Time:** Electrical Impact w delay Setting of 3-7 seconds. 30 in a box Game notes: Degradation



CM-8-8 HC: Grenade, Hand: Smoke HC



Designed to provide a dense white (or other colour) smoke for either signalling or concealing the movement of small units, the CM-8-8 HC is almost always restricted to the former role now-a-days or in the latter role as a diversionary device. Cylon Centurions were little effected by the smoke and although it obscured vision, it could not stop the sounds of a deploying unit or the sounds of an individual, which allowed the Cylon to still track (and fire) on the soldiers. (See CM-8-8a 'Screamer')

Weight: 0.681kg, **Diameter:** 63.5mm, **Fuse type & Time:** Pyrotechnic delay-igniting 0.7-2 seconds, **Burning Time:** 150 seconds, 16 in a box

CM-8-8a-HCN: [DG-50] Grenade, Hand: Smoke HC & Noise

Based off the CM-8-8 HC, the 8a contains a small white noise generator. Although the generator only lasts for 90 seconds, the noise effectively shields noise from a Cylon. Unfortunately, to allow for this unit to be 'tossed' as far as the CM-8-8, the amount of Pyrotechnic enclosed had to be lessened. However, this means the generator will run for longer than the smoke giving an additional advantage to units digging in after a move.

Weight: 0.681kg, **Diameter:** 63.5mm, **Fuse type & Time:** Pyrotechnic delay-igniting 0.7-2 seconds, **Burning Time:** 120 seconds., 16 in a box

Virgon licensed versions of Aeron's 'Screamer' grenades. The original CM-8-8 series of Colonial Grenades was based off an Aeron improved 'copy' of a Picon grenade. It was the Aeron 'copy', however, that became the CM-8-8a. These pictures are of Virgon's home produced DG-50, showing the range of smoke colours available. The white noise generator is contained in the base.



CM-8-14: Grenade, Hand: Incendiary TH3



This grenade was designed to let an individual soldier destroy equipment by providing an intense source of heat. The grenade burns at 2200 degrees Centigrade. The average throwing distance is about 25 metres. These grenades were used in enclosed spaces to buy both time by slowing down Cylon Centurions.

Weight: 0.9kg, **Diameter:** 63.5mm, **Fuse type & Time:** Pyrotechnic delay-igniting 0.7-2 seconds, 16 in a box



CM-8-84 Stun Grenade

The CM-8-84 stun grenade is a non-lethal, low hazard, non-shrapnel producing explosive device intended to confuse, disorient or momentarily distract potential threat personnel. The device produces a temporary incapacitation to threat personnel or innocent bystanders. Detonation in the presence of natural gas, gasoline, or other highly flammable fumes or materials may cause a serious secondary explosion or fire, resulting in death, or severe injury to friendly forces or unintended victims, as well as serious property damage.

Weight: 0.374 kg, **Diameter:** 44 mm, **Fuse type & Time** Delayed time of 1.0 to 2.3 seconds.



CM-8-AC3T



This is the current version of a venerable Aeron grenade design originally designed to deal with armoured vehicles (the AT1 & 2). To arm, the ring is pulled and the device thrown at the target. A drogue deploys behind it, completing the arming sequence and ensuring that the shaped head charge impacts correctly. The grenade does

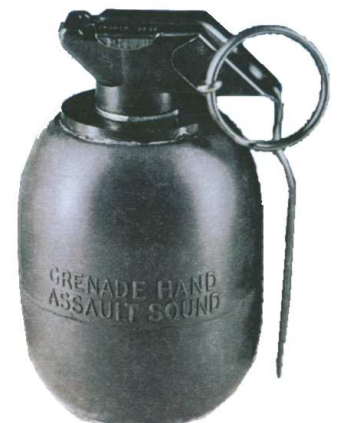
require a good deal of training to ensure hits against smaller armoured objects such as Centurions – the training grenade is the 3A.

Weight: 1.07 kg, **Diameter:** 56 mm, **Fuse type & Time:** Instantaneous Impact.

CM-8-G60: Concussion Grenade, Non-lethal

This grenade is a pure anti-personnel weapon designed to incapacitate much like the CM-8-4. It has a rubberised body and seven sub-munitions that function sequentially after they have been scattered. Each produces a loud flash and sound report to stun individuals. This is a hand thrown assault grenade.

Weight: 0.19 kg, **Diameter:** 68 mm, **Fuse type & Time:** Instantaneous Impact with 2-5 second delay



CM-4-RI Illuminating Grenade

This is the current version of the colonial flare grenade, used for illumination or possible signalling. The round is opened, the tube extended and then it is lent against a suitable support to point the muzzle in the desired direction. After unscrewing the cap, pull on the enclosed ring which will launch the grenade. At 400 metres, a parachute flare will deploy and ignite. The length of time of illumination is dependant on the height above ground. The grenade can be used as an improvised ignitor for other fuel sources.

Weight: 0.4 kg, **Diameter:** 40 mm, **Range:** 400 m, **Minimum burning time:** 20 seconds, 145000 candles output, 22 to a box, 4 boxes to one 50kg container.



CM-8-RC2 [P1/P2] - Riot Control

The riot control smoke puff charge RC1 saw some use during the Cylon War in control and riot situations. Indeed, the RC1 was even used by some Cylon Units against Civilians or to seize installations. Following the war, a second type was introduced by Aerelon based on the CM-8-8a-HC used during the war. In this case, the ring is pulled, and the grenade thrown into the rioters.

Once released the primer releases a deferred fire-ignitor which activates a number of 'puff' charges of tear gas. At the same time miniature blasts registering 130-160 decibels are also activated, effectively disorientating any one these are used against. Precautionary measures by the user are required (ear protectors & gas masks).

Weight: 0.25 kg, **Diameter:** 40 mm, **Fuse type & Time:** Pyrotechnic delay-igniting 2.5 seconds, 20 in a box



CM-8-BR 1/BR-2 'Fire-Jack' Extinguishing Agent

Introduced originally for use on board Virgon's registered merchant fleet some ten years ago, the 'Fire-Jack' has now been bought widely by various Colonial departments and especially by the fleet. The 'device' is a sophisticated extinguishing agent designed to combat fires by means of generating extinguishing aerosol to avoid damage to installed equipment, e.g. exchanges, distribution centres, archives, etc. The extinguishing agent is activated by either an electric igniter connected to the control system directly, or by having a small control unit attached to it. The extinguishing capacity of the basic generator unit is for 20 m3. Protection of larger premises is ensured using assemblies formed by BR 1 units.

The BR2 is a much smaller unit capable for use on vehicle fires and can be found mounted in many ground vehicles.

BR1: Weight: 3.7 kg + 0.3 kg for control unit, **Diameter** 162mm, **Volume of effect:** 20 m3

BR2: Weight: 1.2 kg, **Diameter** 90mm, **Volume of effect:** 4 m3



Game notes: Degradation

This type of grenade, at point blank range, will permanently reduce the armour of the object it hits by -1 step. i.e. a Soldier Centurion is hit by this grenade. It's armour is normally 4, it is now 3. Armour can never be reduced to less than half of its value or one, whichever is the greater.

Rifle Grenades:

Before Unification of the Colonies, use of Rifle Grenades had almost disappeared from use by front line units of the various regular forces. They were replaced by a mix of under-slung grenade launchers and OICW combinations. The Cylon War changed all that as more modern armaments became rare. To give some kind of stand off grenade capacity, the Colonies looked backwards and, once again, Rifle Grenades came to the fore.

Even after the end of the Colonies, these devices were still manufactured, and new ones designed, until, once again, the Colonies have reached the point that these are now obsolescent weapons, reserved for second-line and militia units.

One of the main reasons for this is the simple matter that a soldier can carry far more 30 and 40mm under-slung grenades than they can carry in the way of Rifle Grenades. There is also the matter of training and recoil. There are two principal ways of launching these grenades - one is the bullet trap method. A cartridge is fired and its velocity fires the grenade. Some grenades require specialist cartridges to do this job. The second actually allows a bullet to pass right through the grenade as well.

The problems this caused generally meant that Grenadiers were deployed in tag-teams. One Grenadier and one spotter, whose job was to provide both observation and fire-support. Normal doctrine calls for one tag-team to fire at a Cylon followed by a second. Whilst the second is firing, the first team will have redeployed.

It will be noted that nearly all the versions shown here are anti-armour grenades. Anti-Personnel grenades are not generally approved of by the Colonial Administration which saw horrific casualties caused by use of that type of grenade in various riots both during and following the Cylon War (and since). They have banned the use of anti-personnel grenades by Colonial Personnel (although not law enforcement). This was more of a political argument, the administration of that time wanting to draw a firm line under the differences between the military and law-enforcement agencies at a time when popular support for the military was at a low.

AMA Cup Launchers No 471/No 741/No 742



AMA had originally designed their grenade launchers for use against human and light armour targets in the ever constant conflicts present before the unification of the Colonies. Generally designed before the advent of under slung launchers, the idea was to give the ability to fire grenades to nearly every

member of a squad (save those using machine guns and heavy weapons). AMA designed a simple cup mechanism into which the grenade fits. A regular bullet is fired (the grenade has a hole running through it) firing the grenade. These types of grenade generally have a lower range than other weapons simply due to the lower power of the firing round. Small numbers of rounds with a higher velocity are available specifically for using these weapons.

AMA 471 fits onto the older model 47 (above, upper) and the 741 (above, lower) fits on the newer model 74's. A simple switch allows the gas that would normally re-cock the gun to be used to propel the grenade. Its only drawback being that a round has to be manually re-chambered afterwards. The Cylon War showed the need for flexibility between manufacturers and various types of these models have been produced, or provided with adaptors, for other weapons, even ones which have other model grenade launchers available for them. The 742 model is designed for use on 5.56x45mm and a very tiny quantity of 455 models are available for the .45ACP round. Due to the nature of these launchers, they have been found to be readily adaptable for other weapons found in the colonies, namely: G1A1 (471), AMA 90m (742), CAL C-36 (742), D107 HC (471), Milirem Model & Mini 14's (471), Martak Rifle (455), Zeus SMLE Mk4 (7756).

Weight: 0.7 kg 471, 0.85 741, **Length:** 42mm 471, 55mm 741

AMA 47& 74 CSRG (Colonial Standard Rifle Grenades) Series CM-8-47-1 Armour-Penetrating (AP). CM-8-47-5 General Purpose (GP). CM-8-74-3 CS CM-8-47-9 Illuminating.

Although AMA's models 47 & 74 are not to Colonial Standard, the number of units in reserve positions that utilise those weapons are too high for the weapons to be withdrawn by the Colonial Administration, especially in times of cuts and retrenchments.



In addition AMA's effective marketing team have adapted the simple launcher for these grenades for varieties of different arms throughout the colonies. Therefore, both the launchers and grenades were subject to the Colonial Standards committee. This means that a standard type and quality of grenade is generally available in many reserve stocks throughout the Colonies. All Colonial Officers must note, however, that because the grenades are standardised to be fired by a large array of cartridges, the performance of each will depend on the weapon firing it. The AMA47 allows a 7.62mm round to be fired through it, giving it the ability to be fired by standard CS rounds of 7.62x51mm as well as 7.62x39mm rounds. When the smaller 5.45mm round was used by AMA, the original intention was to provide a separate grenade chambered to this round. However, AMA's ability to get through the Colonial Standards Committee made them reconsider. Instead they manufacture the standard grenade with a removable sleeve. Take out the sleeve and the 7.62mm round can be used, leave it in and both the 5.45mm and 5.56mm can be used. Use of the larger 7.7mm and .45 ACP rounds require a bullet 'stop' to be inserted into the base of the grenade (these are shipped with the relevant launchers above). The major issue with the bullet stop type of weapons is the greatly increase recoil and training needed to use the launchers.

AMA make four types of CSRG. The principal one (now tending to pile up in various armouries) is the AP or armour-penetrating round. The second one is the General Purpose round - simply an anti-personal round. The other two are the specialist CS round (an incapacitating gas round used for riot situations) and the Illuminating parachute round.

Armour Piercing: Weight: 500g Diameter: 67.2mm Range: 200m (5.45x39), 250m (5.56x45), 325m (7.62x39), 400m (7.62x51), 275m (7.7mm), 100m (.45ACP).

General Purpose : Weight: 400g Diameter: 50 mm Range: 225m (5.45x39), 275m (5.56x45), 350m (7.62x39), 420m (7.62x51), 275m (7.7mm), 100m (.45ACP).

CS : Weight: 300g Diameter: 50 mm Range: 250m (5.45x39), 310m (5.56x45), 370m (7.62x39), 450m (7.62x51),

Illuminating : Weight: 365g Diameter: 40mm Range: 225m (5.45x39), 275m (5.56x45), 350m (7.62x39), 420m (7.62x51), (not manufactured for 7.7mm & .45ACP)

CA 65 CA-8-65CA



The Canceron Arms CA65 is a later derivation of the CS-8-70C, built as a dedicated anti-Cylon grenade. Its extra fins, and inbuilt propellant drive the grenade to a longer range than its predecessor and a sophisticated proximity targeting fuse

allows detonation if the grenade passes within 5 metres of a Cylon. Canceron Arms have stated that this grenade is capable of taking down low-flying Cylon Raiders and have demonstrated this capability on drone versions. Whether that will work for real is unknown, but the CS-8-65CA is capable of inflicting damage on Raptors.

Weight: 726 g, Diameter: 65mm, Length: 420mm, Range: 300m

CALG-9

The CALG-9 is an example of a very early rifle grenade used long before unification. As with many other types of armament the desperate need of the combatants led them to re-introduce the grenade as a quick and easily produced stop-gap weapon. Versions similar to the CALG-9 were eventually to be found in militia troops fighting the Cylons across the Colonies. The CALG-9 has a number of problems, though. The principal one was its weight which greatly restricted its weight. The second was the fact that the crude fuse used in the grenade was hard to get right. Some batches of the grenade would explode meters after launch. Others would fail to detonate after hitting the target. However, its shaped charge was effective enough to disable a Cylon with one shot.

Weight: 556 g, Diameter: 58mm, Length: 284mm, Range: 100m



CAL 31



The CAL 31 has never been approved for direct Colonial Service but Marine units have used it on occasion when facing off against well armed human targets. Much heavier than most rifle grenades, it has

become a handy 'bunker-buster' when fitted with a delayed action fuse. In actions where weight/mass is an issue, or in close-quarter actions, the CAL31 has become a workable solution to larger weapons and the problems of back-blast.

HEAT: Weight: 708 g, Diameter: 66mm, Length: 431mm, Range: 200m

CAL P70 CS-8-70C

An earlier version of the CAL 31, the CAL P70C fulfilled the same function for the Caprican & Canceron armed militaries during the Cylon War. It is very similar in function to the CAL 31, being capable of use as a 'bunker buster' as well as standard anti-armour/Cylon use. Unlike other such grenades this grenade contains a small amount of propellant that activates after launching, extending its range. Although a good rifle-grenade with very low recoil, it does require a good deal of training to land the grenade on target, and its firing noise is very distinctive.

Weight: 715 g, Diameter: 70mm, Length: 425mm, Range: 200m



CS-8-75J The Cylon Armistice is now recalled as a time for rejoicing throughout the Colonies. But at the time the exhausted colonists still had a long way to go to recovery. Various warlords and bandits seized their opportunity to make their own

power plays. The Colonial Marines found themselves up against rebel units that ranged from men with pistols and horses to some using tanks. For that, the Colonial Government commissioned a specific rifle grenade to provide firepower to the over-stretched marine units. Designed specifically to take out armoured vehicles, the Marines found the weapon to be excellent when used in the correct situation. No longer actively produced (now replaced by the CAL-31), the weapon can still be found in places like Ragnar Anchorage.

HEAT: Weight: 660 g, Diameter: 75mm, Length: 421mm, Range: 200m

Leo Series Rifle Grenades LRG-121 HEAT LRG-9 Smoke (Various)

Leo's Cylon War Rifle Grenade was produced in the hundreds of thousands and was a relatively simple device, relying on a bullet-trap to launch the weapon.

It was designed for older guns in service that fired the older 7.62mm rounds instead of the more modern 5.56 or 5.45 mm rounds. Not particularly accurate, a later model provided fin stabilisation. The HEAT version was supplemented by a wide range of smoke grenades.

HEAT: Weight: 558 g, Diameter: 57mm, Length: 285mm, Range: 100m

Smoke: Weight: 712 g, Diameter: 51mm, Length: 287mm, Range: 100m



Picon 70 CS-8-P70



The Picon 70 became the standard HEAT round for the Picon military during the Cylon War and is a standard bullet-trap projectile. Unfortunately the main drawback to the P70 is its requirement for a specialist cartridge to fire the device, requiring the cartridge to be ejected and the weapon to be re-cocked before it can be fired normally again. This time was barely, in

the hands of a trained grenadier, enough to have the gun ready before a Cylon had cleared the distance to him.

HEAT: Weight: 590 g, Diameter: 70mm, Length: 359mm, Range: 200m

Picon 40 CS-8-P40



The major problems of the P70 were of concern to Picon's military and so they commissioned the P40 towards the end of the Cylon War. It has been one of the standard armaments of the Picon Army until the last eight years when it has been generally withdrawn, although it is still readily available. Weighing less than the SMI series, the P40 has a longer range but a smaller warhead. This restricts its blast diameter but is more than capable of taking out a Cylon or small armoured vehicle.

Weight: 410 g, Diameter: 40mm, Length: 320mm, Range: 400m

SMI CSRG Series

CM-8-80 GP
CM-8-80 AP
CM-8-80 HESH

The CSRG Series introduced for the SMI-80 Assault Rifle were designed to provide a quick and easy field without needing any special adaption's (other than a sight) or ammunition. All three grenades are of the bullet-trap variety, effective being fired by standard ball ammunition which is then trapped in the bottom of the grenade, propelling the grenade forward. Although providing a quick and cheap alternative to other types of support weapon, the use of a bullet trap grenade necessitates better training due to the massive recoil the gun suffers when fired. The CSRG's for the SMI-80 are no longer in general production due to their replacement by Under slung Grenade Launchers (see that chapter). However, large stocks are still available in reserve stores.



AP : Weight: 500g **Diameter:** 40mm, **Length:** 335mm **Range:** 300m
HESH: Weight: 500g **Diameter:** 40mm, **Length:** 335mm **Range:** 350m
GP: Weight: 200g **Diameter:** 40mm, **Length:** 160mm **Range:** 500m

VZ Blindside LEI 2

Virgon's regular militaries have always maintained a large array of differing types of weapons and are usually considered to be at the cutting edge of technology.

The Blindside was their last Rifle Grenade and came with a switchable fuse that resembles that of the RAW. Unfortunately it seems that quite a number of these weapons went missing some years back. Some have turned up in Sagittarian 'Freedom-Fighters' hands where they have been notable for causing severe damage to some high-profile targets. The whereabouts of the rest of the missing shipments is unknown.

Weight: 600 g, **Diameter:** 83mm, **Length:** 424mm, **Range:** 300m



VZ Series

VZ-60

CM-8-60 GP/HCN & CM-8-60 Heat



Virgon's Arms Industries selected a rifle grenade capable of fitting on all of their standard armaments, including those that had been imported for its armed forces. Their

principal anti-personal rifle grenade is the VZ-60. In Colonial Service, these are redesignated as CA-8-60's. To arm, the forward cap is unscrewed and the ring pulled. These Rifle Grenades require a special cartridge to launch them. With the general withdrawal of such grenades, Virgon Armaments stripped the cases down and used them to house a smoke-screen/screamer version of the DG50.

GP: Weight: 538 g, **Diameter:** 30mm, **Length:** 330mm, **Range:** 250m

HCN: Weight: 550g, **Diameter:** 30mm, **Length:** 330mm, **Range:** 250m, **Burning Time:** 100 seconds.

Although the GP grenade was found to be next to useless when used against Cylons, the VZ-60 HEAT grenade was found to be a far more effective weapon. As with its smaller compatriot the weapon requires a special launching cartridge to allow it to launch effectively (a regular cartridge will not provide enough lift for the grenade and will damage the gun firing it (and occasionally destroy the grenade as well).



Weight: 635 g, **Diameter:** 47mm, **Length:** 390mm, **Range:** 200m

VZ AC-44 CS-8-44AC



Although not generally issued (except for training rounds) the last Rifle Grenade to officially enter Colonial Service was the AC-44. Based on the CA65, it utilises that sophisticated fusing system not only as an anti-Cylon killer but also an

anti-radiation grenade, capable of homing in on wireless signals (semi-guided - it has a twelve degree correction factor built in). The cost of these weapons is double that of any other type but it has proved its capabilities. However, with the withdrawal of these weapons, it is unlikely that any active units will ever get to fire them for real.

Weight: 490 g, **Diameter:** 41mm, **Length:** 403mm, **Range:** 350m

Zeus General Purpose Rifle Launched Munition (GPRLM)/ Leo Rifleman Assault Weapon (RAW) CM-8-140 RAW



The GPLRM/RAW is an example of one of those oddities of history. Both were produced by two different companies in response to a desperate request for a lightweight squad weapon capable of damaging either light armour or multiple Cylons. Both Zeus (who were producing various emergency arms at that except for minor

time) and Leo, produced a weapon that was, differences, the same. The colonial designation is the CM-8-140 RAW. The major difference between the two was a selective fuse mechanism, produced by Zeus. This allows the firer to switch between a shaped anti-amour charge, a general blast charge and a delayed fusing warhead to allow penetration of bunkers. An active optical fuse allows the device to detonate when it reaches its optimum distance at target (this can be determined by using any optical sight mechanism on the launching gun). Leo adopted the same mechanism and both companies were awarded the orders to produce the device. One of its more favoured features was the ability to fire the round without the use of special ammunition and the spin imparted to the charge, making it fairly accurate for its type. As with most heavy rifle grenades the weight of the device restricts the number carried.

Weight: 4.7 kg, **Diameter:** 140 mm, **Fuse type & Time:** Optical, delayed, multiple setting. **Effective Range:** 300 m, **Maximum Range:** 1500m

LAND MINES & EXPLOSIVES

Land Mines had been in use for several hundred years prior to the first Cylon War. However, horrific injuries caused to surviving civilian communities led to a colony wide ban on the use of anti-personnel land-mines. Although there was no outright ban on the use of anti-tank land-mines, the budgets for these were cut back and far more specialist weapons were designed to take their place.. Unfortunately the Cylon War demanded a much lower level of sophistication to function. They also needed something that could take down Cylons. Landmines, specifically those that could damage an armoured Centurion, came back into their own in attempts to create fire zones that could channel the Cylons into killing grounds. Sometimes these worked - in many cases they didn't. Improvised devices were common. The following examples represent the main varieties used by the militaries and designed since the Cylon War. These types of mine are still common amongst the Colonial militaries.

The major problem faced with deploying mines is to ensue that they cannot be spotted before hand. If they can be, then they can be easily neutralised with no harm to the intruder. In the ragged and ruined landscapes of the Colonial Cities, this became a problem and human ingenuity was used to its utmost to camouflage the devices in the face of an enemy that seemed to see everything in front of it.

Tripwire fuses became useless almost immediately unless covered in some other way. Pressure mats became far more popular as they became far easier to hide. By far the most popular types though, were located down pipes and sewer hatches, where their blast would funnel the charge against the oncoming targets.

ACM2000

The Virgon designed ATC 2000 mine has a shaped charge warhead and an influence fuse and, like most other mines, was designed to destroy or cripple vehicles.. The fuse uses a seismic-magnetic sensor to determine the speed of the approaching vehicle or Cylon and establishes the vehicles front edge so the mine can consistently detonate under the centre portion of the vehicle. The fuses processor also decreases the possibility that the mine will function if the vehicle passes by the mine without passing over. The mine can be deactivated either by a set-able self-neutralization timer or by a hand-held device called the DEAK 2000

Weight: 6.5 kg, **Diameter:** 251 mm,



ACM-7



Originally the ATM-7, The mine has one fuse well and a power source. The ACM-7 is a relatively simple side-attack antitank mine, eliminating the need for extensive camouflage of the explosive charge (but the trip may still need disguising).. The warhead, which consists of explosives packed behind a heavy plate, is mounted on a stand to aid in aiming. When the mine is detonated, the plate is formed into a slug and propelled toward the target by the explosives. The mine can use either a break wire, pressure plate or IR fuse, or can it can be command detonated. Its greatest asset was its standoff ability.

Weight: 14 kg, **Diameter:** 180 mm, **Range:** 50m

AC PRM3

This is a caseless non-metallic antitank/Cylon landmine which uses a pressure-actuated fuse. Painting and Markings. PRB III. The mine body, pressure-plate assembly, and anti-lift device are not marked or painted. The pressure-plate assembly is black plastic. The fuse body is olive drab plastic with a black rubber diaphragm. The anti-lift device body is olive drab plastic; the release disks are white plastic. The mine may be covered with a protective asphalt coating, making it quite easy to disguise after laying. Used originally (The PRB2) during the Cylon War, Picon continue to manufacture this device to the present day.

Weight: 10 kg, **Dimensions:** 229 mm x 104mm, **Range:** contact



ILMAC (Improvised Land Mine Anti Cylon)



This light anti-tank device was hastily constructed on Canceron. Comprising a two-part plastic body and inserting ten individual 400 gram blocks of TNT or other blasting substance with two plastic shear pins which shear off to begin the detonation train when sufficient pressure is applied. It can also be activated by wire if a suitable fuse is attached to the box. This style of mine became very common with irregular forces as its simple nature was easy and quick to manufacture. A similar version uses pipe and discs of explosive, usually channelled to give a crude but effective shaped charge.

Weight: 4.5kg, **Dimensions:** 110x200 mm, **Range:** contact

MAZAC Directional Mine

The MAZAC is a wide area mine recently introduced by the MAZAC company of Tauron. The mine uses acoustic sensors to identify approaching targets and, when a valid target nears, launches a "skeet" over the target. Within the skeet are a top attack warhead and a secondary sensor which initiates the warhead as the skeet flies over. The warhead is then capable of hitting down at the Cylon, inflicting damage on the head or shoulder pieces of the Centurion. Each MAZAC can launch two missiles.

Weight: 14.5kg, **Range:** 75m



Limpet Mine EPR/25



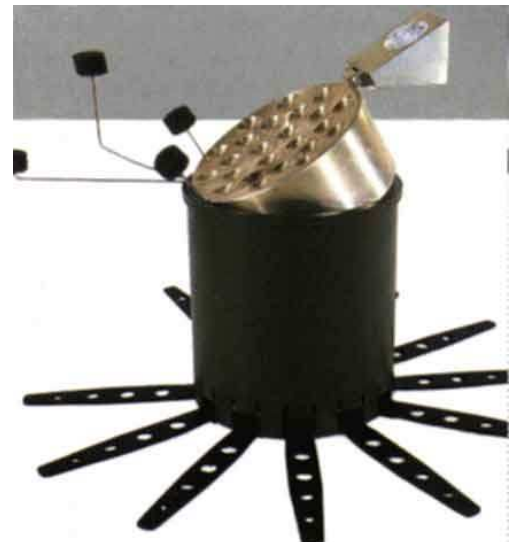
The original EPR1 series of mines were limpet contact mines, capable of being fixed to any ferrous material. The EPR25 was slightly redesigned to enable it to fix to the bottom of various objects, the principal of which were metal sewer hatches in the middle of the roads. IED's were constructed by fixing one of these to the bottom of an oil drum and then filling the drum with simple explosives. The mine would then trigger the device. The fuse for the EPR2 is either pressure, timed or acoustic (the Cylon 'hum' was specific enough to tune the fuse to).

Weight: 5kg, **Dimensions:** 210x210 mm, **Range:** contact

SMI ARM (Anti Raider Mine)

The mine has a dual acoustic/IR sensor and a multiple explosively formed penetrator (EFP) warhead. After the mine is emplaced, the acoustic sensor listens for a valid noise signature. The mine then aims the warhead toward the noise and turns on the IR sensor which is located coaxially with the warhead. The mine is detonated when the IR sensor acquires a valid target. The EFPs have sufficient energy to do significant damage to a raider. This mine has only just finished its operational trials and has now been cleared for full deployment across all Colonial Services.

Weight: 7kg, **Dimensions:** 500x600 mm, **Range:** 120m



EMP -HB 876



The EMP HI Burst mine is the latest attempt to provide a land-mine that will disable Centurions without causing collateral damage. Based around the sub-standard EMP-511 mine used during the first Cylon War (which required a pattern of five mines - to disable a Centurion) the 876 is capable of a much more intensive EMP burst, primarily due to the inclusion of a small quantity of Tylium used to boost the output. The 876 has a very small range, but is effective within it. A Cylon caught within the full blast radius will be stopped in its tracks (although it is re-bootable with the assistance of another Cylon). One only partially caught will have its systems severely degraded for a period of approximately 20 minutes. The 876 uses an acoustic fusing sensor to activate. Trials show that this can be desensitised by too much surrounding noise.

Weight: 3kg, **Dimensions:** 40x120 mm, **Range:** 2m

ACRM 6 Improvised landmine

Old stocks of an obsolete anti-tank missile were brought out of stock and converted into improvised mines. It can be employed by placing the rocket, nose-up in its container, in a hole about two feet deep, either in a roadbed or horizontally on the side of a cut or bank. It can be set to fire electrically by arranging a circuit containing the rocket, a battery, and an improvised circuit closer. Connections to the rocket are made on the ignition wires: one from the brass ring on the nose, the other from the fins. Ordinary field telephone wire will serve; the battery and connections should be protected from water if necessary.

Weight: 1.3kg, **Dimensions:** 60x546 mm, **Range:** 5m



CDAPERS 18

Originally designed by Tauron Arms, the Command Detonated Anti-personnel mine was very popular before unification. During the Cylon War, the mine was used to devastating effect - against the Colonial Forces by the Cylons.

This was one of the reasons behind the almost total ban against anti-personnel mines introduced by the Colonies after the war.

It is known that a limited amount of these mines are still produced by Tauron Arms, principally for securing sites in outer-system explorations and then, principally as anti-animal defence.

The CDAPERS 18 has an effective blast effect of 50 m, more than enough to kill anyone within the principal blast pattern. The device is designed to be command detonated in the field (Cylons use a wireless detonator) or affixed to trip wires (the latter is illegal within the Colonies).

Weight: 1.75kg, **Dimensions:** 216x38 mm, **Range:** 50m



Fusion Mine



As combat in the urban areas continued, there were various attempts to produce more effective weapons.

One of these was the Fusion Mine. Almost complete inert before firing, these heavy mines were emplaced below weak sections of roadway or down sewer holes.

Containing a small charge of Tylium, a large fuel (read hydrogen) container and a battery, the mine was connected to various sensors. When triggered, the battery triggers and ignites the Tylium, which uses the fuel in the mine to initiate a fusion blast above the chamber. The fusion reaction would continue as long as fuel was fed into the mine. In some cases, this was far longer than designed for as the mine was more than capable of using hydrogen released by the heat of the fusion reaction in any adjoining water sources.

Although the mine is very destructive (effectively vaporising all materiel within 15 metres), it is also reusable with replenishment of the small Tylium cell, a new power source and fresh hydrogen. Cooling off was always required afterwards however (approx five hours).

Weight: 50kg, **Dimensions:** 2m x 1m

PEx4



Ex4 is the standard plastic explosive currently in use by the Colonial Military. Its major advantage is that it can easily be moulded into any desired shape. PEX can be pressed into gaps, cracks and voids in buildings, bridges, equipment or machinery. Similarly, it can easily be inserted into empty shaped charge cases of the type used by military engineers.

PEx4 is very stable and insensitive to most physical shocks. Detonation can only be initiated by a combination of extreme heat and a shock wave, as when a Detonator inserted into it is fired. C4 cannot be detonated by a gunshot or by dropping it onto a hard

surface. It does not explode when set on fire or exposed to microwave radiation.

Weight: Normally issued in 1kg blocks

SMEx 10



Scorpio Modular Explosive is an old but very reliable plastic explosive. Although not as powerful as the PEX charge, the SMEx charge is more versatile and, above all, is cheaper. SMEx can be used in water depths of up to 100 metres and, together with a supplementary oxidiser, can be used in space.

Weight: Normally issued in 1kg blocks



CSL2A2 Electric Detonators

The L2A2 comprises an aluminium tube containing a fuse. The wires are then connected to the fuse/control. The wallet has tactile marking. Forty wallets are packed in a single ammunition container.

Startline Detonator Cords



These reels of cord are flexible, waterproof fuses with a burn rate of 7 metres per second and are highly reliable. Different lines are used for different purposes and are colour coded as appropriate. Connecting the wires is a simple matter of splicing and then re-taping afterwards. The lines can burn underwater, even if the protective covering is damaged as long as it has enough (2 metres) of dry cord to begin with. The cord can be used as electrical wire or it can be ignited manually.

Redline: 400m length, used for master lines.

Greenline: 250m length, used for priming conventional explosives or detonators

Yellowline: 180m length, used for igniting low sensitive explosives (or for seismic prospecting)

Orangeline: 100m length, used for seismic prospecting & special blasting works

Violetline: 40m length, use for demolition work

Cost: 300 cubits

CSL10 Detonator Cord Booster

This product is designed to easily and reliably initiate a range of charges from startline detonating cords. It is waterproof and may be connected underwater if necessary. There is no limit to the number that may be attached to any one length of detonating cord. It is ideal for initiating most charges.. To maximize the effect of charges more than one detonation point may be used by using multiple boosters. The product contains secondary explosives only and hence is safe to handle.

Cost: 60 cubits per box (6 in a box)



CSL9 Flash Detonator

These detonators are used for igniting PEX or SMEx charges.

They are designed to be connected to fuse wire (see startline) to initiate the explosion.

Cost: 40 cubits per box (10 to a box)



CSL 142 Firing Device

This comprises an instruction sheet, body with primer base coupling, spring hook & a wire reel with 15 metres of fuse wire.

Cost: 100 cubits



CSL 90 controller.



This exploder is rated as reliable in almost all situations that the colonial forces will encounter - from the depths of space to underwater. The fuse wires are connected to the box (a test circuit exists), from which they are fired. An external power source can be provided where necessary.

Cost: 150 cubits

CSL SFI (safety fuser igniter)

The igniter consists of an open ended copper tube. At one end two leads are situated and held in position by the use of a grommet. Inside the tube the wires are connected to a fuse-head. The copper tube is pierced to form a vent hole.

Cost: 50 cubits (20 in a box)



Shock Tube System



Designed for fast work in areas where electric and electromagnetic output may affect standard electric charges. This type of system is also used around Tylum storage areas or ores. It doesn't require battery packs and only uses a small number of items, simplifying training and setup. It comes with a shock tube starter line in bobbins of 65 metre s. The line then connects to a detonator with optional time delays.

Cost: 200 cubits

Dual Igniter:

Individual fuse wires are wired into the device which detonates them using standard firing caps.

Cost: 50 cubits, Weight: 0.5kg



Demolition Kit

This kit contains all the items needed to enable explosive charges to be set and contains:

Basic tool kit of pliers, stripper, knife, tape, cap crimpers, tape, screwdriver, all other necessary tools.

Cap, blasting, electric (50)

Cap, blasting, non-electric (50)

Reel, dual Detonating Wire (2 100 metre spools)

Reel, Tripwire - a finer wire used for booby traps
Igniter or controller

Timer, a digital timer for up to 72 hours for use with electrical caps (not manual). Although waterproof, it cannot be set underwater.

Full Kit: 20 kg

The full kit is contained in a moulded case with straps.

Cost: 500 cubits

CYLONS & CYLON WEAPONRY



The Cylon War was one of the most harrowing wars of human experience. Man-made machines turning on their creators, turning mans own weaponry against him.

This fierce and obsessive enemy was never defeated – they signed an armistice and retreated behind the barrier of space to fulfil their own destiny.

During their battles with Humanity, in space and on the ground, the Cylons used a far wider variety of weaponry (including some automated armoured vehicles) than most of the public realises. After all, many pictures of Cylons show just one or two typical weapons – a machine-pistol and a bladed weapon.

But Cylons were more than capable of using weaponry that had just been developed for them alone. Nothing prevented Cylons from picking up human weapons and using them – where they could. Many human weapons were incapable of easy use by Cylons because of the restrictive trigger guards - Cylon fingers were quite a bit bigger than that of most colonials. The Cylons pulled the trigger guards off and went without, or replaced them with larger guards. Cylons generally disparaged revolvers – due to the extra time it took them to reload these. Instead they preferred full automatic weaponry.

But certainly, and only within a few years of the start of the war, many of the more specific Cylon weapon systems had been identified by the various planetary and colonial armies.

Centurions:

Note: The following entries on Centurions are designed to make Cylons more 'individual' as a sentient species. The game master should ensure that plot points are awarded to Gold Centurions in the same way they would be awarded to a PC (or at least a major NPC). Doing this will make your Cylons far more deadly if played correctly and also explains why so few Cylons caused so much damage during the Cylon War.

The most overlooked weapon of the Cylons was the centurion itself. Deadly, even when unarmed, capable of utilising any human or makeshift weapon and fully conversant with battlefield tactics, a lone Cylon was a deadly foe and a platoon of them the equivalent of a human battalion. Normal 'warrior' centurions carried a bladed weapon and a carbine as standard and were often noted to be carrying something much heavier.

All Centurions should be considered to have individual initiative, be capable of independent thought and action and be considered highly dangerous. Each model has the ability to hack into any nearby computer system and try and commandeer it.

The skills shown below are considered to be 'starting' skills and can certainly be added to if needed. However this is normally a function of experience and should be limited to those skills it has used. Any upgrades (ie for new skills) should be confined to Gold Centurions.

Although Centurions can speak, they will normally communicate amongst themselves wirelessly.



Vulnerabilities:

All model 005 (and earlier) Centurions have a vulnerability to prolonged heat exposure. The front of their helmets include air intakes and blocking these will also have an effect (however, note that a centurion in such a position will attempt to find a way to clear these as quickly as possible). High heat (from a thermobaric weapon) that lasts for more than 30 seconds will cause a shut down of the main CPU. It will reboot again once temperatures reach 100 degrees centigrade or less. Lower temperatures will cause degradation of the Centurions CPU, resulting in it suffering a -2 skill step penalty to all skills and a reduction in movement to half normal (Agi goes to d4).

Movement:

Centurions are capable of matching normal human speeds and do not tire. They can climb, providing they have sufficient purchase for fingers and feet, which restricts them to very rough surfaces. Although incapable of swimming, Cylons can certainly wade through and under water, although, if they have taken damage that pierces their armour, this is likely to cause further internal damage (d2 W per round after emerging until fixed).

First Aid:

Unlike Humans, Cylons replenish life points by using the Technical Engineering/Electronics and Mechanical Expertise/Robotics skills. A Cylon can usually repair up to 4 life points itself (given time and assuming functional limbs to do the job) but requires another Cylon to do more than this.

Centurion 'Soldier'

Agi: d6,
Str d10,
Vit d8,
Ale d6
Int d6,
Wil d6
LP 16,
Init d6+d6

Skills:

Athletics d6,
Covert d4,
Discipline d6,
Guns d6 /

Pistols d10
Rifle d10
Heavy Weapons d10,

Heavy Weapons d6,
Knowledge d4
Mechanical Engineering d6 /
Robotics d10,
Melee Weapon Combat d6 /
Swords d8,
Perception d6,
Planetary Vehicles d6,
Technical Engineering d6 /
Computer Programming d10 /
Hacking d12 /
Electronics d10,
Unarmed Combat d6

Armour: 4W
Retractable Blade: d6 W dmg
Radio

'Soldier' Centurions ignore Stun damage and do not suffer Wound penalties.

The Mark 005 Centurion is actually sub-divided into at least three combat model types. The 'Soldier' model is the one most seen in ground combat and has been optimised for that role, having heavier and reinforced armour, including extra plates to protect the more vulnerable actuators in the arm and at the waist. At the waist it mounts a 'belt' of ammunition clip holders, each holding two extended magazines for its standard carbine (the standard side arm of the Cylons). Standard 'Soldiers' carry 16 magazines, those mounting back-pack weaponry (such as the mini-gun or mortar) only carry 10 magazines.

Early models actually carried a sword mounted on their left side. The Mark 0005 mounts this as a switch-blade on its left arm instead.



Centurion 'Pilot'

Agi: d8,
Str d8,
Vit d8,
Ale d8
Int d6,
Wil d6
LP 14,
Init d8+d6

Skills:

Athletics d6,
Covert d4,
Discipline d6,
Guns d6 /
Pistols d10
Heavy Weapons d6,
Knowledge d4
Mechanical Engineering d6 /

Robotics d10,
Melee Weapon Combat d6 /
Swords d8,
Perception d6,
Pilot d6 /
Raider d12 *
Ships Cannon d10*
Astrogation d8*
Technical Engineering d6 /
Computer Programming d10 /
Hacking d12 /
Electronics d10,

* see text

Armour: 3W
Retractable Blade: d6 W dmg
Radio

'Pilot' Centurions ignore Stun damage and do not suffer Wound penalties.

The Pilot model centurion is a good deal lighter than the Soldier model, lacking the reinforced armour and only carrying side magazine clips (due to its seated position in a raider).

Cylon Raiders are large fighters and are piloted by three Pilot models. This allows each model to 'swap' off on the piloting skills needed. One will be the primary pilot (pilot skill d12, gunnery d10, Astrogation d8), another is the gunner (pilot d8, gunnery d12, Astrogation d10) and the 'commander' who operates as reserve and Electrical Weapons Officer (Astrogation d12, Pilot d10, gunner d8). This means that a Raider can still fight even after its principal pilot or gunner has been disabled. The triple arrangement also allows for a wider pooling of experience and programming power for use in situations where the Raider is separated or operating on its own. Two units must always concur on a course of action.

The normal weapon carried by Pilots is the standard Cylon Carbine, although other weapons can be carried in the Raider and Pilots will pick up any other weapon to fight with. However their programming is more restricted in personal combat due to the extra piloting skills they carry.

Gold Centurion

Agi: d8,
Str d10,
Vit d8,
Ale d8
Int d10,
Wil d10
LP 20,
Init d8+d10

Skills:

Athletics d6,
Covert d6,
Discipline d6,
Guns d6 /
 Pistols d10
 Rifle d10
 Heavy Weapons d10,
Heavy Weapons d6,
Knowledge d6 /
 Any d10*
Mechanical Engineering d6 /
 Robotics d10,
Melee Weapon Combat d6 /
Swords d8,
Perception d6 /
 Tactics d12
Planetary Vehicles d6,
Pilot d6 /
 Raider d12
 Ships Cannon d10
 Astrogation d8
Scientific Expertise or Medical d6 /
 Any one d10
Technical Engineering d6 /
 Computer Programming d10
 Hacking d12
 Electronics d10,
Unarmed Combat d6

Talented: d4 A Gold Centurion is Talented at D4 in two combat related skills and two non-combat skills (these represent its experience).
So say we all d6 - the Gold Centurion can use plot points for units under its command (assuming the game master allows this).

* The Centurion contains a general knowledge database but will upgrade this to a skill complementary to its current mission.

Armour: 3W
Retractable Blade: d6 W dmg
Radio

Gold Centurions ignore Stun damage and do not suffer Wound penalties.



The Gold Centurions are considered to be at the pinnacle of the Cylon Command Structure. Unfortunately it is impossible to tell the difference between the various Gold Centurions as to what command function they actually hold. Gold models seem to be regular combat models that have survived and experienced. They are re-equipped and have an increased CPU and memory. It has been noted that Gold Centurions have the ability to work as either Pilot or Soldier and that they have more skills to allow them to function in a command capacity. This may, for instance, include details schematics of a base the Cylons are attacking, details of which may be wiped from memory before the next mission, which may warrant the full schematics of a Mercury Class Battlestar.

Type IL Cylon



Agi: d6,
Str d6,
Vit d8,
Ale d8
Int d12+d2,
Wil d12
LP 18,
Init d6+d8

Skills:

Athletics d6,
Covert d6,
Discipline d6 /
Leadership d12
Morale d12
Interrogation d10
Guns d6
Heavy Weapons d6,
Influence d6 /
Administration d6
Intimidation d8
Politics d8
Persuasion d8
Knowledge d6 /
 All d8
 One d12+d2
Mechanical Engineering d6 /
Robotics d10,
One more d10
Melee Weapon Combat d6 /
Swords d8,

Perception d6 /
 Tactics d12
 Investigation d8
 Tracking d8
Planetary Vehicles d6,
Pilot d6 /
Raider d12
Ships Cannon d10
Astrogation d10
Scientific Expertise or Medical d6 /
 Any one d10
Technical Engineering d6 /
 Computer Programming d12+d4
 Hacking d12
 Electronics d10,
 Repair electrical systems d8
 Create technical devices d8
Unarmed Combat d6

Talented: d4 An IL model is Talented at D4 in four non-combat skills (these represent its experience). So say we all d6 - An IL can use plot points for units under its command (assuming the game master allows this).

Photographic Memory
Duty D10 – Obligation to the Cylon 'race'.

Armour: 1W
Retractable Blade: d6 W dmg
Communicator

IL models ignore Stun damage and do not suffer Wound penalties.

The IL models were unknown for much of the Cylon War until one was successfully recovered, more or less intact, following a counter-boarding action late during the War (the picture above shows the IL nicknamed 'Lucifer', after deactivation). Swathed in robes, the IL is mounted on a light armoured chassis similar in many ways to the Pilot

Centurion model. It's 'head', at first thought to be its main CPU, afterwards turned out to be a complicated and very sophisticated multi-channel interface, capable of interacting with almost any wireless and many hard-wired computer systems, allowing infiltration of Cylon viruses within minutes of acquisition. An analysis shows that Cylons in the field also use similar devices to over-rule targeting systems on the more sophisticated Colonial guidance circuits. Careful checking of its circuitry and programming after the war allowed the colonial forces to begin to make breakthroughs in producing active firewalls capable of resisting Cylon hacking. It also showed that this model Cylon had command functions even above the Gold Centurions and a vast array of knowledge allowing them to oversee construction, entire battle fronts, navigation and any other tasks needed, supported by extensive wireless computer banks to which the IL could give dedicated commands to bolster its own capabilities.

Hybrid



Agi: d2,
Str d2,
Vit d6,
Ale d10
Int d12,
Wil d12
LP 14,
Init d2+d10

Skills:

Discipline d6
Influence d6 /
Administration d6
Politics d8
Knowledge d6 /
All d8
One d12+d2

Mechanical Engineering d6 /
All d10

Perception d6 /
Tactics d12
Investigation d8
Tracking d10

Pilot d6 /
Basestar d12+d4
Ships Cannon d10
Astrogation d12
Scientific Expertise or Medical d6 /
Resurrection Operations d12+d4
Technical Engineering d6 /
Computer Programming d10
Electronics d10,
Repair electrical systems d8

A hybrid is created by the Cylons for the specific purpose of piloting their Basestars. Although effectively helpless, they are almost always guarded by Cylon Centurions. Hybrids are consummate pilots and are easily capable of simultaneously piloting and fighting their ships at the same time. They can be supplemented by other Cylons. Although they take orders directly from IL & Gold Centurions (at the end of the War), they now serve only 'skinjobs'. Hybrids can always track and follow the Cylon Hub and Colony and seem to be capable of communication with each other and certainly with all other Cylons. Cylons (and others) take a minus four skill step when communicating verbally with Hybrids.

Model 010 Centurion



Agi: d6,
Str d12,
Vit d12,
Ale d6
Int d6 (d8-d10),
Wil d10
LP 22,
Init d6+d6

Skills: (Un-inhibited stats in brackets)

Athletics d6
Covert d4 (d6)
Discipline d6
Guns d6 /
Machine Guns d8 (d10)
Heavy Weapons d8 (d10)
Heavy Weapons d6
Demolitions d8 (d10)
Mortars d8 (d10)
Mechanical Engineering d4 (d6)
Robotics (d10)
Melee Weapon Combat d6
Claws (d8)
Perception d4 (d6)
Technical Engineering d4 (d6)

Uninhibited Centurions will start to learn other skills as they are needed (such as base star piloting and engineering). They will also do their utmost to resist being inhibited again.

Model 005 Centurions that are inhibited take a -2 skill step penalty to most skills, but will retain any specialisations at level 8, or general categories at level 4.

Although some of the original Model 005 Cylons still exist 40 years on, they have nearly all been replaced by the Model 010. This top of the line cybernetic being has an inhibitor built into it – effectively preventing the robotic versions rebelling against the 'skinjob' humanoid Cylons. As such they show the skills in the rule book.

However, during the chase after the Galactica, a group of Rebel 'skinjobs' removed the inhibitors from their own Model's, allowing them to exercise a greater choice of action and act independently if necessary. This gave the Centurions the ability to learn from their experiences.

To show this, all such Centurions should be granted a minimum d6 skill knowledge in any skill less than this and each specialisation goes up by a skill level (i.e. Machine Guns goes up from d8 to d10).

The triple machine gun mount on each arm is actually composed of a twin mounted 4.5mm SMG (with 100 rounds of ammunition) on either side of the arm and a 20mm calibre rifle on top of the arm (with 20 rounds). The 20mm weapon is designed for armour penetration and is quite capable of penetrating a Model 005's armour with a single shot at close range. Unlike the Model 005's, the Model 010 is invulnerable to flame attacks (it has nothing that vulnerable).

Cylon Weaponry:



Sword/Blade:

The Cylons seemed to have realised early on that in extended combats they could run out of ammunition very quickly. As a last ditch preventative weapon, the earlier Cylons were issued with swords. A sword seems a very odd weapon in this day and age, but these short swords became a deadly addition to the centurions arsenal. As the war had dragged on, many human units had taken to wearing heavy armour, capable of surviving hits by most of the lighter bullets then in use. They provided far less protection against a

sword wielded with the strength of a centurion. It is interesting that humans redeveloped similar weapons too, and for the same reasoning. A sword inserted up between the armour joints (which could not be armoured to the same degree) could dismember or short out a Cylon. Of course the human had to be lucky to survive that but it was possible. One of the greatest fights in colonial history – that at Tauri City – is notable for the use of such primitive weapons as both sides had run out of ammunition and fought over Mount Hehria in hand-to-hand combat.

Later Centurions had the blade mounted permanently on one arm or the other (generally the left) in a switch mounting that would extend the blade quickly and easily, the blade becoming locked, outstretched, in the Cylons hand, rather like a fixed bayonet.

Weight: 1.2 kg, **Length:** Sword: 525 mm, Mounted Blade: 600mm

Cylon Carbine:

This small looking weapon is a rugged and basic weapon. Capable of fully automatic fire as well as single shot, the machine-pistol gives a Cylon fully suppressive fire. In a human weapon (or this one not used by a Cylon), such a pistol would be uncontrollable due to its recoil and lack of stock. A Cylon does not have this problem. However the weapon has one drawback. It is too short barrellled to be very effective at longer ranges. Cylons seem to use the carbine either as a personal side arm or in those places where its size and short range are assets, such as in guard positions aboard ships.

Weight unloaded 2.27 kg, **Length** 673 mm, **Barrel length** 406 mm, **Magazine capacity** 40 rounds 4.5mm caseless.



Cylon Machine Gun:

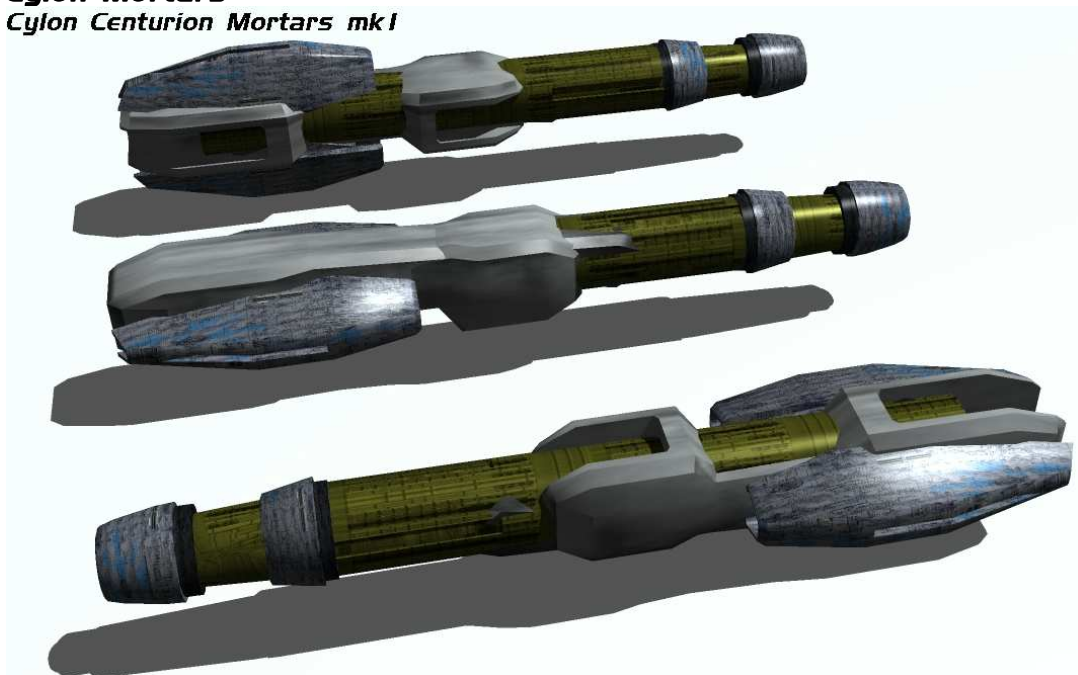


Sharing many parts with the Milirem Model 60, this weapon became a favoured weapon for Soldier models in the fighting amongst the ruins on Tauron. This similarity of weapon type and ammunition allowed the Cylons to utilise colonial stocks of ammunition and spares to continue fighting after their own resupply ran out. The weapon is belt-fed and used without bipod or tripod by Centurions. Unlike human squads, which will carry extra ammunition between them, a Centurion normally carries all of the necessary rounds for its own machine gun – usually in a backpack style carrier. Centurions do not use sights – each weapon is individually sighted to the Centurion carrying it (by the centurion itself).

Weight, 11kg, **Overall length**, 1,066mm, **Barrel length**, 560mm **Feed and capacity**: Belt, 100 or 200 rounds 7.62x51mm

Cylon Mortars

Cylon Centurion Mortars mk I



Equivalent to the standard 82mm mortar in Caprican service at the outbreak of the Cylon War, this weapon was originally designed to be clipped onto standardised attachments on the back of standard Centurions. Carrying three rounds the normal firing post and aiming sights are replaced by the Centurion itself. Given a Centurions fast pace, instant aiming capabilities and ability to brace itself against any amount of recoil these mortars could produce, the weapon system was a deadly combination, mitigated only by the need for rapid replenishment. At times in the war, the Cylons would advance, fire, and then auto-eject the mortars (for recovery later), going in to finish off the defenders with regular weaponry.

Standard rounds included high-explosive, White Phosphorous and Armour Piercing Guided munitions, especially designed for the Cylon project.

Weight: 40.5kg, **length**: 1480mm, **Magazine**: three shot, **Calibre**: 82mm, **Range**: 25-4000m

Cylon Tacatta Rifle:

Essentially a carbine version of the Tacatta Morita Carbine, and firing the same caseless ammunition found in the machine pistol. Somewhat rare at the very beginning of the war, the Cylon seizure of the Morita plant allowed them to quite easily begin full time manufacture of these weapons.



This weapon was perhaps one of the rarest seen of the Cylon weapons and seems to have only been manufactured for the duration following the capture of the Tacatta Weapons factory until its destruction a year later.

Weight unloaded 4.5 kg, **Length** (749 mm **Barrel length** 450 mm **Magazine capacity** 80 rounds 4.5mm caseless

Mini-guns:



There are many humans who loved the image of one of their movie heroes firing such a weapon from the hip. This impossibility for humans unfortunately became a reality for Cylons. Although not a common sight on land, it became a too frequent sight in Cylon boarding actions.

Approximately one Cylon in six carried one of these, sweeping corridors ahead of them with the staggering fire power given out by these weapons. Unlike humans, the Cylon can provide its own electrical power for the weapon and provide its own, superior, sighting mechanism.

Although ammunition expenditure was still an issue, even for these machines, the simple fact was that it could still carry a full 12000 rounds (in a

double cylinder magazine). Fleet personnel learned to try to destroy these models very early on. The only true disadvantage for the Cylons was that the weight and bulk of the guns was a problem, slowing them down and making them somewhat clumsier in close combat.

Weight: 10.2 kg gun body, **Length:** 732mm, **Calibre:** 5.56x45mm, Cylons lose d2 agility when carrying this.

Objective Individual Combat Weapon



Cylon weapons are generally considered bigger than colonial ones. This is hardly a surprise given what Cylons are. When facing tanks, Cylons dealt with them by either ripping the offending vehicle to parts (if deployed singly) or by using regular ATGW's at long distance. For smaller vehicles and groups of humans they switched to a large barrelled 40mm grenade launcher.

However, towards the end of the war they began manufacture of an OICW built specifically to their own needs. Incorporating a bottom barrel firing 40mm grenades (unlike human ones which fire 25mm grenades) and a top barrel firing the standard Cylon 4.5mm caseless round, the gun became far more effective than the lighter and smaller Cylon Tacatta.

Weight: 15.3 kg, **Overall length:** 1419 mm, **Barrel length:** 1030 mm (4.5mm); 605 mm (40mm), **Magazine capacity:** 110 rounds of 4.5mm and 12 rounds of 40x53mm grenades

Grenade Launcher:



One of the original Cylon weapon designs, this automatic grenade launcher was built to enhance the Cylons an urban assault capabilities. Its folding stock can literally clip onto a centurions shoulder brace, making the weapon an extension of the Cylon itself.

It boasts two, separate, magazines, allowing for either two types of grenade to be carried or just an increased magazine capacity for standard grenades. As the war progressed the Cylons found these weapons too complicated and the 25mm grenades they fired ineffective against increasingly better armoured Colonial forces. Although not scrapped, the guns were replaced where possible with the OICW instead.

Weight: 10 kg unloaded, **Length:** 900mm, **Magazine capacity:** 2 x 10 round magazines of 25x59mm Grenades, **Effective range:** up to 500 m against point targets, up to 700 m against area targets

Cylon Stunner



This stunner is an electrical discharge device, designated to 'Pacify' individuals and similar in many ways to the 'Lightning' device used by the Colonials. Unlike that weapon, however, the Stunner does no wound damage and does no collateral damage. This weapon cannot be used by anything except a Cylon as it is

activated wirelessly. A single, high capacity battery, allows enough power for 12 shots. If required a Cylon Centurion can connect itself directly to the weapon and power it that way. As an early example of Cylon Technology the weapon is remarkably ugly yet functional and effective.

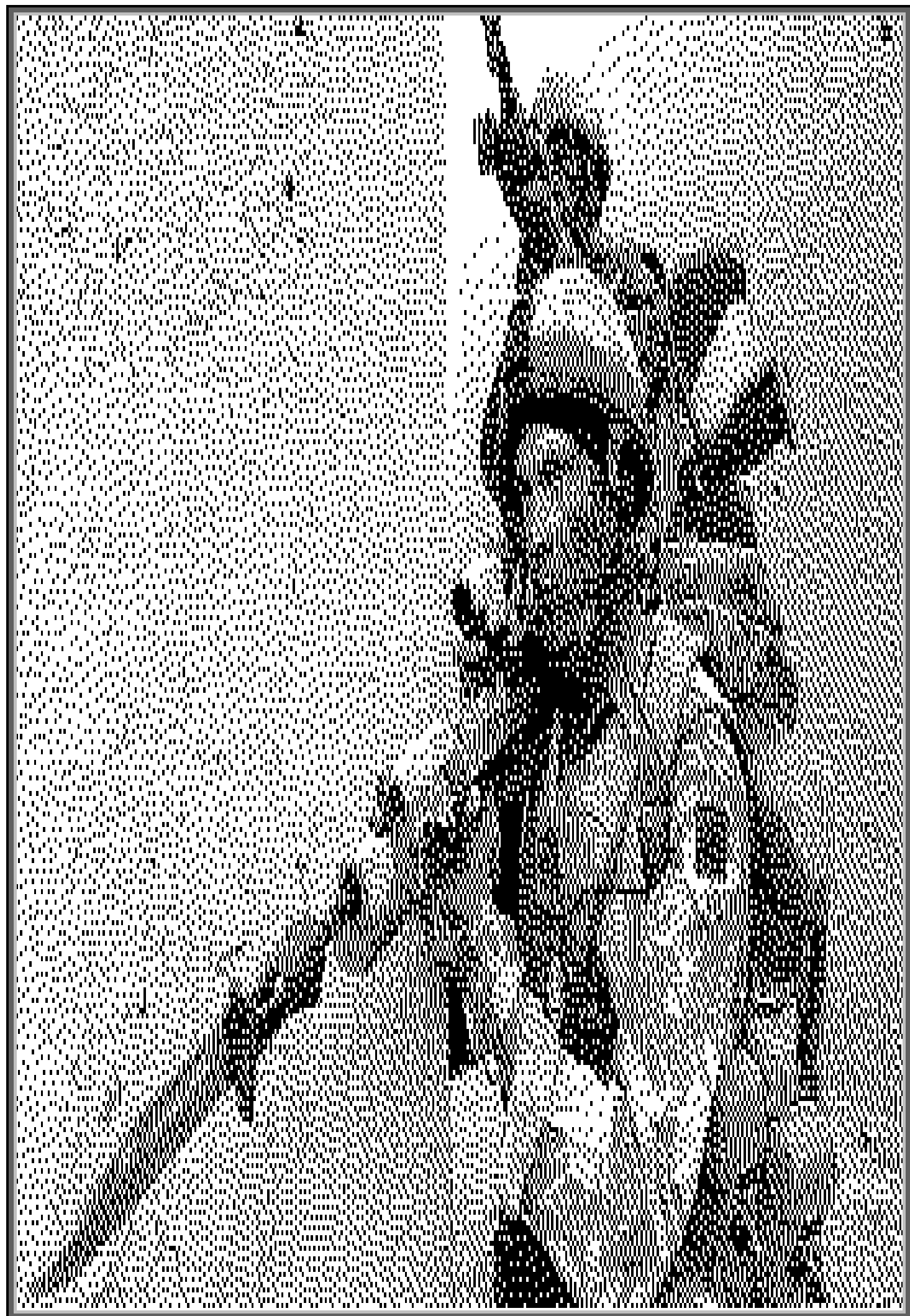
Weight: 3kg + 4.5kg battery, **Length:** 500mm, **Damage:** d8 Stun. **Effective Range:** 50 ft

Cylon Pole-arms

Seen on the Montclair painting, these weapons were part of the original design specifications for the Cylons. They were originally designated for riot control, having a long shaft that would allow them to reach out and stun rioters. When the war actually came, the Cylons retained the weapon for close combat use. It gave them the ability to neutralise humans without killing them, allowing them to capture and brought back for interrogation. As the war digressed into hand to hand combat, the same stunners were refitted with blades and halberd heads. This allowed them to over-reach their opponents defensive line and make a gap. Extensive use of these is seen in the famous Montclair portrait Based around an extending haft, the end of the weapon allows for either brush or point attacks against a target. The two models shown are typical early examples. Another variety includes an actual spear on the tip with brush emitters on either side.

Weight: 4.7kg, **Length:** 1067mm (closed) to 5486mm (fully extended), **Damage:** d8 B plus d12 Stun, **Magazine Capacity:** 8 Stun charges





MELEE WEAPONS

No matter how complex warfare has become, the individual soldier has always fallen back, when desperate, on a bladed weapon. During extended close quarters combat during the Cylon War, many an infantryman found themselves out of ammunition and forced to rely on that most elementary of weapons – the knife or sword. It is a telling measure of the desperation of those times that humans would take on the robotic menace with such a weapon.

Of course, the principal use for a knife was that of a tool, for cutting and eating and fashioning materials to make shelter or fire. To that end most soldiers are still issued knives – both as tool and as a final weapon when all else fails.

Swords



Wartime Issue
Sword



Picon Ceremonial
Guard's Sword (156th
Dragoon Guards Regt)

There was no issue of swords to any military service within the Colonies by the end of the war. Ceremonial weapons were provided for ceremonial occasions and only a few enthusiasts took up their time with this old martial art.

That changed with the onset of war. Cylons were regularly armed with a short-sword, instead of a bayonet. With the reach that the Cylons had, hand-to-hand combat tended to be short and deadly, and in the Cylons favour, if humans used just bayonets against them.

In desperation various local militaries started issuing swords. A few were sword-bayonets, but the bulk were just plain swords, a little longer than those being used by the Cylons. Few were made to the same specifications to begin with and both weight and length differed. The one thing the successful sword types all shared in common was a razor sharp edge. In this the wartime swords had the edge, literally, as they were made to order. The older sword types tended to have only one edge on them. The thrusting capability of a sword was of little use. It was the penetration of the edge in amongst the vulnerable actuators and command circuits that could sever the limbs of the Cylon. Epee's and Rapiers were thought of and quickly dropped in favour of blades that could do more and better damage. Two handed swords (apart from an occasional use by a fanatic or desperate militia man) were too bulky to be carried for long.

Wartime Issue Sword: Weight: 1.5-3 kg, **Length:** ~630mm

Ceremonial sabre or long sword: Weight: 3-4 kg, **Length:** ~700-800mm

Bayonets





Although swords had not been issued for over a century, the use of the knife as a tool (and in killing other humans) meant that the Bayonet was retained, even when fully automatic rifles were in use. The sheer

variety of Bayonets available is beyond count – nearly every gun had its own variety and these ranged from a spear-type prong to a broad-bladed hand knife with attachment points to hold it onto the gun. It was proved early on that few bayonets could be used against Cylons. Strangely enough there was one exception – the longer sword bayonet issued to troops using the venerable Zeus SMLE.

Knife style Bayonet: Weight 1kg, **Length:** 272mm

Dagger Style Bayonet: Weight 0.90kg, **Length:** 387mm

5.56mm SMI Bayonet: Weight 0.85kg, **Length:** 270 mm, includes wire cutter

7.62mm Bayonet: Weight 1kg, **Length:** 350mm

Zeus Sword-Bayonet: Weight 1.75kg, **Length:** 552mm

Combat Knives

Although Bayonets are still standard issue, quite a number of troops dislike the balance of them and so obtain or are issued other styles of knife. These weapons may be used as tools – some have the ability to cut wire, have tiny compasses in the handle or the like. They can be sheathed on the waist, on the back or in any number of concealed positions about a person.

As with any other weapon, the sheer variety available is staggering.

KABER Standard Combat Knife



It is rather unfair to dismiss the large varieties of other knives that look and perform almost exactly the same as this, but the KABER series of knives is quite representative of most combat versions currently in use. KABER is an amalgam of

various inter-colonial manufacturers that have effectively cornered the primary military market for the Colonial Government. It has become common to celebrate a retirement with one of these blades etched with an appropriate memorial.

Weight 0.32 kg, **Blade length** 178mm, **Overall length** 300mm

Decker Standard

Decker are an up and coming company, based on Canceron, that are challenging the traditional monopoly of the KABER conglomerate. This simple blade is a simple medium-weight blade ideal for personal combat or tool use. It's major concession to breaking the KABER monopoly, though, is its cheap price and its ease of use married to a slightly larger length than normal.

Weight: 0.34 kg **Blade length** 203mm, **Overall length** 343mm



Decker/TDI Tactical Tool



A design collaboration between Deckers and TDI, the Tac Tool smashes, bashes, prys, hammers and cuts. It is equally powerful at lifting stubborn hinge pins, prying open doors or windows, and hammering out glass as it is

efficient at cutting 550 cord. It is mostly found amongst special forces units of both the military and law enforcement units across the Colonies. Aereon's forces produce a similar weapon with weighs 0.7kg and is foldable.

Weight 0.6 kg, **Blade length** 178mm, **Overall length** 318mm

Becker Combat Utility

Becker's all-purpose utility knife was designed specifically for soldiers and adventurers requiring a sturdy but lightweight combat knife that can stand up to hard use. It is a standard issue for the Tauron and Caprican militaries

and has even made inroads into the Colonial Marine Corps. The design has been copied on several planets.

Weight: 0.34 kg, **Blade length** 133mm, **Overall length** 267mm



Decker Combat Bowie



Combat Bowie performs well during extended periods of use with less user fatigue than most other knives in its class. It is a useful performer in a variety of combat and fieldcraft chores.
Weight 0.47kg, **Blade length** 228mm, **Overall length** 375mm

Bowie style blades have been used for thousands of years and has retained a certain cachet for those who want an actual combat blade as opposed to just a tool. Decker's range of bowie blades is wide and produced in styles from decorative pieces to the one above. The

Decker K I I KABER



weapon has continued in production and has been licensed heavily (and copied) throughout the Colonies.
Weight 0.07kg, **Blade length** 83mm **Overall length** 171mm

This knife is typical of a high quality knife produced during the Cylon War. It features a Carbon/Stainless Metal blade and has a carbon steel core sandwiched between two layers of 410 stainless steel. Each knife comes with a plastic injection moulded sheath. Since the war the

Doosy Folding Hunter Blade

Originally designed for hunting purposes, this folding knife has seen a certain popularity amongst those units that operate in rural areas. However, its insulated handle and wire stripper have found it being used by second echelon troops in urban environments.

Weight 0.12kg, **Blade length** 93mm, **Open length** 216mm, **Closed length** 124mm



Tanto Blades Combat Knife



length 326mm

The Tanto blade shape, of Aeron influence, has a thick pointed blade that's good for penetration. Coupled with a glass-filled nylon sheath this knife is designed for the toughest of tasks.

Weight: 0.34kg, **Blade length** 203mm, **Overall**

Tauron Defence Industries (TDI) KABER Law Enforcement Ankle Knife

TDI's licensed a version of a concealable blade for law enforcement (and some military) uses. This knife is mounted in an ankle sheath, the hard plastic of which, locks the knife in place for use.

Weight: 0.11 kg, **Blade length** 89mm, **Overall length** 178mm



Large TDI Law Enforcement Knife, Serrated



A larger version of the very popular TDI Law Enforcement Knife. Sold with hard plastic sheath that is fitted with flexible straps to mount to pant and duty belts, tactical vests, and more.

Weight: 0.27 kg, **Blade length** 95mm; **Overall length** 190mm

Black KABER Kukri Machete



Surviving the toughest field testing, the Kukri boasts excellent test results in chopping and basic field use. It is a combat version of the older Borellian Kukri style knife but is smaller.

Weight: 0.77kg, **Blade length** 292 mm, **Overall length** 445mm

Black Kaber Cutlass

Perfect for chopping down weeds, clearing a camp site or cutting small limbs and tree branches. Tends to be issued in Jungle and Woodland conflicts.

Weight: 0.77kg, **Blade length** 279mm, **Overall length** 419mm



Borellian Kukhri



Designed as a general tool both above and below ground by the early Nomen, the Kukhri knife was fairly well restricted to the Nomen but also found a following amongst gang members on various planets. A standard Nomen Kukhri is often ornamented with various quotes from the Nomen's version of the sacred scrolls. When a knife is damaged beyond

repair it is re-smelted into a replacement knife. To permanently lose a knife was regarded as a blow to a Nomen's personal honour. The knives performed well enough in hand-to-hand combat against the Cylons but the Nomen swiftly replaced them with a better and more modern alloy.

Weight: 1 kg, **Blade Length:** 340mm, **Overall Length:** 460mm

Borellian Issue Kukhri

The Borellian Issue Kukhri was a consolidated design manufactured for and used almost exclusively by the Borellian Nomen Clans during the Cylon War. It gained a reputation (n the right arms) for being able to slice through Cylons. Part of the mystique of the weapon is more to do with the extensive blade training given to the Nomen Clans but some footage from the war does, indeed, show the Borellian warriors literally slicing off the limbs of Cylons. The weapon is made to the highest standards and with a balanced alloy of some kind not manufactured anywhere else in the Colonies. Various other militaries, including Colonial ground units make use of a similar weapon.

Weight: 2 kg, **Blade Length:** 380mm, **Overall Length:** 470mm, Borellian manufactured versions ignore two points of any armour. Colonial versions do not gain this advantage.



Miscellaneous Weapons

Borellian Bola

A Borellian Bola is a simple device, consisting of two metallic spheres, connected by a simple flex, with a single switch sewn into its centre. The Bola is swung around and released. When it hits a target smaller than itself it will wrap itself around it, entangling itself and doing damage. A Nomen child grows up learning to use the Bola, few others ever do. The Nomen have a number of different types of Bola, manufacturing these using imported tools and ingredients.

- Simple. Made of rocks and rope of the right size, these are used to bring down game (and humans or Cylons) without damaging them too much. They are also used for training.
- Shaped Charge. Inside each sphere is a special charge. When the balls entangle a small detector detonates a shaped charge when the two spheres come within five inches of each other – or the balls come to rest.
- Stun. A small electrical charge discharges into a human at the same time as the balls hit, doing additional stun damage.
- Gas. These bolas may entangle, but then they will release a gas attack, usually of a local knock-out toxin.
- ECM. The Cylon war reached even into the Caverns of the Nomen. In addition to Shaped Charges, the Nomen created a more powerful stunner charge – designed to electrify the opponent. These Bola will fry nearly any electrical equipment they wrap themselves around.
- Fragmentation. Effectively two grenades tied together.

Bola Damage Tables		
Bolt Type	Damage	Range Increment
Simple	d4 S	30 yards
Shaped Charge	6d12 W	15 yards
Stun	d4 S + (+2d6 electrical stun damage)	30 yards
Gas	d4 S + special	30 yards
ECM	d4 S + (2d10 W electrical wound damage to Cylon or basic damage to human)	21 yards
Fragmentation	10d6 W	15 yards

A hit by a Bola is enough to do the damage shown on the chart above. In addition a bola will entangle its target and will immediately restrain them unless the target makes a successful Dodging roll (Agility + Athletics/Dodge). An attempt to block will automatically entangle either the target or whatever they are blocking with.

Bola's do not work like normal thrown weapons and cannot be used within 3 yards of their target. Instead they get modifiers as follows:

Bola Range Modifiers		
Point Blank	5' thrown	not possible
Short	1	+1 skill step
Medium	2	-
Long	4	- 1 skill step
Extreme	10	- 3 skill steps

Finally, a bola is restricted in its range by the number of turns needed to prepare it. It takes two turns to throw a bola to fire up to long range (1 turn to prepare, 1 turn to throw in) and three turns at extreme range (2 to prepare, 1 to throw in).

Flare Pistol

Flare pistols are used for signalling. Found commonly for use in civilian distress situations, the guns have also found a use in military signalling on occasion. The standard shell (which resembles a large shotgun shell) will fire a flare some 100 metres into the air. Ideally this will show the firers position. In military use different coloured flares can signal different instructions or directions. In such cases, care should be taken to minimise the location of the firer. Wt: 0.25 kg. Cost. €30



Karlane Heavy Crossbow



Various attempts, generally unsuccessful, were made to use Bows and Crossbows in combating Cylons. Most of these attempts were made in the first flurries of panic when any weapon seemed better than none at all.

Some luck was obtained by using arrows or bolts with high quality heads on them and only then by firing enough of them at a Cylon. Lightweight explosives were added to some bolts and arrows - but the slight damage they inflicted rarely made up for the lack of range caused by the heavier and front-heavy ammunition.

One exception **was** found during the war. The desert mines of Canceron are noted for their use of penal servitude in order to extract Tylium ore. As

the Cylons attempted to seize this vitally important and explosive resource, the bulk of prisoners were granted freedom or remissions of sentence if they'd help fight the Cylon onslaught.

There were few weapons available to the prisoners and no body armour at all. Initial assaults saw the Cylons attacked with any number of hand held tools - from pick axes to jack-hammers - and the casualties were enormous.

One quickly improvised weapon was made in local work sheds - a heavy compound crossbow. The combatants quickly learned that a bolt was no substitute for a bullet. However, Karl Lane, a chemical engineer sentenced for the death of his girlfriend, devised a method for increasing the damage caused by the bolts. He fashioned a hollow bolt, filled with refined Tylium and fitted with a striker. Although the bolt was heavier than a normal one would be, it retained an aerodynamic shape and, above all, on hitting its target, was capable of causing significant damage to advancing Cylons.

By incorporating a compound mechanism (and a number of additional springs and pulleys) he also reduced the time taken to reload the crossbow, a major advantage when fighting, although it's still nowhere near the time needed to fire a normal firearm. It is, however, a good turn around when compared to reloading a single shot grenade launcher. The crossbow's helped stem the tide of the conflict around the mines. Underground, the miners had to rely on non-explosive bolts (due to the danger of explosion) and pitfalls and deliberate collapsing of tunnels. It was a vicious fight.

After the war, Karl Lane went on to build up a hunting business and his grandson still builds the original Karlane Heavy Crossbow, although use of 'T' type bolts is banned throughout the Colonies, except under experimental licensing. The plans of these are still available, however, and some militia's pride themselves on using the same design with different types of liquid explosives.

Karlane Crossbow: Weight: 5.9kg, **length:** 1020mm, comes with optical sight as standard, takes 5 turns (15 seconds to cock) due to its mechanism. Arms are foldable.

Standard Crossbow: Weight: 3kg, **length:** 650mm, may come with a number of different features, takes between 5 and 20 turns to reload.

Karlane Tylium Bolt: d6W + d12W, Range Increment: 20 yards

Karlane Explosive Bolt: d6W + d6W, Range Increment: 30 yards

Karlane bolt: d6W, Range Increment: 50 yards

Standard Explosive Bolt: d4W + d6W, Range Increment: 25 yards

Standard bolt: d4W, Range Increment: 40 yards

Personal Defence Aerosol:

These have been marketed extensively to civilians and police forces on Canceron, Leonis & Gemenon, but civilian sales have been prohibited in other Colonies such as Caprica. Normally, the filler is CS or CN aerosol, but it can also be 1% capsaicin, a cayenne pepper derivative. All fillers act as an irritant gas (if hit, target must roll a hard Con+Con to avoid being incapacitated for 10 minutes. Hitting is accomplished according to standard direct-fire rules, with the total range being limited to 10 meters. The spray contaminates any surface it hits, but disperses within 10 minutes. Wt: 0.2 kg. Cost. €25



ARES

FIELD GUIDE

TO

EQUIPMENT AND

SUPPLIES

THE COST OF LIVING:

In the following pages you will find a varied assortment of items of use to the soldier (and civilian in places). Each item has a price listed next to it. These were the prices (in Colonial Cubits) in the 52nd Year following unification of the Twelve Colonies.

Since the fall, the prices listed here can mean absolutely nothing or be worth many times their normal value. In a fleet campaign, the cost of a meal is always the same, only the exceptional and rare cost more. But when the fleet starts to run out of food, then hoarding begins and prices for even MRE's skyrocket.

By all means go out and buy that wonderful gun you've always wanted. But if it doesn't use Colonial Issue ammunition then you'll have to go out and buy those rounds yourself. Whether you find them and how much they cost will depend on the GM and the vagaries of the universe.

On the other hand, a campaign set on the devastated colonies has a different set of values. Coming across many of the basic items is easy to begin with and will get harder later (as food spoils, items rust etc). You may end up trading or you can walk into a coffee shop and find the basement full of emergency supplies.

So take these prices as a guide. Generally, if an item is scarce then double the price. If its not normal issue for the Colonial Military, and its military grade items you want, then triple the price. And so on.

On another note, the GM may want to let his characters have more money to start the game with. That's fine. We recommend that you double the initial amount but restrict what they can buy.

Another thing to consider. If that person has a trade (Doctor, mechanic etc) then they should have the tools of their trade - a surgeons kit or mechanics toolset. Something like that. Any character who starts in a ships crew should have their own spacesuit. Think on these little things and play will run smoother.

ARMOUR

The various body armour's that abound throughout the Colonies underwent a massive growth in type and ability during the Cylon Wars. Although the aftermath of the war saw a downsizing in the military, upheavals amongst planetary populations have kept the use of body armour in constant use by Police Forces across the twelve worlds. Continued development for the Armed Forces has lagged behind, although the latest Marine Boarding Armour has now been approved and deployment has been fast-tracked through the system. This doesn't take away from the fact that nearly all of the armoured suits currently being worn by the Armed Forces are little better than those worn by their forefathers:



Resistweave Suits

Considered to be the most effective body armour for its limitations, Resistweave is also one of the most expensive available to the civilian market. Incorporating a weave that feels little different to other fabrics, when hit, the fibres within the cloth lock tight, transferring the damage from an attack around the body. Resistweave can be bought in vests, coats, and even full body suits.

Armour Rating: Converts Wound attack (from weapons below 12.7mm) to stun (or shock points), no penalty to agility or alertness.



Resistweave suits can also be made vacuum proof and form the basis for the various Marine Boarding Armours in use.

Torso Body Suit:	2 kg, 1500 cubits
Full Body Suit:	4 kg, 5000 cubits
Full Body Suit, Vacuum Rated:	4 kg, 20000 cubits
Coat, informal:	4 kg, 1500 cubits
Coat, formal:	4 kg, 2000-20000 cubits
Waistcoat:	2 kg, 600-6000 cubits
Trousers, casual:	3 kg, 800 cubits
Trousers, Formal:	3 kg, 1000-15000 cubits
Dress, short, casual:	4 kg, 1200 cubits
Dress, long, casual:	6 kg, 2000 cubits
Dress, long, formal:	6 kg, 2000-20000 cubits

These are just a sampling of clothing types available in Resistweave fabrics. Essentially, the more coverage needed, and the more upmarket the type of cloth and cut needed, the more expensive the suit will be.

Helweg Under-armour & Vests



Helweg supplies under-armour for many civilian applications. The under-vest (illustrated left) provides coverage against pistol, stab and low velocity threats.

Armour Rating: Absorbs 2 points of wound from any attack: Converts any remaining damage from a pistol round to half damage stun, half damage wound., **Cost** 425 cubits

Helweg Vests (right illustration) are quickly and easily donned, which makes them very popular for personal protection.

Vest Level II: Armour Rating: Absorbs 2 points of wound: Converts any remaining damage from a calibre below 7.62 round to stun, and any calibre from 7.62 upwards to half damage stun and half damage wound. **Cost:** 1000 cubits

Vest Level III: Armour Rating : As per level II, but includes armour inserts that converts all wounds below 12.7mm to stun and wounds above that to half damage. **Cost:** 1600 cubits,

Level III additional Armour

This armour consists of a resistweave backing with additional ceramic plates incorporated into the chest, back, shoulders and arms.

Armour Rating: Absorbs 3 points of wound; Converts any remaining damage below 12.7mm to stun and wounds above that to half damage.

Cost: 3200 cubits. **Weight:** 8 kg

Restricts agility by 1 step



Helweg Front-line

Helweg's front line battle armour is a common variety deployed with ground forces throughout the colonies. Consisting of a camouflaged vest with ceramic inserts covering the most vulnerable areas, it also provides additional protection for the shoulders, elbows/arms (not shown here) crotch and knees. It also provides head armour and armoured boots.

The system can fit any of the standard utility belts in use by the armed forces and is capable of being donned in less than three minutes by experienced personnel.

Armour Rating: Absorbs 3 points of wound; Converts any remaining damage below 12.7mm to stun and wounds above that to half damage.

Cost: 4200 cubits. **Weight:** 8 kg

Restricts agility by 1 step

Restricts alertness by 1 step if helmet worn

Helmet contains radio



Armoured Utility Suit



This type of armoured utility suit is popular with vehicular crews (and comes in a wide variety of colours and types).

Made of a thicker material than resistweave, with reinforced padding, the suits can also incorporate limited life support options as additional accessories.

In high combat areas, a Level III vest is usually attached.

Armour Rating: Absorbs 2 points of wound armour and 4 points of Stun armour. No other effect.

Cost: 4000 cubits, **weight:** 7 kg

If helmet attached, alertness restricted by 1 step

CABA Mk I Integrated (Combat Suit)



The first Close Assault Body Armour suits utilised a lower rated resistweave fabric, matched to a set of heavy combat vests, to produce a combat suit that was designed for close combat in urban (or space) warfare.

Armour Rating: Absorbs 3 points of wound; Converts any remaining damage below 12.7mm to stun and wounds above that to half damage.

Helmets absorb 4 points of armour.

Cost: 3800 cubits. **Weight:** 5 kg

Use of the helmet incurs a -1 alertness penalty

The lightweight nature, and cheapness of the armour guaranteed it a place in the early Colonial Armed Forces, but its lack of additional arm armour saw it give way to improved armour later on in the war.



CABA Mk2



The second most popular suit utilised by the ground forces fighting the Cylon's was based on police armour, instead of military armour. The need for close combat requires far more armour reinforcement, especially on the limbs.

The Mk2 armour incorporated the resistweave fabric of the Mk1, but added considerably more additional protection. The combat helmets were provided with riot visors to provide better sight during combat (many soldiers removed these as they tended to get in the way during normal combat operations).

Armour Rating: Absorbs 4 points of wound; Converts any remaining damage below 12.7mm to stun and wounds above that to half damage.
Headshots absorb 4 points of armour.

Cost: 6000 cubits. **Weight:** 5 kg

The armour incurs -1 agility penalty step

Close Assault Body Armour [CABA-3]

Although not often issued nowadays, the CABA mk III is the continued development of the same body armour used by regular forces in the Cylon War (as epitomised in the classic painting of the defence of Taura City). The Mk III is proof against thrown projectiles, fire, heat and cold and contains a limited life support system. Its weight and restrictions restrict it to urban units.

Armour Rating: Absorbs 4 points of wound and 4 points of Stun damage; Converts any remaining damage, regardless of calibre, to stun. Headshots absorb 4 points of armour.

Cost: 7000 cubits. **Weight:** 15 kg

Incurs a -1 penalty step to both Alertness and Agility.

Comes with built in short-range radio.



Urban Combat Exoskeleton Battle Armour (UCEBA)

Originally designed around the Close Assault Body Armour concept, the UCEBA is the first actively deployed exo-skeletal armour.

Weighing in at 20 kg's, most of the weight is well distributed and an exo-skeleton ensures that movement is not restricted.

The UCEBA is capable of carrying and firing weapons that would normally require fixed positions, such as Anti-materiel Rifles and medium machine guns (it cannot fire heavier weapons, freestanding, although it can certainly carry them). The suit incorporates an anti-recoil system to allow it to fire heavier weapons whilst standing.

Although well armoured, the suit is not designed for use in hostile environments, although it is proof against thrown projectiles, fire, heat and cold and contains a twelve hour life support system for standard pressures (i.e. it is not vacuum or water proof).

Armour Rating: Absorbs 4 points of wound and 4 points of Stun damage; Converts any remaining damage, regardless of calibre, to stun.

Helmet has the same capability.

Cost: 17000 cubits. **Weight:** 20 kg

Incurs a -1 penalty step to both Alertness and Agility.

Comes with built in short-range radio, night vision and optical sighting for any weapons carried (gives a +1 step to attack).



Marine Orbital Battle Armour (MOBA)



Utilising much of the technology of the UCEBA suit, the MOBA upgrades that armour to deal with vacuum as well as ground environments.

Weighing in at 23 kg's, most of the weight is well distributed and an exo-skeleton ensures that movement is not restricted.

In space, an additional 7 kg backpack is fixed to the armour to allow manoeuvring and to provide additional life support in EVA situations.

As with the UCEBA, the MOBA incorporates an anti-recoil system to allow it to fire heavier weapons whilst standing.

The suit is proof against thrown projectiles, fire, heat and cold and contains a twelve hour life support system capable of use in vacuum or up to 100 feet underwater (the suit requires a 5 kg underwater manoeuvre backpack for those operations)

Armour Rating: Absorbs 4 points of wound and 4 points of Stun damage; Converts any remaining damage, regardless of calibre, to stun.

Helmet has the same capability.

Limited radiological protection provides a -1 step protection vs radiation, for two hours. Considered to be biological/chemical proof.

Cost: 27000 cubits. **Weight:** 20 kg

Incurs a -1 penalty step to both Alertness and Agility.

Comes with built in short-range radio, night vision, polarising visor and optical sighting for any weapons carried (gives a +1 step to attack).

Note: Deployment has only been to Colonial Marine Commando's, certain special force units and the Virgon Defence Deployment Teams that specialise in protecting Virgon's specialised laboratories. The Marine seen here carries a stripped down D102 Assault Rifle (it lacks the additional gas cartridge).

Hostile Environment Battle Armour (HEBA)

The very latest in armour is the Hostile Environment Battle Armour (HEBA). Effectively a further development of the MOBA, this suit has been designed for use in environments that the MOBA cannot handle, including high radiation areas.

The suit weighs in at 25 kg's, most of the weight is well distributed and an exo-skeleton ensures that movement is not restricted.

In space, an additional 7 kg backpack is fixed to the armour to allow manoeuvring and to provide additional life support in EVA situations.

The HEBA incorporates the same anti-recoil system as the MOBA to allow it to fire heavier weapons whilst standing.

The suit is proof against thrown projectiles, fire, heat and cold and contains a twelve hour life support system capable of use in vacuum but is not capable of amphibious operations below 20 feet. It also provides additional protection against radiation, biological and other toxic elements.

Armour Rating: Absorbs 4 points of wound and 4 points of Stun damage; Converts any remaining damage, regardless of calibre, to stun.

Helmet has the same capability.

Cost: 37000 cubits. **Weight:** 23 kg

Full radiological protection provides a -1 step protection vs radiation. Considered to be biological/chemical proof.

Incurs a -1 penalty step to both Alertness and Agility.

Comes with built in short-range radio, night vision, polarising visor and optical sighting for any weapons carried (gives a +1 step to attack).

Note: This armour has only seen limited production and has been assigned to HAZMAT operation teams throughout the CAF (including maritime, ground, fleet and marine forces) as well as to a small number of specialist law enforcement teams.



WEAPON SIGHTS & ACCESSORIES

Scopes and Sights

The use of a sight with a ranged weapon allows the firer to negate some of the penalties for firing outside the short range increment (at this range there is no penalty for distance). It cannot provide a bonus to hit and it does not extend the range of the gun itself.

Certain weapons in the lists come with optical sights as standard (and included in the price). Others only have iron sights and must have sights bought for them.

Sights have their own ranges. If this is beyond the range of the range increment then it expands the short range increment only to that range.

The higher the magnification of the sight, the lower the Field of View (the ability to see outside the target area, making it harder to track fast moving targets). This imposes a penalty on any fast moving target at higher magnifications.

In addition to purely telescopic sights, some sights may incorporate, or add, laser rangefinders, night vision ability and red-dot projectors (in such cases, find the cost of your normal magnification and then add in the improvements you want).

Note: Using any scope to fire at any moving target within the 'normal' short increment range of a weapon will incur a -2 steps to hit the target. (scopes are not designed for use inside these engagement distances). It is assumed that the firer will use the iron sights on the gun instead. If the gun doesn't have iron sights then they will still incur the -2 step penalty regardless.

Magnification	Range	Cost	Weight	Penalties
x2	300	50	0.1	n/a
x3.4	400	150	0.15	n/a
x4	600	310	0.2	n/a
x6	800	420	0.3	-1 step at running target
x8	1000	700	0.4	-1 step at running target
x10	1200	1500	0.5	-2 step at running target
x20	1800	3000	1.0	-4 step at running target

Type	Cost	Weight
Low Light Scopes (Integrated)	x1.5 cost of normal sight	x 2 of normal
Night Visions Scopes:	3500 cubits	1.46 kg
Thermal Scopes:	4500 cubits	2.0 kg
Enhanced Thermal Scopes:	16400 cubits	2.5 kg
Laser Scope:	100 cubits	0.25kg
Digital Scope:	350 cubits	x 2 of normal
Digital Scope with Ballistic Computer:	20000 cubits	x 2.5 of normal plus 0.75kg
Bore Scope:	1000 cubits	none (included in weapon)
Holographic Sight	480 cubits	0.34 kg
Holographic x3 Sight	650 cubits	0.128 kg

Low Light Scopes

Some standard sights, such as the SMI 80's SUSAT, also include the ability to function in Dim Light without penalty and without batteries. Many military sights are now incorporating this as standard.

- Dim Light penalties are removed, Thin fog and smoke have a -1 skill step penalty.



Night Vision Scopes



Night Vision Scopes enhance visible light to allow the shooter to see in the dark, albeit at reduced ranges.

- It eliminates Dim Light and Dark penalties (but not smoke or fog). Effective ranges are half of normal (i.e. a x4 night scope has a 300 metre range).
- Pitch Dark conditions are converted into Dim Light conditions.
- Night Vision Scopes require batteries (50 hour life before replacing or recharging).

Thermal Vision Scopes

Thermal Vision Scopes shows the thermal signatures of anything that radiates heat. The actual difficulty to hit varies considerably based on the background heat sources and of the target itself.

- Requires Batteries (8 hour life before replacing or recharging).
- Thermal scopes negate Pitch Black, Dark and Dim Light conditions at Short and Medium Ranges and reduce those conditional penalties by half at distances beyond that.



Enhanced Thermal Vision Scopes



Enhanced Thermal Vision Scopes provide the same benefits as a normal Thermal Vision Scope but they also:

- require batteries (5 hour life before replacing or recharging).
- negate Pitch Black, Dark and Dim Light conditions at all ranges & add plus 1 step to firing (single shot only) at Short range.
- negate fog and smoke penalties at Short and Medium Ranges
- have video feed

Electronic/Digital Scopes

These sights incorporate computer assisted magnification and zoom functions. They increase magnification by one third compared to normal ranges. It should be noted that these types of sights are subject to interference from strong rf fields (such as fusion plants generated by starships, shuttles and heavy vehicles or plant machinery).

- require batteries (48 hour life before replacing or recharging).
- have variable magnification (3x to 15x)
- Ignores Dim Light and fog (but not smoke) penalties
- Adds 1 step to hit (only for single shots and single bursts)



Electronic/Digital Scopes with Ballistic Computer

These sights give all the advantages of a standard Digital sight but they also feed the information through a small ballistic computer that adds in current wind velocity, humidity, bore temperature and other factors before providing a corrected aim 'target' through the scope. Highly expensive, there are few manufacturers who are still capable of building these scopes to military specifications. There are fewer uses for such weapons (the laser rangefinder is susceptible to Cylon detection and counter-jamming).

- require batteries (48 hour life before replacing or recharging).
- have variable magnification (3x to 15x)
- Ignores Dim Light and fog (but not smoke) penalties
- Adds 2 steps to hit (only for single shots)



Bore Scope

Some guns have a scope married to the exact centre of their barrel, feeding the data back up through to a sight mounted in the receiver.

- A bore scope gives an additional plus one step to hit at any range. (does not apply to full auto or spray)

Laser Scopes



Normally referred to as 'red dot' sights, these project a laser 'beam' putting a red dot on the target. Although useful in low light conditions, they rarely have any advantage in normal or bright light conditions.

- Laser sights do not have a magnification (you will still need a normal scope to see the 'dot!'), but they add a plus one step to hit at any range. (only applies to single shots).

Holographic Sights

These devices were designed to overcome the problem with sighting at Short (and closer) ranges. They only deliver a x1 magnification, but they also provide the same benefits as a Night Vision Scope. Holographic Sights were common at the start of the Cylon War but were quickly rendered a liability by the Centurions ability to locate the firer quickly and easily (they enjoyed a briefer popularity as decoys).

- Holo Sights do not have any penalty for use at Short (or closer) ranges.
- Has same advantages as the night scope
- Requires Batteries (average life span is 1100 hours)
- Note: the sight uses a laser which is detectable by Cylons



Holographic Variable Sight



An add-on to the basic Holographic Sight, the Variable Sight provides a fixed x3.4 magnification device which fixes onto the rear of the standard sight. It can be switched between magnified and close quarter sighting at the flick of a switch. Like the base unit, it is easily detected by Cylons.

- Holo Sights do not have any penalty for use at Short (or closer) ranges.
- Has same advantages as the night scope
- Requires Batteries (average life span is 60 hours)
- Note: the sight uses a laser which is detectable by Cylons

Accessories

Bipods



Although not every gun actually needs a bipod, many fire much better, especially at full auto, with one. A good bipod will allow the firer to brace and reduce the recoil from the gun firing. It will also allow the gun to be swung slightly from side to side, without negating that advantage.

Cost: 30-150 cubits, Weight: 1 to 2.5kg.

- A bipod reduces the recoil penalty by one step.



Tripods

Tripods are designed to absorb the recoil delivered by heavy machine guns. Due to their weight they are usually used in fixed positions.

Cost: 300 cubits, weight: 25 kg

- A tripod negates all recoil penalty.

Brass Catcher

No longer a hot selling item for the military, brass catchers were very common during the Cylon War, where they were used to catch the expelled cartridges or links as the gun was fired. The 'brass' was then sent back to the rear for local reloading. The necessities of the long drawn out conflict made local logistics the norm. Since the war, brass catchers have still issued to militia units and civilians use them extensively.

Price: 60 cubits, no effective weight empty.



Cases





Guns have always travelled better if protected from the elements. For travelling, different types of cases are available from the rigid model (above) to the light and cheap canvas waterproof models employed by Aeron's forces (left). Cost and weight vary tremendously across the range and increase if the case is for multiple weapons. Cost: 15-300 cubits, weight: 0.1 to 5 kg for single cases and up to 20 kg for the 12 case Leo Storm containers.

Flashlights

One cheaper alternative to the use of night or thermal sights is the addition of a gun mounted flashlight. This has the advantage that the focused light from the device will illuminate whatever is directly in front of it as well as a narrow cone to either side. The light allows easier identification of targets (in such cases where that is necessary). It also has the disadvantage of letting the enemy see the user. cost: 35 cubits, weight: 0.1 kg,



- requires batteries (1.5 hour life span)
- negates Dim Light, Dark and Pitch Black penalties to 30 metres for user
- negates all Dim Light, Dark and Pitch Black penalties at any range for opposition (provided device is not blocked).

Flash Suppressor/Muzzle Brake



Flash suppressors are designed to reduce the muzzle flash as a bullet exits the gun. Nearly all long arms have having one conveys

some type of flash suppressor as standard and, as such, no special bonus. Lacking one does. A weapon without a flash suppressor entails the following penalties:

Cost: 50 cubits, **Weight:** none (replaces the existing one)

- Locating the firer is a moderate task
- The firer must make a recoil penalty check with a -1 step penalty.
- A suppressor may also reduce recoil by providing 'venting', usually in the top part of the brake. Buying a redesigned suppressor can reduce a recoil penalty check by 1 step.

Noise Suppressor



Noise Suppressors are designed to reduce (not eliminate) the sound of the bullet leaving the gun. Different types of weapons require suppressors made specifically for them and the construction of these silencers vary from regular manufacturers to amateur versions that may only last for a few shots. Any gunsmith should be capable of producing a suppressor.

Weight: 2% of weight of gun x bullet calibre for a professional version. Any silencer weighing less than this will only last for 2d6 rounds before it is no longer effective. **Cost:** 250 cubits, **Length:** same as range increment (quadrupled for pistols, half for Anti-materiel Rifles)

- Trying to hear a suppressed firearm from more than 10 metres away is a Hard Task and trying to locate the firer is a Formidable one.

Recoil Buffer:

These internal devices reduce the effects of recoil. They Can only be fitted to a stocked weapon (and requires the purchase of a new stock).

Cost: 40 cubits, 0.2 kg

- Reduces any recoil penalty by one step.

Rail Mounts

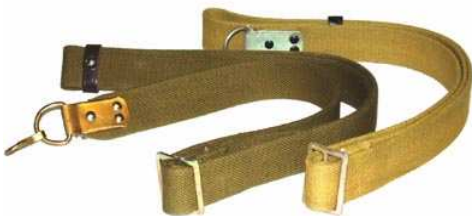
As the need to include more and more sophisticated sights and accessories has built up, so has the problems of attaching those accessories to the firearm. Previously, this required the addition of mounting screws and rings. However, the Picatinny (or other) style rails have helped fuel the accessory market.

Although the rail still needs to be mounted to the relevant part of the gun, once installed it makes installation or replacement of an accessory a matter of only a minute or two to take off and replace with the required part. Of course, Scopes still need to be re-sighted on being added onto the gun, but it overcomes the basic problems of attachment. Multiple rails can be attached to a gun (pistols tend to have them under the barrel to avoid problems with the slide).

weight: 0.25kg, cost: 120 cubits



Slings



Any number of slings are available for a side arm (including pistols). They are clipped to a set of rings normally embedded in the stock and furniture, or attached to a rail system. Slings are designed to allow you to carry a weapon without encumbering hands.

Cost: 30 cubits, weight 0.1kg

Speed Loader: Revolver:

Swing-out and top-break revolvers are designed to eject all cartridges with one movement, and speed loaders allow loading with but a single additional step. Speedloaders also provide a convenient way to carry ammunition for a revolver. This allows a revolver to be reloaded in 2 turns (instead of the 4 it should take). Weight:

0.5kg (loaded) Price: €12



Speed Loader: Magazine:

A mechanism for rapidly reloading magazines. Instead of pushing the rounds in by hand, the rounds are already inserted into the speed loader and all the user has to do is push the rounds in. A magazine can be reloaded in 3 turns this way. Not popular with front line troops as a rule, they became essential during the Cylon War as logistics commonly broke down. Weight: 0.25kg (unloaded) €16

Small Arms Cleaning Kit:

Each military weapon (but not civilian) should come with its own cleaning kit. This allows the weapon to be semi-stripped and cleaned regularly. Any weapon not supplied with this will need one of these buying, although tools from another kit for a similar gun might do instead (roll Hard: Int+Wil) to assemble a kit from non-standard sources). Un-cleaned guns will always blow out the receiver on a fumble, inflicting the same damage a standard round of the gun would cause (do not apply armour) to hands and upper body. Wt 0.7kg; Price €16

Stocks

It is possible to change the stock on the rifle/carbine with a lighter or adjustable version. The actual attachment of the stock includes fixed, extending, folding or swivelling. Folding and Swivelling stocks reduce the gun length (when folded etc). Adjustable stocks allow the butt to be effectively fitted to the user.



Precision Rifle Stock:

Adjustable for both height and length, includes cheek pad and compartment for spare batteries or tool kit.
Cost: 120 cubits, (adds 0.20kg to weapon weight).

- Adds +1 step to hit for single shots.



Carbine Stock

300 cubits, adds 0.20 kg to weapon weight, includes recoil buffer and two compartments for spare stowage or batteries. Adjustable length.



CQB stock

330 cubits, adds nothing to weapon weight (0.26 kg separately)



CQB Heavy Stock

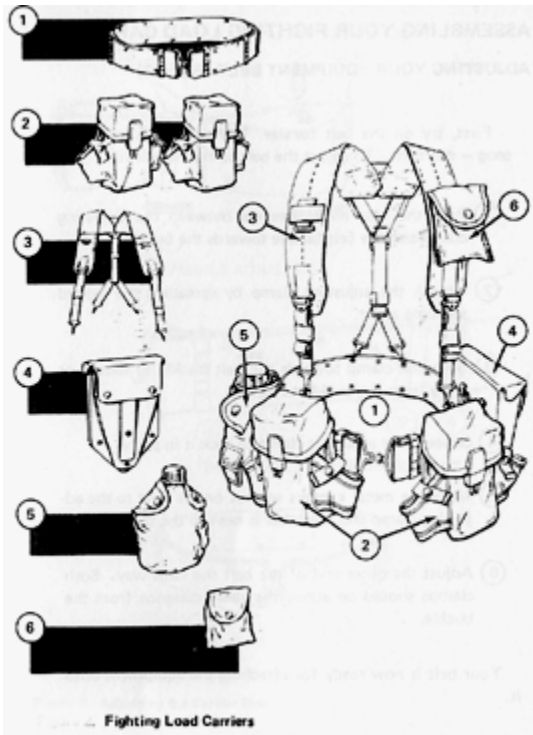
400 cubits, adds 0.26kg to weapon weight. includes recoil buffer.

APPAREL & PROTECTION

Combat Webbing:

Combat webbing consists of a set of suspenders and a web belt (giving rise to another common name, "web gear"), and may consist of any number of other pouches or gear, as follows:

- Suspenders and belt: Weight 0.77kg, Price €22
- Butt pack: Named for the place it is carried, but can also be carried between the shoulders. Carries 4.5kg. Weight: 0.2kg, Price €13
- 1-quart canteen and pouch: Weight (full)1.25kg, Price €8
- Canteen Cup: Metal cup which fits inside the canteen pouch. Weight: 0.25kg, €10 .
- Personal Medical Kit/Compass Pouch: Note: the PMK includes this pouch. Weight 0.05kg, Price €3
- Rifle Magazine Pouch: Holds 3 magazines. Weight 0.2kg, Price €9
- Shotshell Pouch: Holds 6 10-Gauge, 12 12-Gauge, 14 20-Gauge, 18 28-Gauge, 27 .410-Gauge, or 12 25mm MM-1 shells. Weight 0.08kg, Price €8
- Pistol Magazine Pouch: Holds 2 magazines. Weight 0.08kg, Price €6
- Utility Pouch: Holds 0.5kg. Weight 0.1kg, Price €3
- Utility Box/Pouch: Holds 0.5kg. Weight 0.1kg, Price €5
- Holster: Carries most pistols of either NATO or Pact. Weight 0.28kg, Price €14
- Belt Pouch: Zippered. Holds 0.5kg. Weight 0.08kg, Price €9
- Large Belt Pouch: Zippered. Holds 0.8kg. Weight 0.1kg
- A typical set-up is the suspenders and belt, 2 canteens, one personal medical kit, and two rifle magazine pouches. Other commonly used pieces of military gear are typically made to attach to the belt and suspenders.



All-purpose Lightweight Individual Carrying Equipment (ALICE)

Before the beginnings of the Cylon War, nearly all military services had developed a version of a lightweight load-carrying system in an effort to lighten a soldier's overall load (generally referred to as Alice). The result of the development of the ALICE System was the concept of separate fighting and existence loads, this enabled the infantryman to carry only the items necessary to complete the mission at hand.

The typical individual fighting load is made up of essential items of clothing, individual equipment, small arms, and small arms ammunition that are carried by, and are essential to, the effectiveness of the combat infantry rifleman and the accomplishment of the immediate mission of the unit when the infantry rifleman is on foot. Normally these items are carried on the individual equipment belt and individual equipment belt suspenders.

The typical individual existence load consists of items other than those in the individual fighting load which are required to sustain or protect the infantry rifleman, which may be necessary for the infantry rifleman's increased personal and environmental protection, and which the infantry rifleman normally would not carry. When possible, the individual existence load items are transported by means other than man-carry. Otherwise both the fighting and existence loads are carried by the infantry rifleman. Individual existence load items are usually carried in the field pack.

Unfortunately the Cylon War changed the concept behind this webbing as soldiers no longer had the transportation for the field packs. Civilian rucksacks were hastily acquired and, one way or another, added to the ALICE system.

Individual Integrated Fighting System (IIFS)



The IIFS system replaced the ALICE system of load-bearing equipment at the beginning of the First Cylon War. The Individual Integrated Fighting System (IIFS) introduced the concept of the Tactical Vest to the Colonial Military. The concept of a load-carrying vest is that the weight of the equipment carried by an infantry rifleman is more evenly distributed over the body than with the old "suspender and belt" load-carrying concept. Along with the tactical load-carrying vest a new individual equipment belt is introduced with a black plastic quick-release buckle and redesigned adjustment system. Like the ALICE system, the IIFS is broken down into a fighting load and existence load along the same design concepts as the ALICE system.

The tactical load-carrying vest is constructed of a seven ounce nylon fabric printed in the woodland camouflage pattern and weighs 1.8 pounds empty. The tactical load-carrying vest is compatible with the standard individual equipment belt. The individual equipment belt is secured to the tactical load-carrying vest with 10 belt loops that use both hook and pile fasteners and snaps. The tactical load-carrying vest has four permanently attached ammunition pockets that can carry six 30-round cartridge magazines for the infantryman's rifle. The pocket covers are secured by one snap and a strip of hook and pile. A pull tab is used to open the pocket. Located directly below the ammunition pockets are two fragmentation grenade pockets. The shoulders are protected by foam padding. The tactical load-carrying vest closes in front with two chest straps using plastic quick release buckles. Two webbing and two D-Rings sewn to the back of the tactical load-carrying vest can be used as equipment attachment points.

The field pack is constructed of an 8.0 ounce back-coated nylon fabric printed in the woodland camouflage pattern which has excellent abrasion resistance and water repellence. The weight of the empty field pack is 8 pounds. The field pack has two major sections; the sleeping bag compartment, and the main compartment. The main compartment has a false bottom that may be opened for full use of the field pack when a sleeping bag is not carried. The outside of the field pack has one long tunnelled pocket and two smaller cargo pockets, all using compression straps for securing contents. Equipment attachment points in the form of 2 ¼ inch webbing and 1 inch webbing loops are located throughout the field pack.

Modular Lightweight Load-carrying Equipment (MOLLE)

MOLLE (pronounced MOLLY as in the female name) is an acronym for **MOD**ular **L**ightweight **L**oad-carrying **E**quipment. It consists of a load-bearing vest and pack combination connected by a special ball-and-socket that allows the pack to be dropped in less than one combat round. The load-bearing vest (LBV) has different pouch attachments for each weapons specialist, though all have an integral belt and harness system and small removable butt pack (carries 3kg). The pack with integral frame can carry 40kg of goodies, and also has the following: a radio pocket, a claymore mine pocket that contains several extra buckles and a six-magazine bandolier, a removable pouch on each side, a sleeping bag cover, and a 2-liter pressurized water bladder with a drinking hose. In addition to this, a special combat patrol pack, which is really just a small backpack, can be attached to the back for another 10kg of supplies. The LBV may be set up as follows:

- Rifleman: Six 30-round magazine pouches, two hand grenade pouches (2 grenades each), and one 100-round/utility pouch.
- Grenadier: Four 30-round magazine pouches, 20 40mm grenade pouches, four 40mm ILLUM pouches, one 100-round/utility pouch.
- SAW Gunner: Two 30-round magazine pouches, two 200-round belt pouches, three 100 round/utility pouches.
- Medic: Three 30-round magazine pouches, one hand grenade pouch, one medical bag (4kg).
- Shot-gunner: 12 shotgun shell pouches, three 100-round/utility pouches, 4 hand grenade pouches.
- OICW Gunner: Four 8-round 25mm magazine pouches, four 30-round magazine pouches, one 100-round/utility pouch.

Weight: (Standard MOLLE system) 5kg (combat patrol pack) 1kg; Price (MOLLE and combat patrol pack) €100



Assault Suit: Special assault equipment intended for use on drug lab raids, hostage rescues, and other similar situations. The suit consists of a set of black fatigues, gloves, a Kevlar helmet (with integral individual tactical radio, a throat mike and bone conduction earphones), a gas mask, tactical web gear and boots. Body armour and personal weapons must be purchased separately. Luminescent markings (such as "POLICE" or DEA") are usually stencilled on the back for quick identification of friend or foe during dimly lit fire fights. Wt: 8 kg; Price: €1100.

Body Vell, Camouflage: Infrared-defeating body camouflage (note: detectable to enhanced Thermal scopes). Wt 1kg; Price €500

Chameleon Suit: Not to be confused with similar names for sniper protective gear, the Chameleon Suit was developed at the height of colonial technological success and infighting. The suit actually allows the wearer to blend into the background, shields against infra-red detection and absorbs radar and microwave emissions, effectively making it invisible to electronic sensors. It is un-armoured and the chameleon aspect of the suit only works if the wearer is either still or moving inches at a time. Various versions of this suit appear copiously in Colonial fiction about the Cylon War. The actual existence and availability is unknown and restricted to special units. Weight: 5kg, Price: €5500

Civilian Winter Coat: Despite their best efforts, as the Cylon War dragged on, getting sufficient clothing to troops defied the efforts of the worn out Colonial authorities. Many units were given local civilian winter coats instead. Worn over fatigues. Protects against 30°. Weight: 3 kg; Price €10-100

Clothing:. Walking into an upper-class cocktail party in grimy fatigues is not a good way to convince security that you're supposed to be there. Wearing an evening dress to the supermarket is going to make you stand out. Prices given are for complete ensembles. Wt: 2 kg ; Price: €10 for poor clothing, €50 for casual dress clothing, €120 for formal dress clothing, €500 and up for ultra-chic fashion clothing.

Cold-Weather Gear: This set of clothing is designed to supplement the basic clothing issue for troops that must operate in cold weather. It consists of a hood for the field jacket (issued with fatigues), wool underwear, a sweater, a scarf, a pile cap, a pair of wool gloves with outserts, and a pair of insulated overshoes ("Yeti Boots"). Various pieces of this setup are worn depending on the individual's taste and the temperature. The gear is usually issued in camouflage pattern or OD green, but can sometimes be had in white. Weight: 5kg; Price: €200



Cold Weather Gear, Extreme: This is intended to supplement the cold-weather gear. It consists of a heavy parka, insulating liners for the field jacket, trousers, and poncho, and a pair of mittens and insulating inserts. Only under the coldest conditions will everything be worn. This gear is usually issued in camouflage pattern or OD green, but sometimes can be had in white. Weight: 10kg; Price: €200

Duffel Bag: Large canvas sack with carrying straps. Carries 50kg. Weight: 1.5kg; Price €12

Fire-Fighting Suit: The standard suit worn by most regular fire-fighters, the suit provides thermal protection in a flame retardant fabric that is also wind and water proof. Consisting of trousers with braces, a long coat, armoured and protected gloves and boots and a protective helmet. The suits can come in Navy, Orange, Red or Yellow and can be used with breathing apparatus. Weight: 8kg, Price €120

Fire-Fighting: Fire Proximity or Entry Suit: Normally seen in a 'silver' finish, these suits are designed for fighting high-intensity fires such as found around Viper crashes. The proximity suit can protect up to 1,093 °C ambient and 260°C direct and the Entry Suit up to 800 °C for short durations. Both suits are designed for use with breathing apparatus which fits under the suit. Weight 15kg Includes breathing apparatus), Price: €500 (Proximity) €800 (entry level)

Ghillie Suit: Worn by snipers and special operations infiltration teams. Normally made from burlap strips and netting by the person wearing it, it can also be bought. Covers entire body; makes Observation rolls against the protected individual one step harder (if standing or moving) or two steps harder (if lying or crouching and not moving). Weight: 2kg; Price (self-made) €30 (bought) €140



Hazmat Suit: A relatively light-weight suit designed to protect against chemical and biological spills. The suit can encompass a breathing apparatus under the suit (avoiding separate decontamination). These types of suits are designed for use within buildings and areas with no obstacles. A protective hazmat suit, with reinforced material and designed for use in physically hazardous areas is also available. Weight: 4 kg (8kg for reinforced suit), Price: €80 (€200 for reinforced suit)

Improved Ghillie Suit: An improved Ghillie Suit is available for designated snipers in the Colonial Armed Forces. Beneath the natural fibre camouflage is a suit composed of radar absorbent and infra-red suppressing materials. A portable heat sink connected to the suit helps regulate the thermal signature. Wearing an improved Ghillie Suit gains +2 steps to all Covert Skill rolls and makes Observation rolls against the protected individual one step harder (if standing or moving) or two steps harder (if lying or crouching and not moving). Weight: 3.5kg, Price: €700

Gloves, Heavy: Heavy winter gloves or mittens. May affect tasks requiring manual dexterity. Protects hands against frostbite down to 10 degrees. Weight: 0.5kg; Price: €30

Gloves, Light: Light leather, synthetic, or wool gloves. Protects hands against frostbite to 30 degrees. Weight: 0.2kg Price: €15

Gloves, Ski: Heavy gloves made of durable materials. May affect tasks requiring manual dexterity. Protects hands against frostbite down to -10

degrees. Weight: 0.5kg; Price €50

ECWS (Extreme Cold-Weather System): This is the most modern of cold-weather survival, issued to Arctic units and other alpine units and mountain climbers. The ECWS is an equivalent of the items in the cold-weather and extreme-cold weather gear, but this gear is much more durable, is waterproof, and more resistant to cold than ordinary gear. ECWS is much sought-after by troops who don't have it, and as a result items of the ECWS can be found worn by just about anyone. This gear is usually issued in a camouflage pattern, but civilian versions are usually in bright colours (such as orange or blue), and it can be had in white. Weight: 15kg; Price: €895

HALO Rig: HALO stands for high-altitude, low-opening, and refers to a particular style of parachute drop. The parachutist leaves the plane at a great height (usually over 25,000 feet (7600m)--high enough to require oxygen gear)

and free-falls to a level below radar and visual observation height before opening. The HALO rig consists of a standard parachute, oxygen tank, face mask, insulated over-garment (it gets cold up that high) and altimeter. Wt: 14 kg. Price: €3500

Life Jacket: Buoyancy wears weight, plus the weight of the jacket, and 10kg. Reduces difficulty of Swimming rolls by one level for purposes of staying afloat. Weight: 6kg; Price: €75

NBC Suit: A military combat suit (or noddie suit) designed to fit over normal combat uniform and webbing and capable of providing protection against biological and chemical attack, and lessening the effects of radiation (each type of radiation is reduced by one step). The suits are worn with respirators or full breathing apparatus. Wearing a noddie suit reduces all perception tasks by two steps and all to hit rolls by one step and increases fatigue if worn for strenuous tasks. Weight: 5kg, Price: €30

Overwhites: A lightweight, white (usually splashed with dark gray or forest green) garment to be worn over the individual's other clothing. Overwhites are not intended to provide a great deal of insulation, just camouflage under snow conditions. Weight: 1kg; Price €25

Pack, ALICE, Medium: Standard field pack. Carries 25kg, including 3 external pockets which carry 10kg of the total volume. Weight: 1.4kg; Price €50

Pack, ALICE, Large: Larger version of the above; typically issued only to infantry, armour, artillery, and Special Forces personnel. Carries 40kg, including 3 external pockets which hold 16kg of the total volume, and 3 other small pockets for miscellaneous items. Weight: 2.2kg; Price €80

Pack, Civilian: Usually zippered and normally not waterproof or only nominally waterproof. Different packs vary widely in arrangement of external or internal pockets (if any). Holds 10kg. Weight: 0.5kg; Price: €20

Pack, Dromedary: Usually a 5 to 20 litre water pack with an over the tube shoulder that allows the soldier to drink without using a canteen. Some of the smaller versions still allow a small patrol pack to be carried as well using standard attachments. Weight: 5-20kg, Price: €25

Pack, Generic: A rucksack capable of carrying 30kg. Weight: 2kg; Price: €20

Pack, Locopack System: Combat pack designed for use by special forces. Locopack is a modular system with a main pack holding 20kg, 0.2kg each in two shoulder pockets, and two detachable side pockets holding 4 kg each. (These side pockets can also be attached to ALICE webbing or combat vests.) Locopack also has an integral combat webbing set which includes two canteens, a personal medical kit pouch, and two magazine pouches (3 rifle magazines each), as well as two pouches holding 1.8kg each. Any part of the Locopack can be quick disconnected from any other. Weight: (complete pack) 4.1kg (main pack) 1.2kg (each side pocket) 0.2kg (combat webbing) 2kg (shoulder pouches/side belt pouches, each) 0.1kg; Price: €325

Pack, LRRP: Another alternate field pack, designed for long-range reconnaissance troops. Holds 27kg in the main pack and 4 kg in each of two quick-release side pouches. Weight: (complete pack) 2kg (main pack) 1.5kg (side pouch) 0.25kg each; Price: €200

Pack, Shadow Pack System: A common alternative field pack (known by different names in different countries. Shadow Pack has a main pack holding 10.5 kg, two quick-release side pouches holding 2.5kg each, one back pouch holding 2kg, and one buttpack, holding 4.5kg. Each pouch can be quick-released from the others and attached to standard load-carrying harness. Weight: (complete) 2kg (main pack) 0.8kg (side pouch) 0.25kg (back pouch) 0.2kg (buttpack) 0.6kg; Price: €160

Parka: Includes over-boots, socks, etc. Cannot be worn over the winter combat suit. Protects against 35°. Weight: 3kg Price €150

Poncho: A waterproofed cape with hood and loose sleeves, made in a variety of fabrics from very lightweight to waterproofed tarp. It is one of the most common items found amongst irregular troops during the Cylon Wars and can be found extensively in the



civilian market in a vast variety of colours. weight: 0.050 to 1kg depending on durability, Price: €1-15

Rain suit, Vinyl or Plastic: Weight 0.88kg, Price €30

Shoulder Holster: This type of holster is specially designed to be worn under a jacket or loose shirt, holding the weapon against the body for concealment. It only works for pistols and the less bulky SMGs.. The harness provides space for the weapon and two extra magazines/speedloaders. Wearing a shoulder holster makes the detection task one step more difficult. Wt: 1 kg; Price: €50

Small Concealed Holster: A holster designed to hold a small revolver or pistol in a concealed position (fastened around an ankle, clipped to a waist belt or brassiere, etc.). These holsters only hold the weapon, not extra magazines/speedloaders. Wearing a small-concealed holster makes the detection task two steps more difficult. Weight: 0.3kg; Price €25

Snorkel Gear: A mask, snorkel, and swim fins, permitting character to swim completely underwater for periods of up to 30 seconds, with a minimum of surface interaction (pulling the snorkel below the surface and holding his breath). The character need only gently break the surface and can then breathe normally without making great amounts of noise or surface ripples. Spotting is done normally for characters on the surface, but characters swimming underwater cannot be spotted. Wt: 2 kg; Price:€60

Standard Issue: The actual issue to combat soldiers has always depended on the force they serve in, as well as their arm of service and terrain. The Standard Issue shown below was issued to Canceron Forces following the Cylon War and has changed little since then, although only a few other forces equip their troops with protective resist-weave fatigues as standard.

Normal Wear:

Fatigues, resist weave(1 pr)
Combat Jacket, reversible (woodland/white) (1)
Boots, Combat, Black, w/ armoured soles (pr)
Trousers, Combat (1) w braces
Undershirt, Khaki(1)
Underwear, (1 pr)
Wool Socks, Grey (1 Pr)
Forage Cap, Black (1)
Sweater, Olive Drab (1)

Webbing, Woodland w/

- 4 x Defender/Rifle Ammunition Pouches
- 2 x Grenade Pouches
- Equipment Belt, Khaki
- Bayonet and Sheath
- Monocular w protective casings
- Radio, personal w protective case
- Ambidextrous Holster, Khaki
- Leather E-Tool Carrier, Khaki, w/

Collapsible Entrenching Tool
Medical Kit
Plastic Canteen w/ Drinking Cap
Protective Mask
Individual Decontamination Kit
2 Quart Plastic Canteen and Cover, Olive Drab

Field Pack, Large, with Internal Frame, Woodland (20 kg), with the Following:

Boots, Combat, Black, w/ armoured soles (1 pr)

Undershirt, Khaki(3)
Underwear, (3 pr)
Wool Socks, Grey (5 Pr)
Poncho, Olive Drab
Belt, Nylon, Green (red for team leaders)(1)
Gloves, Combat, Inner & Outer (2 pr)
Shelter Half, Woodland (1)
Sleeping Bag, w/ Outer, Inner, Hood & Liner,(1)
Bivouac, Sleeping Bag Cover, Woodland
Bedroll, folding, insulated
Toilet Kit, Basic (1)
Sun/ Wind/ Dust Goggles, OD Frame w/ Clear and Smoked Lenses (1)
Compass w/ Compass Carrier (1)
Protractor (1)
Field Message Pad (3) w/ Cover
Map Case, (1)
Pens, permanent (10)
Geiger Tab (1)
CBR kit (1)
Lighter, electrical, rechargeable (2)
Flashlight, Crookneck, (1)
Box, Matches, Wind & Rain Proof (3)
Rope, 50 m, Nylon, (1)
String, 100 m, Cotton, (1)
Carabineer, Locking "D", Black (4)
Satchel, Personal Effects (1)
Cleaning Kit, Weapons, Universal (1)
Mess Kit

Standard Issue: Militia: The following issue is that issued to the 451st Urban Defence Battalion on Scopia. Based in light vehicles, the militia rarely plans to be away from its logistical base for long. It is equipped with older equipment (and weapons).

ALICE Webbing, Grey Stone
Equipment Belt, Grey Stone, w/ Quick Release Buckle
2 Small Arms Ammo Pouches, Grey Stone

Bayonet and Carrier, Grey Stone
Collapsible Entrenching Tool
1 Litre Plastic Canteen and Cup
First Aid Pouch, Grey Stone

4 Pressure Dressings
 Protective Mask
 Sidearm Holster, Black Leather or Grey Stone
 Radio w/ Scrambler and Headset
 Generator Flashlight
 Coverall
 Pocket Knife (2 Blades, Bottle and Can Opener, Screwdrivers)
 Compass
 Signal mirror
 Signal whistle
 Note pad w/ pen & pencil
 Personal Survival Kit
 1 Pair, Armoured Boots (AC=4)

One ALICE Pack (AC2) with Frame, and Contents (16.47kg):
 1 Personal First Aid Kit (2kg)
 1 Mess Kit (KFS (Knife, Fork, Spoon), Bowl/Plate and

Pan)
 1 Water Proof OD Nylon Poncho
 1 Toilet Kit
 1 Coverall, MP Issue (AC=7)
 50 m of OD Nylon para-cord (50 Kg Breaking Strength)
 1 5 Litre Folding Canteen/Bladder
 3 Boxes of water/ wind proof matches, w/ OD plastic container
 1 Sleeping Bag, Lightweight, w/ Cold Weather Liner
 2 Ground Sheet, Grey Stone
 1 Mosquito Net, Grey Stone
 1 Foam Bedroll, Grey Stone
 1 Weapons Cleaning Kit
 2 Sets Underwear
 1 Pair black leather gloves, w/ OD liners
 2 Pair grey socks
 1 Heavy duty reinforced space blanket, OD on one side, silver on other

Sweater: Synthetic or wool sweater. Protects against 20°. Weight: 0.5kg; Price: €30

Thermal Underwear: Worn under clothing. Includes socks. Protects against 15°. Weight: 0.5kg; Price: €20

Thermal Fatigues: Woollen fatigues for winter use. Includes socks and boots. Protects against 25 degrees. Weight 5kg; Price €40

Vacuum Suit: Heavy, bulky, and generally restricting, vacuum suits are an absolute essential out in space (or low pressure areas). They can be tricky to get on and off, though, so allow yourself some time to get into it. They need regular maintenance (at least one hour each week). The suits come in two general types: General and Fitted. General vacuum suits can be used by about anybody who can fit into the suit. They are good enough for walking and doing general tasks but impose a -2 skill step to any skills that need dextrous work on them and movement is restricted to half normal. A fitted suit is one that's been either bought, or modified, to a specific user. These suits only impose a -1 skill step and movement is only reduced by a quarter. A General suit can be modified into a Fitted suit using a Hard Mechanic roll. Weight: 18 kg, Cost: €1200 (general) or €1600 (fitted)

Vest, ALICE: This is simply a canvas vest with 30 attaching loops on the front and back for gear that clips on with standard clips. It replaces the standard LCE harness, and is more comfortable and quiet than the standard harness, as well as allowing for more individual preference in arranging equipment. Weight (without equipment); 0.28kg; Price: €40

Vest, Battle: This is an LCE originally developed for Virgin Defence Forces and since adopted colony-wide by police and military forces. It consists of a canvas harness with 4 rifle magazine pouches (2 magazines each), 3 grenade pouches, personal medical kit pouch, 1-liter canteen and pouch, 1 butt-pack, 1 knife/bayonet sheath, and 4 miscellaneous attachment points. A sore point among soldiers is that the pouches close with Velcro strips, which can become painfully loud when someone is trying to be quiet. Weight: 2.07kg; Price: €130

Vest, Commando: This vest was developed for VDF special operations forces, and has since been adopted by special forces across the worlds. It consists of an adjustable canvas vest with a holster and pistol magazine pouch, knife/bayonet sheath, personal medical kit pouch, 2km radio



pouch (plus a microphone and cord holder on the front of the vest), 2 rifle magazine pouches (4 magazines each), 1 grenade pouch (2 grenades), 1 buttack, 1 canteen and pouch, 4 shotshell loops, and one miscellaneous pocket and 4 miscellaneous attachment points. This vest has the problem with Velcro closures (Leonid, Picon, Caprican and regular colonial forces have versions that use clips). Weight: 1.28kg; Price: €100

Vest, Fishing: These vests have been widely pressed into use as combat vests by civilians and militia forces. A typical vest (for game purposes) has 11 large and 14 small pockets, both inside and out and can hold up to 12kg of gear. A person might not find his gear as easily accessible as he would in a military vest. Weight: 2kg; Price: €30

Vest, Pilot's Survival: This is also used by armour crews.. It is a nylon mesh vest with 3 large and 3 small zippered pouches on the chest, a holster (merely enough to hold the pistol in place, not to protect it from the elements), a knife/bayonet sheath, and four small and one large miscellaneous attachment point. Two more pockets are found on the inside of the vest. The vest comes in five sizes. Weight: 0.62kg; Price: €65

Winter Combat Suit: Insulated combat suit, usually white (but sometimes reversible). Includes winter boots. Protects against 40 degrees. Weight: 5kg; Price: €300



FOODSTUFFS

Intoxication: For those who want to imbibe, being drunk imposes 4 stun and a -2 attribute step that ends only after they have sobered up.

A-Rations: This is a mixed ration of semi-perishable and perishable food, based on the UGR-H&S (qv). In addition to the standard non-perishable UGR food containers, the A-Ration contains luxury items like concentrated juice instead of instant, pastries, cooking oil, pudding, cake, cookies, steak sauce, and generally better-tasting food items. Items such as UHT milk, irradiated bread slices, breakfast cereal, hot sauce, ketchup, jelly, jam, spices, napkins, paper towels, Styrofoam cups, fibreboard trays, and plastic utensils are also included. Some of the items in the A-Ration require refrigeration to keep properly. If properly kept, the A-Rations have a minimum shelf life of 5 months, and may keep much longer. One module feeds 75 persons, a tier feeds 150 persons, and a pallet feeds 600 persons. Required intake is 2.2 kg per day. Weight: (single module) 165 kg, (single tier) 325 kg, (pallet) 1310 kg; Price: (single module) €985, (single tier) €1575, (pallet) €6290

Ambrosia: Ambrosia is an intoxicating alcoholic beverage, typically green in colour. Ambrosia is produced in the Bliffe Sector by the Stanford Distillery and has been for at least the last 1000 years. It also appears to have been made with prison labour on occasion. The most famous distillery is on Mount Hera on Aerelon. Ambrosia has a shelf life that measures in the hundreds to thousands of years. Price (per litre): Starts at €20 and increases by €2 per year for every year past 20. Certain special types commence at €2000 for a one hundred year old vintage.

B-Rations: These are primarily used by Colonial Marines and special operations personnel in base camps. They are midway between the A-Rations and the UGR-H&S, having no perishable components, but providing more palatable food than the UGR-H&S. 10 breakfast and 10 lunch/dinner menus are provided, with items such as juice, scrambled eggs, potatoes, canned fruit, and dinner dishes ranging from beef and gravy to baked chicken, with vegetables. Accessory items include margarine, peanut butter, jam, coffee, cocoa, juice concentrate, tea, fibreboard trays, cups, utensils, and trash bags. The food is very nutritious and filling. The ration is delivered in 200-meal pallets, and is strong enough to be parachuted or sling-loaded. Required intake is 1.3 kg per day. Minimum shelf life under poor conditions is 2 years. Weight: (pallet) 285 kg; Price: (pallet) €1250

Beer (per litre): This also includes Ales, bitters and lagers. €0.5-€4

Buzzer: a general term given to a variety of alcoholic beverages native to the "Colonial provinces", essentially a form of moonshine made of local plant life and "usually aged less than one year". Cost (per litre): €1.5-€10

Candy/Sweets: A general name for types of chewable or boiled sweets(per kilogram): €25

Chewing Gum (per kilogram): €50

Chocolate (per kilogram): €100

Condensed Milk (per kilogram): milk from which water has been removed and to which sugar has been added, yielding a very thick, sweet product which when canned can last for years without refrigeration if unopened. Shelf life of 5-10 years. Price (per 1 kg tin): €1

C-Rations: These are the predecessor of the MREs, first used across the colonies over a hundred years ago. They were still being used by Colonial Marines as late as the early 30's CY, and local variations are still quite common. The ration consists of one can of meat or vegetarian dish; one can of fruit or vegetables; a can with a bread or cake item; a can with crackers; a can with peanut butter, cheese spread, or jam, a pouch with a candy disc (usually chocolate, sometimes with a filling), and an accessory package with a spoon, salt, pepper, instant coffee, sugar, creamer, chewing gum, matches, a P-38 can opener, and toilet paper (enough for one act if you're careful). Some countries also supply them with cigarettes, usually 4-6 per C-Ration. Required daily intake is 2 kg. Weight (per ration) 1.1 kg, (per case of 12) 14 kg; Price: (per ration) €9, (per case) €85

Dehydrated Milk (per kilogram): Powdered and long lasting, this is the standard type of milk usually encountered on starships and in many ration packs. It can also be consumed safely by the lactose-intolerant. €15

Domestic/Common Food (per kilogram): Pre-prepared food such as field rations or locally made meals. Required intake is 2kg per day. €2

Energy Bars/Energy Gel (per kilogram): High-calorie, high-carbohydrate food supplements. If packing energy supplements, reduce required food rations by one-third. This assumes that the energy supplements are accounting for a maximum of 1/3 of the caloric intake. If living off energy supplements alone figure 0.8kg required intake per day; however, increase daily water intake. Living off energy supplements for more than 3 days would be extreme. €20 (R/R)

FPSASA (Food Packet, Survival, Abandon Ship, Atmospheric): This is a minimal survival ration designed for storage on life rafts, life jackets and to be grabbed in a hurry when abandoning sinking ships. It consists of 6 calorically-dense cereal bars. It will minimize the effects of acute starvation, but does not provide full nutrition. It is hard on the digestive process and is not recommended for consumption for more than five days in a row except in extreme circumstances. Required daily intake is 0.13 kg. Minimum shelf life is 5 years. Weight: (per ration) 0.15 kg, (per case of 40) 21.77 kg; Price: (per ration) €5, (per case) €290

FPSV (Food Packet, Survival, Vacuum): Designed for the same type of scenario as the FPSASA but for use in space, these packets are normally found in emergency stowage lockers on board most small craft (and includes Vipers). It consists of 6 calorically-dense cereal bars with an included water-loss inhibitor. It provides minimum nutrition for three days without additional water or for six days with a minimum of 0.5kg of water intake per day (more is recommended). Rehydration procedures are required on recovery if minimal or no water is available. Minimum shelf life is 15 years. Weight: (per ration) 0.15 kg, (per case of 40) 21.77 kg; Price: (per ration) €8, (per case) €300

FPSGP-I (Food Packet, Survival, General Purpose, Improved): This ration is designed for shot-down pilots. It is a lightweight, high nutritional ration consisting of compressed food bars (2 cereal, 3 cookie, and one sucrose), lemon tea mix, dehydrated soup, and dehydrated gravy. An additional protein bar is also provided but should be avoided if minimum water sources are available. Daily required intake is 0.3 kg. Minimum shelf life is 8 years. Weight: (per ration) 0.32 kg, (per case of 24) 8.26 kg; Price: (per ration) €8, (per case) €250

Field Rations (per 2-kilogram box): During the war, field rations were sometimes reduced to quite basic items. The minimum ration on some planets (intended to last one day) was contained in a 175x145x135mm cardboard box. The package contains two 300-gram cans of meat (various types, none being particularly appetizing), a lump of black bread (prepared for long-term storage, meaning it must be soaked in tea or water, before it can be eaten), two grams of tea, and nine small packs of sugar. There is no seasoning, not even any salt, and none of the accessories (utensils, matches, toilet paper, etc.) found in MREs. €-

Grog: (sometimes nicknamed executioner) is an alcoholic beverage, a mixture of ale and something stronger (such as Cider, Rum or Ambrosia), occasionally served in bars and Officer's Clubs. Price (per litre): €0.5-1

Hawryllw: a liquor of the Twelve Colonies, much in demand. Price (per litre) €25

HDR (Humanitarian Daily Ration): These rations are often given out to displaced populations living in refugee camps and devastated areas by government or relief organizations. They are designed to provide an inexpensive, but nourishing meal to people with moderate malnutrition. To appeal to the maximum number of people, the meals are vegetarian, with two entrees in each pouch, consisting of things such as bean salad and brown rice with lentils to lentil stew and red beans and rice. Foods are chosen for nutritional content and filling capability, as per haps as little as one meal may be provided per day. Other items such as crackers and peanut butter or jam, flat bread, raisins, fruit bars, biscuits, and shortbread are also in the pouch. An accessory packet with red and black pepper, salt, sugar, matches, a moist towelette (alcohol-free), a napkin, and a spoon are included. Required daily intake is 1 kg. Minimum shelf life is 3 years. Weight: (per ration) 1.1 kg, (per case of 10) 12 kg; Price: (per ration) €5, (per case) €40 (S/S)

Hospital Ration Supplement (per kilogram): This is a package of easily digestible foods usually fed to hospital patients in field hospitals, especially those with abdominal wounds. The ration could be a supplement to normal foods or given as the whole meal, depending on the condition of the patient. Normal troops also liked to acquire these packs as a nice change of pace from standard rations. The pack consisted of cans of preserved fruit, concentrated orange juice, evaporated milk, instant coffee, condensed soup, canned meat, and tomato juice, as well as teabags, and packets of cocoa, breakfast cereal, and items such as plastic knives, spoons, and forks, straws, a roll of toilet paper, and a roll of paper towels. This package generally came in 5 kg and 10 kg sizes. Required intake is 2 kg per day. €7 (S/R)

Hydro-Food: Typically food grown in a hydroponic areas or in ad-hoc grow bags on board ship or in base. The quality and amount of food grown will depend on the resources available but it allows ships operating on bare rations to provide the occasional real food. Will grow 4 kg (average) of food for every 1 square foot. Price: €2 per square foot (for seeds, soil and nutrients)

K-Rations: These are lightweight rations, sort of halfway between the freeze-dried LRRP Rations and the pre-packaged MREs. They are generally issued as a cheaper alternative to LRP rations and a more-durable alternative to MREs. They are also produced by independent, local manufacturers in a variety of forms as emergency and survival rations for civilians. Typical contents are a can of chopped ham or turkey and egg mixture, a small pound cake, a freeze-dried biscuit, a fruit bar, a packet of coffee or cocoa, tablets of dextrose or malted milk balls, a packet of chewing gum or candy, and a daily dose of vitamins, along with a plastic spoon, a packet of salt, and toilet paper (enough for one act if you use it carefully). Required intake is 1.25 kg per day. Weight: (per ration): 0.42 kg, (per case of 12) 5.5 kg; Price: (per ration) €4, (per case) €40 (S/S)

Liquor (per litre): This is a basic spirituous liquid, made from a variety of foodstuffs but normally produced from Grain. €3

LRP (Long-Range Patrol) Rations: These are freeze-dried, dehydrated, just-add-water rations, along with items such as ranger cookies, cookie bars, candy, powdered beverages such as Kool-Aid, cocoa, coffee, and apple cider. There is an accessory packet with a spoon, sugar, creamer, toilet paper (enough for 2 acts), matches, salt, and chewing gum. Required intake is 0.4 kg per day. Use of this ration for longer than 5 days at a time is not recommended, as it can cause digestive problems such as constipation and cramps. 8 menus are available. Weight: (one ration) 0.45 kg, (per case of 16) 9.07 kg; Price: (per ration) €16, (per case) €205

MCW/LRP (Meal, Cold Weather/Long Range Patrol): These combination rations are issued to troops operating in extreme cold and by Long-Range Patrol units. They come in bags similar to the RCW and MRE, with one bag per day being used for troops in normal climates and three bags per day for troops in extreme cold. 12 menus are available, ranging from chicken with rice to an omelette, with fruit or sports bars, crackers and peanut butter, cheese or jam, candy bars, and items such as nut raisin mixes, cookies, granola bars, or nuts. An accessory packet with items such as Kool-Aid, lemon tea, cocoa, coffee, creamer, sugar, chewing gum, matches, hot sauce, moist towelette, toilet paper, salt, and a spoon if in the packet. Daily required intake is 0.55 kg in normal climate or 1.65 kg in extreme cold. Weight (per bag) 0.55 kg, (per case of 12 bags) 8.16 kg; Price: (per bag) €5, (per case) €60

MRE (Meal Ready-to-Eat): This is the standard ration of many armies, with countless variations all across the colonies. They are packed in a weatherproof plastic pouch or box, with individual foil or plastic pouches within for the ingredients of the meal. 24 menu variations are available, with moist main entrees ranging from grilled beefsteak and chicken with noodles to a bean and rice burrito and meat loaf with gravy. Along with this is a side dish ranging from beans and pound cake to rice and mashed potatoes. Other ingredients include beef jerky, hard candy, applesauce, cheese and crackers, and soft pretzels, and usually there are items such as crackers with cheese, jam, or peanut butter. Rounding out the MRE are beverage powders such as Kool-Aid, cocoa, and coffee, a small bottle of hot sauce, or dehydrated fruits. An accessory packet is in the MRE containing a spoon, sugar, non-dairy creamer, salt, chewing gum, matches, toilet paper (about enough for one act if you're careful), a moist towelette, a flameless heating device, and sometimes candy or apple cider. The minimum colonial shelf life is about 8 years. Required daily intake is 1.7 kg. Weight: (per ration) 0.86 kg, (per case of 12) 10.3 kg, (per pallet of 576) 494 kg; Price: (per ration) €8, (per case) €77, (per pallet) €3685

MREV (Meal, Ready-to-Eat, Vegetarian): This is similar to the MRE, but contains no food items derived from animals or animal by-products. 4 menus are available, and contain food items such as minestrone, beans and rice, and other bean dishes, along with crackers, peanut butter or jelly, potatoes, chocolate covered cookies, brownies and oatmeal cookie bars, cocoa or Kool-Aid, and a standard MRE accessory packet. All foods have been vitamin and mineral fortified to meet military nutritional requirements. Required intake is 1.7 kg per day. The minimum shelf life is 3 years. Weight: (per meal) 0.86 kg, (per case of 12) 10.3 kg, (per pallet of 576) 494 kg; Price: (per meal) €7, (per case) €84, (per pallet) €3810 (S/S)

Nutrient Bars: Perhaps the most compact form of food ever developed. Each bar is about the size and shape of a gold ingot and each is wrapped in foil. The actual bar is a nearly tasteless, brownish compound. If sliced thinly, a single 500g bar can provide 30 days' worth of nutrition for one person. The person will still need water and additional calories, but the vitamins, minerals, immune supplements, and so on will allow them to subsist on an otherwise minimal diet with no ill effects. The high cost of the bars puts them outside the range of most buyers but its shelf life is an incredible 30 years. Weight: (per ration) 0.5 kg, (per case of 40) 20.2 kg, (per pallet of 2000) 1000kg, Price (per bar) €25, (per case) €950, (per pallet) €48000

Procar Blocks: Similar to (and a precursor to) Nutrient Bars, the recipe for the Procar (protein & carbohydrate) Blocks supposedly dates back as far as the exodus from Kobol itself. Comprised of compressed protein and carbohydrate's, the blocks are unappetising but provide more than sufficient calories to subsist off (the blocks also contain the basic vitamins needed for health). No matter how hard companies try, the basic texture and taste (they all leave a bitter aftertaste) remains the same. Procar Blocks became a staple for many Colonists both during and after the Cylon Wars, owing much of that to its ease of manufacture, shipping requirements and cost. Required Daily intake is 1kg per day. Price (per kilo): €0.5

Pouch Bread/Pastries: Pouch bread is basically a small loaf of bread sealed in a foil or plastic pouch, treated with preservatives, stabilizers, water-control agents, and oxygen-scavenging sachets to keep the bread fresh at least three years at normal storage conditions. Other items, such as brownies, cookies, pop-tarts, pound cake, and other such items are also available. The pouch bread and pastries are not intended to be ration-replacing items, and so are not as nutritious as rations, but one can replace one-quarter of the weight of pouch bread or one-fifth of the weight of pouch pastries with an equivalent amount of rations (thus, 1 kg of pouch bread may replace 0.25 kg of rations for nutritional purposes). Weight: (per pouch of bread) 0.25 kg, (per case of 24 pouches of bread) 7 kg, (per pouch of pastry or cookies) 0.15 kg, (per case of 40 pouches of pastry or cookies) 7 kg; Price: (per pouch of bread) €1, (per case of bread) €20; (C/S); (per pouch of pastry or cookies) €2, (per case of pastry or cookies) €60

RCW (Ration, Cold Weather): These are rations designed for extreme cold weather to resist cold and to meet the extra caloric requirements of individuals operating in extreme weather. The food is either low-moisture or freeze-dried, and the rations consist of two bags (Bag A and Bag B). Bag A consists of high-fat foods, largely oatmeal, cocoa, apple cider, chicken noodle soup, fruit bars, crackers, and an accessory packet for the meal with a spoon, coffee, non-dairy creamer, sugar, chewing gum, toilet paper, and matches, and hexamine heat tabs. Bag B has the main entry; 6 menus are available, from chicken stew to spaghetti and meat sauce, along with granola bars, cookies or brownies, instant orange drink, a toffee roll, chocolate covered cookie, and lemon tea. All ingredients are fortified with extra vitamins, electrolytes, and carbohydrates, as well as fat, while limiting sodium and protein to reduce the risk of dehydration. Shelf life is a minimum of 3 years. Required daily intake is 1.2 kg. A case consists of 6 rations (one for each menu available). Weight: (per ration) 1.25 kg, (case) 9.67 kg; Price: (per ration) €10, (per case) €62

Shelf-Stable Pocket Sandwich: They are basically hollowed-out Pouch Bread filled with a variety of fillings, from roast beef to turkey to ham to vegetarian meals like alfalfa sprouts and cheese. They are immensely popular with troops, and due to ease of use and consumption are issued as rations to many troops who do not have time to stop and eat a meal. Required intake is 1.5 kg per day. The pocket sandwiches keep at least three years if unopened. Weight: (per sandwich) 0.35 kg, (per case of 24) 9.5 kg; Price: (per pocket sandwich) €5, (per case) €96

TOTM (Tailored Operational Training Meal): These are pre-packed meals used primarily to feed trainees, garrison and armoury personnel, and other low-priority feeding needs. They are also used for disaster relief. They are low-bulk, high-nutrition meals designed to not take up much room (typically, the pockets of a military uniform). The packaging is similar to an MRE, but in more commercial packaging, and often with civilian equivalents to MRE items. There are also things not normally found in MRE's, such as preserved fruit, moist towelettes, napkins, and red pepper. One case contains 12 meals, and a pallet contains 600 meals. 18 menus are available, and a case typically 6 menus in sets of 2. Required daily intake is 1.9 kg per day. Weight: (per meal) 0.76 kg, (per case) 9.07 kg, (per pallet) 464 kg (C/S)

Transdermal Nutrient Delivery System (TNDS): This is similar technology to the nicotine patch for people quitting smoking, but instead of delivering nicotine, the TNDS delivers a concentrated dose of vitamins, minerals, and other nutrients to the wearer. These patches were generally issued only to special operations units or long range viper pilots who were on high-intensity missions for use when there was no time for an extended period for eating. There was a rumour that these patches are also treated with steroids and adrenaline, but this was never confirmed. These patches are never meant as a total replacement for rations, and can replace about one-quarter of the daily requirements of rations per day, with two being used per day. They do not alleviate the hunger pains or stomach growling caused by lack of food. Weight: (per pack of 10) 0.1 kg; Price: (per pack) €500

T-Rations: In bivouac, the normal ration is A/C/A, or hot breakfast, MRE lunch, and hot dinner. This requires the mess section to cook twice daily, and keeping food fresh and restocked presents logistical problems. The T-Ration is a pre-prepared meal kit consisting of sealed metal trays of entrees and side dishes such as meat, scrambled eggs, lasagne, etc., and items like canned fruit and vegetables, designed to feed multiple (18) soldiers per tray. They are heated by boiling the trays in water for a specific time. This system lessens mess personnel staffing requirements and eases preparation. There are 7 breakfast and 14 lunch/dinner menus. A module also contains various instant beverages, non-dairy creamers, hot sauce, jelly, Styrofoam cups, cardboard plates, and utensils. The T-Rations are normally supplemented with irradiated, individually wrapped bread slices, UHT Milk (both provided with the modules), and locally procured salad (which became harder to get as the war wore on). Required intake is 2kg per day. The T-Rations are designed to last a minimum of 3 years under poor conditions, and if kept carefully, can last much longer. A can opener is required to open the tins. Weight: (single module) 42 kg, (pallet of 24 modules) 1010 kg; Price: (single module) €215, (pallet) €4125

UGR-H&S (Unitized Group Ration-Heat & Serve): These are evolutionary developments of the T-Rations, designed to replace them. They are easier to open, vitamin and mineral-fortified, and packed in lighter containers. There is an arctic supplement to the UGR-H&S that provides an additional 914 calories per soldier per day; this supplement costs and weighs an additional 60%. The modules are essentially similar to the T-Rations, but are somewhat more nutritious and are larger. The UGR-H&S has a minimum shelf life of 18 months under poor conditions,

and normally last far longer. One module feeds 50 people, one tier feeds 100 people, and a pallet feeds 400 people. Required intake is 1.9 kg per day. Weight: (single module) 95 kg, (single tier of 2 modules) 190 kg, (pallet of 8 modules) 760 kg; Price: (single module) €570, (single tier) €905, (pallet) €3630

UHT (Ultra-High Temperature) Milk: These are small, single-serving boxes of milk that have been specially treated to kill all microbes and keep fresh even under high temperatures without refrigeration. (Nothing like the taste of warm milk on a hot day!) The container comes with a straw. Several variations are available, including whole and 2% versions of white, chocolate, and strawberry. A single box provides 236 ml of milk. These items were highly sought after by soldiers and civilians alike, especially mothers with infants. Minimum shelf life under poor, high-temperature conditions is 10 months, and most last for several years, if unopened. Weight: (single box) 0.25 kg, (case of 27) 6.75 kg, (pallet of 3240) 825 kg; Price: (single box) €7, (case) €150, (pallet) €18,000

Vignon (per litre): A generic term for wine, ranging from €3 to €20

Water, DE (Drinking, Emergency): These are plastic pouches of distilled water for emergency use by aircrews and life raft occupants for use after a crash, bailout, or ship sinking. They are guaranteed fresh for 5 years after manufacture, and contain 118 ml of water each, with a nipple for drinking. Weight: 0.12 kg, 3 kg per case of 24; Price: €2, €38 per case

Water, DS (Drinking, Sterile): This is a larger container of emergency water, also used by medical personnel. It is packaged in a rigid plastic bottle, and contains 473 ml of water. Weight: 0.5 kg, 12 kg per case of 24; Price: €8, €150 per case

Wild Food (per kilogram): Foraged food such as berries and tubers and hunted food such as deer. Required intake is 3kg per day. €2

COOKING

Can Opener: with a crown top bottle opener on the other end. Weight: none; Price: €1

Canteen, 1-liter: Self explanatory. Canteens are not intended to serve as a soldier's only water supply, but they are just that for soldiers on special missions. Because of this, characters may wish to carry two or more. Comes with a cup. Wt: 1 kg (loaded); Price: €10

Canteen, 2-liter Reserve: This is a large-capacity reserve water supply, attached to the outside of a field pack or slung on a strap. Wt: 2 kg (loaded); Price: €25

Canteen, 5-liter Reserve: This is a larger reserve water supply, usually carried inside field pack or slung on a strap. Wt: 5 kg (loaded); Price: €30

Mess Kit: A metal tray to cook food, plus a fork, knife, and spoon. Weight: 0.4kg; Price: €9

Camp Stove: 2 large and 1 small burner. Includes windscreen, and a case that can be used as a stew pot. Wt 5.4kg; Fuel Cons 0.75 Litre/period; Price €100

Cigarette Lighter: Total 500 seconds of flame (approximately 250 lights). Most require butane or propane, but some can be fuelled by motor fuels or alcohol. Lighters can be found in the pockets of most soldiers. Weight: 0; Price: €10

Insulated Food Container: This is not something to eat, but rather a way of keeping cooked and perishable food fresh and at proper serving temperature for at least two hours. It is basically a giant Thermos, about 64x43x24 centimetres in size, with a lid that is sealed tight with a gasket and three pans inside to hold the food. It will keep food at acceptable levels in temperatures ranging from -25 to 120 degrees Fahrenheit. Weight: 3 kg; Price: €50



Kelly Kettle: A hollow cylindrical kettle, holding 1.5 litres of water. The fuel is fed into the hollow (air holes feed the fire) and the water in the outside wall is heated up and then poured out. A small cooking pan and grill can be fitted on top of the Kelly. Although not military issue, it is a popular civilian cooker and its ability to use any type of solid fuel (including gels and hexamine blocks), its light weight and weather proof cooking ability make it a popular self-bought item amongst military personnel. Weight: 1 kg, price: €40

Mounted Water Ration Heater (MWRH): This device is used to heat water, which can then be used for hot drinks, to heat pouched or canned rations, or to provide hot water for hygiene purposes. It can heat 3.75 litres of water to boiling in 20 minutes. The basin is large enough to hold up to 5 MRE entrees at once. There is a spigot on the front of the device to dispense water for beverages or hygiene purposes. The device can be set to heat and keep water heated to any temperature up to boiling. This device is designed to be installed in a vehicle, and runs off vehicle power. They were increasingly common on all kinds of vehicles during the Cylon War.. They can be installed successfully on any armoured vehicle with an Easy: Mechanic or Electronics roll, or a Hard: Intelligence or Education roll. Weight: 4.5 kg; Price: €40



Non-flammable Ration Heater (NRH): This small device, issued with most MRE-type meals, is designed for individual heating of meal components in water. The device consists of a long plastic bag and two packets of chemicals. The chemicals are poured into the bag, water added to the fill line, and the bag sealed. It is then placed into a container of water. The device is able to heat all the applicable parts of an MRE to 140 degrees Fahrenheit in less than 15 minutes. The NRH is cheap, produces no toxic fumes, and is very light. These devices were also available on the civilian market in most colonies. Weight: 0.06 kg; Price: €1

Pocket Stove: This device is a small stove with a stand and a fuel can, and burns diesel, aviation gasoline, or gasoline. Approximately 30 ml of fuel is added to the basin below the stand; this much fuel will burn for about 10 minutes and heat a half a litre of water to boiling. The stove cools to storable levels in about 5 minutes. These stoves were issued on an individual basis to personnel in light units, airborne and air assault units, and special operations. Weight: 0.4 kg; Price: €14

Remote-Unit Self-Heating Meal Module (RUSHMM): This is a device for heating A-Rations, B-Rations, or T-Rations without the cooking overhead normally required. The device comes in a cardboard box. The box is opened, the rations placed on top of the heating element and the box closed again. A tab is pulled, and the device heats the rations in about 20 minutes. Though the device does produce a small amount of smoke, the smoke is non-toxic and does not smell. There are no open flames, and are self-contained. After use, the device is discarded. These were originally designed for airborne and special operations use in remote areas, but most of these units did not use the high weight A, B, or T rations and did not normally carry the RUSHMM. As such, they were generally used in rear areas to feed sudden large influxes of troops or refugees. One of these modules is sufficient to heat the rations for about 18 people. Weight: 5 kg; Price: €95

Squad Stove: This stove has one gas burner, and the case serves as a pot. The device burns butane, kerosene, gasoline, diesel, or aviation fuel. They were typically used in lower-priority units where the Pocket Stove was not available, and they were also available on the civilian market for about 15 years before the war. Weight: 0.71 kg; Fuel Cons: 0.25 litres per period; Price €25

Thermos Flask: Coming in a variety of sizes with the 1 litre size being normal. The Thermos will keep hot fluids hot (or at least warm) for up to eight hours (or much longer if the Thermos is wrapped). Can also be used to keep cool fluids such as milk. Weight: 0.2 kg (empty), Price: €3

Tommy Cooker: A small folding stove, made from simple steel stampings. Uses Hexamine "heat tabs" that can be carried inside the stove. Stove can fit easily into a side pocket. One tab will boil a litre of water in 15 minutes & stove comes with 8 tabs. Wt 0.2kg; Price €4

MEDICAL SUPPLIES

Anti-Radiation Medication: Designed to allow certain tissues of the human body (typically, the thyroid gland) to block or resist absorption of radiation that proceeds nuclear bomb detonations. ARM's reduce the intensity of radiation damage.

- Extreme Radiation is treated as heavy radiation damage.
- Heavy Radiation is treated as light radiation damage.
- Light Radiation is treated as no radiation damage. Anti-radiation medications create nausea in 50% of cases.

Antibiotics: Antibiotics are drugs that kill or prevent the growth of bacteria. Correct dosage is determined by medical skill. Incorrect dosage imparts d2 stun damage per day (as it gives the patient a dose of the runs). Price: €220 per auto injector (7 doses)

Bittamucln: Mellorak infection, also called Mellorak sickness, is a disease well known to the Colonies. The infection originates in the kidneys, then rapidly attacks the respiratory and immune system; it is transmitted by skin contact, as well as through bodily fluids and sexual intercourse. The only known treatment for this infection is bittamucin, which must be used within 48 hours after the onset of symptoms (and requires 24 hours rest). Those who are not properly treated have a time period of 3 to 5 days before death. Symptoms of this infection include coughing, clammy complexion, and lethargy. Price: €240 per dose

Blister Treatment Kit: One of the banes of a soldier's existence is blisters. This kit contains moleskins, gauze, padding's, "Second-Skin" blister pads, antiseptic gel, and sterile needles. The kit is sufficient to treat 50 blisters. It will not be sufficient to provide more than surface protection for blister gas injuries. Wt 0.1kg; Price €20

Body Bag: An all-too-common necessity. Weight: 0.5kg; Price: €28

Bloodstopper: Bloodstopper is a medical powder used by the Colonial military to prevent wounds from bleeding in an effective way. It immediately cauterizes gun-shot wounds and other types of bleedings. As the process creates heat, morpha is used along with it to ease the pain. It is included in standard med kits. Use of Bloodstopper prevents ongoing damage from Bleeding (unless internal) but its use without a painkiller will impart d2 stun damage for three rounds. Price: €50 per half kilo tube of powder

Burdock root: Burdock root is a plant used as a calmativ for the sick. It is primarily used by Sagittarian's, who do not believe in medicine and medical practioners. It is known for its pungent smell and is administered in liquid form. It works as a d4 Stun Sedative (d6 for children). Cost: Price: €5 per dose or picked in the wild

Caprican Leaf: a mildly-psychotropic plant indigenous to Caprica. Its use is banned in the CDF. User is intoxicated and receives a -1 attribute penalty and 2 stun for the duration of the 'trip' (12 hours less users wil but with a minimum of 1 hour)

Chamalla: Chamalla is a potent pharmacological substance with hallucinogenic properties. It is used by oracles for religious purposes, and by Colonial medicine as an alternative therapy for certain illnesses, including cancer. Chamalla withdrawal is highly acute, and resembles the symptoms of heroin addiction. Chamalla has hallucinogenic effects, desirable in its role as an entheogen, but not in its medicinal applications. Whatever its use on a trained oracle, its normal use gives temporary use of the Trait Intuitive [d4] and a -2 attribute step to any two attributes. Withdrawal gives effects similar to intoxication and requires a Resistance Roll [Vitality + Vitality] each hour, or the character will be unable to function. In addition the following temporary complications are granted: Paranoid [d4]; Rebellious [d4]; Unstable [d4]. Withdrawal takes as many d2 hours as the character has had weeks taking the drug. Price: variable, but to licensed and qualified doctors the cost may be as much as €500 for a weekly dose.



Cravat (1x1m): A triangular or square muslin sling. It is also used as bandanna or dust mask (drive-on rag), or any number of improvised uses. Wt 0.05kg, Price €2

Field Dental Kit: A small kit for use by characters with Medical (Surgical) skill who also have dental knowledge. It is, however, designed for use by amateurs. It does not necessarily provide the materials for a permanent solution to dental problems. The kit contains:

10 gauze pads (100x100mm)
1 forceps
1 pair tweezers
1 dental mirror
25 cotton balls
100g filling material
100 units toothache remedy

10 units local anaesthetic
1 mixing dish
100g cementing material
1 spatula
1 set dental instructions
Wt 0.3kg; Price €200

Field Dressings: Bandages used to bind typical wounds; they consist of a pad with muslin or cotton strips. Many sizes are available, but three are given. The size given is the size of the pad; consider the bandage to have a long enough binding strip to accomplish the task.

Small: The normal size found in first aid kits and personal medical kits. 100x180mm. Wt: 0.05kg; Price €0.5

Medium: Also found in most medical kits (but not the personal medical kit). 190x203mm. Wt 0.11kg; Price €1

Large: Found in larger medical assortments, and used for large wounds such as burns, chest wounds, and shotgun wounds. 300x300mm. Wt 0.25kg; Price €1.5

Field Medical Assortment #1: A kit typically carried by medics, nurses, and doctors. This kit contains:

12 Band-Aids (various sizes)
6 butterfly bandages
6 gauze pads (100x100mm)
1 compress bandage (100mm)
2 rolls gauze (25mmx5m)
1 wire mesh splint (1m)
1 thermometer
1 pair tweezers
10m sutures
3 surgical needles
1 needle
1 razor blade
1 bar antibacterial soap (100g)
1 Anti-radiation medicine auto-injector
100 units mild pain reliever
100ml antiseptic
6 antacid tablets
10 alcohol pads
1 zip-lock plastic bag

2 Bloodclot sponges
Wt 0.6kg; Price €70



Field Medical Assortment #2: A larger version of the above. The kit contains:

- 32 Band-Aids (assorted sizes)
- 4 adhesive knit (25x75mm)
- 3 suture strips
- 10 gauze pads (100x100mm)
- 1 compress bandage (190x203mm)
- 10 Telfa pads (75x100mm)
- 6 butterfly bandages
- 2 eye pads
- 1 compress bandage (100x180mm)
- 1 compress bandage (300x300mm)
- 2 rolls gauze (50mmx5m)
- 2 moleskins (75x100mm)
- 1 cravat (1x1m)
- 1 elastic bandage (75mmx2.5m)
- 1 wire mesh splint (1m)
- 1 pair vinyl examining gloves
- 1 pair EMT shears
- 1 forceps
- 1 hypothermia thermometer
- 6 stims
- 2 Serisone autoinjector
- 2 anti-radiation autoinjector

- 2 bloodstopper container
- 6 surgical needles
- 1 needle
- 20m sutures
- 2 razor blades
- 4 safety pins
- 10 cotton swabs
- 20 alcohol pads
- 2 bars antibacterial soap (100g)
- 20ml plastic bottle
- 100ml antiseptic
- 100g antiseptic gel
- 100 units mild pain reliever
- 10 units mild sedative
- 10 units strong sedative
- 8 antacid tablets
- 10 units antihistamine
- 20 salt tablets
- 8 Bloodclot sponges
- Wt 1.4kg; Price €130

Field Surgical Kit: A set of stainless steel instruments for use in emergency operations. These instruments are often seen in the hands of special forces medics and civilian paramedics. The instruments come in a zippered cloth pouch with an emergency surgery manual. The kit also contains, in sterile pouches (upon first use):

- 1 suture kit (20 operations)
- 20 scalpel blades
- 1 pair bandage scissors
- 1 pair tweezers
- 10 units local anaesthetic
- 10 units +/- antibiotic
- 1 set prep pads (20 operations)
- 1 pair suture scissors
- 2 pair forceps

- 1 scalpel handle w/blade
- 10 units total anaesthetic
- 1 penlight
- 2 Serisone autoinjector
- 2 anti-radiation autoinjector
- 2 bloodstopper container
- 6 Morpha autoinjectors
- Weight 1kg; Price €450

First Aid Assortment #1: This is an assortment of minor medical supplies assembled into a civilian kit. This first aid assortment contains:

- 8 Band-Aids (various sizes)
- 2 gauze pads (100x100mm)
- 2 Telfa pads (100x75mm)
- 1 roll medical tape (25mmx10m)
- 1 safety pin
- 1 razor blade
- 1 bandage compress (100mm)

- 1 roll of gauze (25mmx5m)
- 1 moleskin (75x100mm)
- 1 needle
- 4 alcohol pads
- Wt 0.25kg, Price €20

First Aid Assortment #2: Another assortment of medical supplies. This first aid assortment contains:

- 12 Band-Aids (various sizes)
- 4 butterfly bandages
- 4 gauze pads (100x100mm)
- 4 Telfa pads (100x75mm)
- 1 bandage compress (100mm)
- 1 roll gauze (25mmx5m)
- 1 roll medical tape (25mmx10m)
- 1 moleskin (75x100mm)
- 1 cravat (1x1m)
- 1 pair tweezers

- 1 needle
- 4 safety pins
- 1 razor blade
- 6 alcohol pads
- 6 stims
- 1 Serisone autoinjector
- 1 anti-radiation autoinjector
- 1 bloodstopper container
- Wt 0.4kg; Price €30

First Aid Assortment #3: A larger first aid kit, normally found in a plastic box issued with Colonial vehicles. The kit features a set of first aid instructions that allow a +2 Medical (Trauma Care) during first aid attempts.

- 1 pair EMT shears

- 1 pair tweezers

10 safety pins
 50ml antiseptic
 1 Carlisle dressing
 5 alcohol pads
 1 roll gauze (25mmx5m)
 50 units mild pain reliever
 3 compress bandages (100mm each)
 100g antiseptic gel
 1 thermometer
 100ml burn mixture
 20 cotton swabs
 2 rolls medical tape (25mmx10m each)

100ml petroleum jelly
 2 Telfa pads (75x100mm)
 10 salt tablets
 1 cravat (1x1m)
 6 stims
 1 Serisone autoinjector
 1 anti-radiation autoinjector
 1 bloodstopper container
 2 Morpha autoinjectors
 5 bloodclot sponges
 Wt 0.8kg; Price €110

First Aid Assortment #4: A small assortment normally issued to airborne troops. This first aid kit contains:

10 Band-Aids (various sizes)
 50ml antiseptic
 1 roll gauze (25mmx5m)
 1 roll medical tape (25mmx10m)
 1 compress bandage (100mm)
 25 units mild pain reliever
 25 units mild sedative
 1 cravat (1x1m)

4 safety pins
 4 alcohol pads
 100g antiseptic gel
 1 pair small scissors
 1 pair tweezers
 1 Bloodclot sponge
 Wt 0.45kg; Price €40

Insect Repellent: Known as "bug juice" to troops; this also liberally issued to troops. Wt 0.1kg; Price €2

Interrogation Drug: This drug (the knowledge of which is restricted on a case by case basis) is an hallucinogen that creates a high level of anxiety in the subject, generating a feeling that their survival is at stake. The drug is injected into one of the subject's carotid arteries, which supply blood directly to the brain, and appears to take effect relatively quickly. Initially the subject is rendered unconscious, but soon awakes in a pliable state.. Any character subjected to this treatment must resist at a -3 step to their Vitality attribute.

Iodine Tablets (100 units): Makes water safe to drink, but leaves a strong metallic taste. One unit is sufficient to treat one quart of water; 30 minutes are required for the iodine to work. Wt 0.05kg; Price €10

Isoldin: A type of fluid or chemical intravenously fed into a patient to keep them hydrated. It helps prevent shock and stabilises patients during surgery. It requires a med skill of d6 to administer correctly and will (together with a successful first aid roll) stop all ongoing damage to a character until they can be brought in for surgery. This stabilising treatment is temporary and lasts for thirty minutes per number of life points left. A single bag will last for an hour.

Medic Bag, "Airborne": So called because these pouches were first designed for paratroopers in WW II. The pouch is hard in order to resist crushing. Holds 2.5kg; Wt 0.2kg; Price €5

Medic Bag, Large: Holds 8kg, and is organized for storage and quick finding of medical supplies. Wt 1kg; Price €25

Medic Bag, Small: A smaller version of the above. Holds 4kg. Wt 0.3kg, Price €20

Morpha: Morpha is a painkilling medication used by the Colonial military. The drug is included in all med kits. Assuming that pain is treated as ongoing Stun damage, then Morpha relieves up to d6 Stun damage per dose. A Morpha overdose is fatal. Other than this aspect, it will temporarily



relieve any damage penalties imposed by Wounds. Price: €80 per auto-injector (12 doses)

Opium: a narcotic created from the sap of the opium poppy. There are opium dens scattered throughout the colonies. Opium will temporarily relieve any damage penalties imposed by wounds but is addictive. Users must roll a Hard Will to avoid becoming addicted with a -1 step penalty applied for every two doses of opiate they receive. Once the narcotics pain killing ability has worn off, treat the user as intoxicated for the same time period as the opium lasted. Price: varies considerably. Cost to a qualified and registered Doctor: €20 per kilo

Quickclot: This advanced sponge like material is a very recent development designed to stop blood loss by coagulating a wound. It will lessen stun (or shock) damage due to bloodloss per round by -2 steps. Price: €50 per application

Serisone: Designed to prevent fluid build-up in lungs (such as pneumonia) if administered regularly. Pre-selected doses are administered via an injector pen. It is included with all med kits. Price: €120 per autoinjector (20 doses)

Stims: Stims, short for "stimulants", are a type of drug used to temporarily increase alertness and attentiveness. All Fatigue penalties are ignored. Alertness and Agility gain a +1 step. The drug lasts 6 hours after which all fatigue effects kick in again (including any built up over the six hour period) and the character suffers a -2 Attribute step. They temporarily heal d2 to d12 stun [dependant on dosage] but this returns after the 6 hours are up. If another dosage is taken the negative effects can be overturned for another six hours. Every dose adds a cumulative -2 Attribute step plus the fatigue effects. Overuse or overdosing on stims can cause irrational, violent, and psychotic behaviour. Use of Stims in radiation areas doubles the absorption rate (apply stim effect after applying the effect of anti-radiation medication).

Sunscreen: All-purpose, waterproof, non-irritating. In It is normally issued liberally to troops prior to field training or wartime deployment. Wt 0.1kg, Price €5

Survival Blanket: An aluminized, insulated emergency blanket used to cover accident or hypothermia victims. It is not made for comfort, but seals in body heat. It folds into a small space (102x51x38mm), but opens to 2.1x1.5m. Wt 0.11g, Price €10

Tranq Auto-Injectors: Loaded with a fast-acting tranquilizer drug, these devices were originally for use by mental hospitals and police, but the military trade soon adopted them. When applying one to an unresisting target (one surprised or subdued by unarmed combat), the user may choose the body part the injector is used on. Resisting targets must be subdued using unarmed combat before the injector can be applied. As with tranq darts, a hit in any part of the body will be effective eventually, but some areas give faster results than others. Head hits result in instant unconsciousness. Chest and abdomen hits result in unconsciousness after 1D6 rounds. An arm hit requires the target to roll a hard Constitution or less to stay awake each phase. The drug will take effect even if the injector is removed immediately. Tranq auto-injectors also affect dogs in the same way as tranq darts. Wt:0.1 kg per set of three. Price: €55 per set of three

Water Chlorinating Kit: This kit contains ampoules of calcium hypochlorate sufficient to disinfect 3000 liters of water, and a test set to determine if the water has been sufficiently disinfected. (It cannot determine if the water is clean to begin with.) The process takes 30 minutes to fully disinfect and test. This kit also contains 50 units of iodine for individual canteen disinfections. Wt 2kg; Price €500

Surgical Kits: The following items can always be found in a regular hospital facility (such as those found on board Battlestars). They are also part of the contents of a standard Disaster Pod. Cost: €5000

(Equipment)

- | | |
|---|--|
| <ul style="list-style-type: none">• O-P airways (10)• N-P airways (10)• tongue blades (100)• ET tubes (1 each)• 8.0 cuffed• 7.0 cuffed• 6.0 cuffed• 5.5 uncuffed• 6.0 uncuffed• 6.5 uncuffed• Stylet• Laryngoscope• Pedi-handle | <ul style="list-style-type: none">• Blades: Miller #3• Mac #3• McGill forceps• Ambu-bag• Crico-Thyrotomy tube• Suction hose• Tonsil suction tip• Suction catheter (14f)• DeLee (new born) suction trap• Ear syringe (suction bulb)• Stethoscope• Gloves; Exam (50)• Sterile (100)• Steri-Strips |
|---|--|

- Suture
 - o 4-0 Dexon
 - o 5-0 Dexon
 - o 6-0 Dexon
 - o 3-0 Nylon
 - o 4-0 Nylon
 - o 5-0 Nylon
 - o 6-0 Nylon
 - o 3-0 Silk ties
 - o 4-0 Silk suture
 - o 6-0 Silk suture
 - o 4-0 Chromic
- Needles;
 - o Regular 18, 20, 25
 - o Spinal 18, 22, 25
- Syringes;
 - o 1 cc
 - o 3 cc
 - o 5 cc
 - o 20 cc
- Splints (wire and air)
- Tourniquet
- Chest tube
- Salem sump (18f, 14f)
- Umbilical cord clamp
- Foley catheter
- Thermometer
- Eye dropper
- Q-Tips (50)
- Razor blades (15)
- Safety pins (50)
- Cotton sewing thread and needle

(Instruments)

- Needle holder
- Hemostat
 - o Mosquito
 - o Regular
 - o Kelly
- Scissors
 - o Tissue
 - o Suture
 - o Iris
 - o Paramedic
- Pickups
 - o With teeth
 - o Without teeth
 - o Splinter
- Scalpel handle
- Scalpel blades: #15, #10, #11

(Prep)

- Betadine scrub brush
- Betadine prep
- Betadine paint
- Betadine wipes
- Betadine ointment
- Hydrogen peroxide (H₂O₂)
- Alcohol
- Alcohol wipes
- Antiseptic towelettes

(Dressings)

ABD's
 Ace bandage (3" and 4")
 Band-Aids
 Eye patches
 Eye shield
 Field dressings (Battle dressings, Carlyle

Pressure dressings)
 Gauze roller bandage (2" and 3")
 Grease Gauze dressing (Adaptic, Vaseline)
 Kotex
 Moleskin
 Safety pins
 Sponges (3" x 3" or 4" x 4")
 Steri-Strips
 Tape (satin or canvas)

- 1"
- 2"
- 3"

 Triangle bandage (54" hypotenuse)
 bed sheets (for dressings)

(Drugs)

- Penicillin (oral and parenteral)
- Amoxicillin (oral and parenteral)
- EES (Erythromycin) (oral)
- TCN (Tetracycline) (oral and parenteral)
- Antibiotic ointments (general, eye)
- Antibiotic drops (eye)
- Atropine (ACLS, Chemical Agents)
- Benadryl (capsules, injection)
- Compazine (oral, rectal, parenteral)
- Decadron (parenteral)
- Diamox (altitude sickness) (oral)
- Droperidol (parenteral)
- Epinephrine (parenteral)
- Lasix (oral, parenteral)
- Lomotil (oral)
- Narcan (parenteral)
- NTG (Nitroglycerine) (sub-lingual)
- Ophthene
- Opiate Analgesics
 - o ASA with Codeine
 - o Tylenol #3
 - o Morpha (parenteral)
- Xylocaine (ACLS, suturing)
- ASA (adult and pedi)
- Tylenol (adult and pedi)
- Alcohol
- Baking soda (eye wash and soaks for dermatitis)
- Calamine lotion
- Chapstick
- Chlorox
- Colace
- Desenex
 - o Powder
 - o Ointment
- Ipecac
- KaoPectate
- Maalox
- NaCl tablets (salt)
- NeoSporin ointment
- Nose drops (Afrin and NeoSynephrine)
- Oil of cloves
- Robitussin
- Throat lozenges
- Vaseline
- Vicks
- Vitamins
 - o Multi
 - o Vit C, 25 mg/day
- Zinc oxide paste

(Fluid replacement)

Clear liquids (tea, bouillon, Jello)

ORAL REPLACEMENT

- Water 1 liter
- NaCl 1 tsp
- NaHCO₃ 1/2 tsp

IV

- Normal saline 1000 cc
- Lactated ringers 1000 cc
- D5/W 500 cc
- D50/W 50 cc

- Administration sets
- Extension sets
- Jelcos
- Pressure bag

(Dental)

- Oil of Cloves
- Tiny cotton balls
- Dental pickups

Surgical Instrument Set

Wt: 13.111 KG: satchel (with shoulder strap), Cost: €1500 containing:



- Battery powered defibrillator
- Oxygen tank (1 liter/minute 8 hour supply)
- Transfusion pump (battery powered)
- Airway tubes (10 ea. Various sizes) 20 total.
- Endotracheal tubes (10 ea. Various sizes) 20 total.
- 20 Syringes/needles
- Tongue Depressors (100 ea.)
- Aromatic Ammonia capsules (50)
- Glucose Tablets (100)
- Tourniquets (10)
- Ace Bandages various sizes (10)

Cleaning equipment

- Betadine scrub brush
- Betadine prep
- Betadine paint
- Betadine wipes
- Betadine ointment
- Hydrogen peroxide (H₂O₂)
- Alcohol
- Alcohol wipes (200)
- Antiseptic towelettes

6 rolls adhesive tape

Surgical Assistants Issue

Wt: 32.404 KG, Cost: €1500 in cases and backpacks.

2 bottles PhisoHex
25 pr. Surgical gloves
25 surgical masks
100 bandage strips
100 sterile gauze pads (large)
5 ea. Instant ice packs
2 pr. Bandage scissors

- Bp cuff
- Electronic ear thermometer
- Sweep-hand watch
- Stethoscope

20 each Emergency Medications

- Injected
 - o Epinephrine
- Ingested
 - o ipecac syrup
 - o Phenobarbital
 - o nitroglycerin
- sublingual
 - o benadryl
 - o Valium
 - o isuprel
 - o lidocaine
 - o Sodium bicarbonate
- IV solutions Saline and Dextrose (8 each with catheters)

(Instruments)

- Needle holder
- Hemostat
 - o Mosquito
 - o Regular
 - o Kelly
- Scissors
 - o Tissue
 - o Suture
 - o Iris
 - o Paramedic
- Pickups
 - o With teeth
 - o Without teeth
 - o Splinter
- Scalpel handle
 - o Scalpel blades: #15, #10, #11



Drug Kit WT: 13.6 Kg

Filled Syringes

12 - Atropine

12 - 2 PAM Chloride
 12 - Calcium Chloride
 12 - Dextrose
 12 - Epinephrine
 12 - Lidocaine
 12 - Sodium Bicarbonate
 6 - Valium

Drugs in Ampules

20 - Lanoxin
 20 - Narcan
 20 - Nitroglycerin
 20 - Solu-Cortef
 20 - Aminophylline
 20 - Amy Nitrate
 40 - Aromatic Ammonia
 100 - Benadryl
 20 - Calcium Gluconate
 20 - Compazine
 40 - Epinephrine
 60 - Inderel
 20 - Ipecac Syrup
 20 - Isuprel
 20 - Lasix
 60 - Neo-Synephrine
 60 - Nubain
 20 - Dilantin

Fluids in 500 ml IV Bags

12 - Normal Saline

12 - 5% Glucose

12 - Artificial Blood

Medium Medical Kit WT: 8.5 Kg

(Equipment)

- Pill vials (4)
- Tongue blades (2)
- Gloves (sterile)
- Suture (1 of each)
 - o 4-0 Dexon
 - o 5-0 Dexon
 - o 4-0 Nylon
 - o 5-0 Nylon
 - o 6-0 Nylon
 - o 3-0 Silk ties
 - o 4-0 Chromic
- Needles
 - o 18 g (2)
 - o 20 g (2)
- Syringe: 3 cc (1)
- Razor blade (Weck) (5)
- Safety pins (25 in assorted sizes)
- Insect repellent (REI Jungle Juice)

(Instruments)

- Needle holder
- Hemostat (straight) (3)
- Scissors
 - o Straight Mayo
 - o Paramedic
- Pickups without teeth
- Scalpel handle
- Scalpel blades
 - o #15 (1)
 - o #11 (1)
 - o #10 (1)

- Signal mirror
- (Prep)
- Betadine solution (4 oz)
- Betadine wipes (4)
- Betadine ointment (6)
- Neosporin ointment (8)
- Alcohol wipes (4)
- Liquid soap (Campsuds) (2 oz)

(Dressings)

- Band-Aids (15)
- Field dressing (4) (battle dressings, Carlyle pressure dressings)
- Grease gauze
- Vaseline (1)
- Adaptic (1)
- Sponges (4)
- Tape (1" satin tape wrapped on matchstick and stored in a pill vial)
- Triangle bandage (54" hypotenuse)

(Drugs)

- Benadryl 50 mg/cc (1)
- Epinephrine 1:1000 (2)
- Atropine 0.4 mg/cc (5)
- Lomotil (12)
- ASA (adult)
- Tylenol (adult)
- Maalox
- NaCl (salt) tablets

Sleeping & Shelter

Airbed: A blow up sleeping bed. Requires a foot pump (0.5kg) that comes with the bed for full effectiveness and requires to be blown up again each day. The bed will float with up to 10 kg on it. Weight: Comes in single and double sizes. Not normally issued to military personnel as it is very susceptible to slight tears and punctures. 1-2kg, Price: €10-20

Blanket: Made of a rough wool and hard wearing. Weight: 1kg, Price: €5

Cot, Folding: Weight 5.5kg, Price €40

Cot, Light Folding: Made of thinner canvas and a lower, lighter aluminium frame. Weight: 3.2kg; Price €62

Foam Sleeping Mat: This unfortunately acts as a sponge in wet weather, but smoothes out the bumps in rough ground. Weight: 0.5kg; Price €15

Hammock: Normal canvas hammock with wooden end stays. Weight: 0.7kg; Price: €19

Hammock, Covered Jungle: A normal hammock with a canopy over the hammock and insect netting between the canopy and hammock. Weight: 1.25kg; Price: €32

Hammock, Light Mesh: Supports 225kg, yet rolls into a fist-sized ball. Weight: 0.3kg; Price: €10

Poncho Liner: Light, thin quilted cloth, surprisingly warm and used to make the poncho into an impromptu sleeping bag. Protects against 30 degrees, even when wet. Weight: 0.6kg; Price: €30

Poncho/Sleeping Bag: Widely issued to militia, and issued in small quantities to Colonial Regulars. Also known as the IMPS (Individual Multi-Purpose Shelter). As it sounds, this is an insulated poncho that can be unfolded and closed off to form a sleeping bag. Small stays keep the other end off the wearer's head and chest if desired. It folds into the hood for carrying. Weight: 1.4kg; Price: €150

Sleeping Bag: Protects against 30°. Weight: 4kg; Price: €50

Sleeping Bag Bivy Cover, MSB: This is a waterproof, windproof bag designed to be used with the MSB or by itself. It incorporates the same material that is used in the Extended Cold-Weather System. It comes with a breakaway zipper that can completely enclose the occupant and be egressed quickly. Weight: 1kg; Price €25

Sleeping Bag, Modular (MSB): This is a two-bag system consisting of a lightweight outer patrol bag (temperature rated to 30°F) and an intermediate inner bag (temperature rated to -10°F). The bags can be used independently or mated together to form the extreme cold weather bag rated to -30°F. The MSB incorporates the latest sleeping bag technology using lightweight polyester fibres for insulation. It is hydrophobic (water hating) and light, weighing less than 7 pounds. It comes with a compression sack for easy stowage. Weight (Patrol Bag) 1.1kg, (Inner Bag) 2kg; Price (Total) €150

Sleeping Bag, Winter: Protects against 45°. Weight: 5kg; Price: €100

Tarp, 2x3m: Waterproof heavy canvas, and often issued with vehicles. Weight: 2.5kg; Price: €8

Tent, 1-Man: Wt 1.3kg, Price €60

Tent: Shelter Half: Basically a waterproof tarpaulin that can be connected to another shelter half to make a basic tent awning. It can also be used as a sling or stretcher. Wt 1 kg inc rope, Price: €12

Tent: 2 man: A small (3ft high by 6'6") tent just capable of fitting two men.

Tent: Mess: An enclosed large tent, 8' tall, 12' long and 8' wide, usually larger sizes made of canvas or heavy duty plastics stretched over a metal frame. Comes with two 'windows'. Weight: 20kg (in three parts), Price: €160

Tent: Basha: Effectively just an awning, 8' by 6" square (others can be attached to it) with uprights and rope and fairly lightweight: Wt: 5kg inc rope & poles, Price: €40



Grapple: This is a multiple-pronged hook to be used at the end of a length of rope to assist in climbing walls, etc. It can be thrown as any other object, but counts as two kilograms instead as one (because of the rope also attached). Some models are designed to fold, collapse, or otherwise dismantle for ease of transport. Wt: 1 kg; Price: €60

Handcuffs: Used to restraining appendages. There are two types—metal and plastic. Metal cuffs are reusable and open with a key, while the plastic cuffs are disposable and must be cut off. Applying handcuffs counts as an action and takes five seconds. Wt: Metal, 0.2 kg; plastic, 0.001 kg; Price: Metal, €20 (C/C); plastic, €2

Jumar Ascender: This is a special climbing rig consisting of a pair of foot loops attached to clamps which lock on a hanging rope when downward pressure is applied. The climber uses the Jumar Ascender to literally walk up the rope, almost as efficiently as climbing a ladder, at a speed of 2 1/2 meters per minute. This may be doubled (AVG: Climbing + Str or DIF: Agility+Str) or tripled (DIF: Climbing+Str or FOR: Agility+Str). Weight: Negligible; Price: €20

Lock. Average: Key or combination. Weight: 0. 1kg; Price: €5

Lock. Bulletproof: Key or combination. Will withstand most blows and gunshots (gunshots and very heavy blows will ruin the lock, but it will not open.) Weight: 0. 1kg; Price: €15

Rope: This is milspec 11mm rappelling line. Wt: 5 kg per coil; Price: €100 per 50m coil

Personal Survival Kit: The kit consists of two plastic containers, each measuring 11.43 cm x 13.97 cm x 3.81 cm with each container weighting 0.45 kg, curved to fit in chest or thigh pockets. They are sealed with O-rings and held together by "C" clamps that run the length of the long sides, the clamps being slid off when the contents are needed. Weight: 0.9kg, Price: €10

Container No.1

- 1 Aluminium dish
- 1 Lipstick, anti-chap and sunburn protective
- 50 Iodine water-purification tablets
- 1 bar of soap (3/8 ounce)
- 1 Antiseptic Tincture bottle (2CC)
- 1 Illuminating candle
- 2 Waterproof receptacles (rubber prophylactics)
- 11 Water Purification tablets
- 6 Waterproofed matches
- 1 Single edge razor blade
- 3 Band aids
- 1 Adhesive plaster
- 1 Boric acid ointment, tube (1/8 oz.)
- 1 Gauze
- 6 Salt tablets (sodium chloride)
- 6 Stims
- 1 Mirror with cord attached

- 1 Snare wire assembly

Container No. 2

- 1 Multi-tool Pliers
- 16 Anti-biotic tablets
- 1 Wrist compass and strap
- 1 Fishing kit (plastic container, 2 wet flies with snell, 15 fish hooks, nickel demon with double hook and 3 lead strip sinkers)
- 6 Waterproof matches
- 1 Single edge razor blade
- 1 Sewing kit (2 needles and thread)
- 1 Sparking metal (flint)
- 1 Fishing line
- 1 Sun and bug repellent, tube (1 oz.)
- 1 Absorbent cotton (2 grams)
- 1 Chamois
- 3 Band aids

Survival Kit: Contains a wide variety of useful items in a high-impact plastic container that can double as a 0.7-liter canteen.

- 2-man Emergency Tent
- Signal Mirror
- High-Pitch Whistle
- 3 Band-Aids (assorted)
- 2 Gauze Pads (100x100mm)
- 3 butterfly Band-Aids (assorted)

- 4 units mild pain-reliever
- 1 candle
- 2 small flares
- 50 waterproof matches
- 6m nylon cord
- 0.5m wire
- 50mmx1m duct tape
- 1 razor blade
- 1 zip-lock bag
- 1 safety pin
- 1x1m aluminium foil
- 2 energy bars (1/2 day food)
- 5 dextrose cubes (1/4 day food)
- 2 salt packets
- 3 bouillon cube
- 3 tea bags

The kit also contains 4 laminated cards containing survival tips that give the user a default skill of Survival d6 when trying to find food or make an expedient shelter. Weight: 0.5kg; Price: €40

Survival Kit, Pilots: Though the Special Operations Kit is often acquired by aircrews, this kit is the official colonial issue.

- 3-blade pocket knife
- 1 water bag (1-liter)
- 6m steel wire
- 10 waterproof matches
- 2 striker strips
- 3 fishhooks
- 1 button compass
- 2 large needles
- 4 magnesium fire starters
- 10m fishing line

Weight: 0.14kg; Price: €30

Survival Kit, Special Operations: Unlike the above kit, this kit was primarily issued to LRSU teams, special operations units, and aviators. It is packaged in an aluminium tin, which can also serve as a cup or cooking pot.

- Signal mirror
- Hacksaw blade
- Lanyard saw
- 50 waterproof matches
- Flint and steel
- 1-liter water bag
- 3 fishhooks
- 2 razors
- 10 Band-Aids (assorted)
- 4 gauze pads (100x100mm)
- 20 salt tablets
- 10 units mild pain-reliever
- 1 high-intensity chemlight
- Notepaper and pencil

- 50mmx2m duct tape
- 1 Pair tweezers
- 1 candle
- 3m snare line
- 10m fishing line
- Button compass
- 4 large Band-Aids (assorted)
- 3 safety pins
- 5 units +/- antibiotic
- 1 roll medical tape (25mmx5m)
- 1 flare
- 2 energy bars (1/2 day food)
- 1 Sharpening stone
- 20m nylon cord

The kit also comes with a set of survival tips, which give the equivalent of a d6 in survival when trying to find food or make an expedient shelter. Weight: 0.3kg; Price: €150

Survival Knife: Knife with hollow handle to store survival gear. The knife is not properly balanced for throwing, but the butt can be used as a hammer. In addition to the supplies listed below, 0.1kg of other gear can be carried in the handle.

- Lanyard Saw
- 5m Thread
- 3 Fishhooks
- 6 Waterproof Matches
- 1 Sharpening Stone
- 3m Snare Wire

- 10m Fishing Line
- 2 Needles
- Button Compass

Weight: 0.5kg; Price: €75

Base & Heavy Equipment

Chaplaincy Logistical Support Package (CLSP): The package is a light yet durable container issued to chaplains and their assistants for field ministry purposes. The box is about 1x0.75x0.75 meters in size, and consists of a water and dust-resistant olive-drab plastic desk, removable plastic table, folding metal and cloth chair, and a set of washable altar linens. The chair and bag carrying the linens fit underneath the removable table, and the table is then attached to the desk for portability. Two handles are on each side for easy manoeuvrability. The top desk drawers are lockable, and fit a unit-supplied laptop computer and printer. Four deep drawers beneath them are designed to carry two chaplain resupply kits along with peripheral devices, manuals, publications, forms, bond paper and related supplies needed to conduct services for about a company-sized element at a time (about 100 troops). The box contains a laptop computer, about 40 pocket-sized copies of the sacred scrolls, various papers needed by a chaplain (such as forms for Ankh support and notification of families of casualties), writing implements, pocket hymnals, sacramental wine, incense, blessed water, or the equivalent, and the vestments required by the chaplain. The box functions as a makeshift altar and desk. Weight: 25 kg; Price: €5000

Disaster Pod: Basically a standardised container, upgraded for use in vacuum, arctic and other extreme weather conditions, a disaster pod contains sufficient supplies to last 1000 people for a month. It includes a selection of MRE's and other high energy foods. Covered solar panels cover the top of the pod and fuel generators (plus a wind/water turbine) are contained in the pod. Enough equipment exists to set up a small portable hospital (including all the necessary drugs and lighting). Sufficient tents and shelters are provided to shelter 1000 people plus sanitary and shower facilities (water is not provided). Basic repair and rescue equipment is also provided plus sleeping mats, mosquito nets and blankets. The shelter itself contains enough plug in points to allow it to distribute the electricity it generates or receive it from other sources. The pods also have an inbuilt radio station with a 500km range. Disaster pods are armoured (spacecraft scale 1).

HCP-1 (Health and Comfort Pack, Type 1): This is general issue in most Western and Middle Eastern military forces, and in lesser issue with Eastern military forces. It is also common in disaster relief organizations. Each HCP-1 is designed to equip 10 persons for 30 days. The pack consists of 10 bags and 10 boxes. Each bag contains a toothbrush, 2 tubes of toothpaste, 100 meters of dental floss, 10 disposable double-bladed razors, 2 cans of shaving cream, 3 bars of soap, a large container of foot powder, 20 moist towlettes (the large size), a bottle of hair shampoo, two sticks of deodorant, 5 ball-point pens, and a jar of petroleum jelly. The box contains a box of laundry detergent, 4 rolls of toilet paper, a comb, a small sewing kit, fingernail clippers, a hairbrush, a small mirror, a bottle of hair conditioner, a tin of shoe polish, another box of 50 moist towelettes, shaving gel (for female legs and underarms, but may also be used for faces), a writing tablet with 100 sheets of paper, a tweezers, a box of Band-aids, electric shave lotion, a bottle of hand lotion, a bottle of mink oil, 4 bottles of sunscreen, 3 sets of boot laces, a box of 50 envelopes, 3 nail files, a shoe polishing brush, 4 hair nets, another jar of petroleum jelly, and shave powder. These items are packed in a crate. Weight: 155 kg; Price: €1250

HCP-2 (Health and Comfort Pack, Type 2): This is an additional HCP designed for female military personnel and refugees. Like the HCP-1, it is designed for 10 persons for 30 days. The HCP-2 comes in a box and contains the following items: 48 regular sanitary napkins, 72 heavy sanitary napkins, 60 regular tampons, 84 heavy tampons, 250 panty shields, 400 moist towlettes, 20 4.55-liter self-seal plastic bags, 150 76x178mm plastic bags, 10 68-liter plastic garbage bags, 10 ponytail holders, 1 hairbrush, 2 plastic combs, 50 bobby pins, and 10 personal hygiene body wipes (large versions of the moist towelette, with an additional deodorizer). Weight: 155 kg; Price: €1250

Personal Commode: Known as a PC by the troops, it consists of a heavy, corrugated cardboard seat covered by a vinyl shell. The PC is, amazingly, capable of supporting 545 kilograms. One of the secondary uses is as a seat on hot desert sands. The PC folds down to a package of only 0.45kg. An optional add-on is a privacy cover in the form of a waterproof tent to pull over the PC. This weighs 1 kg. If the user is careful, the PC may be re-used. Weight (PC) 0.45kg, (Privacy Cover) 1kg; Price (PC) €12, (Privacy Cover) €50

Civil Defence Toilet: Basically a simple, reinforced, waterproofed cardboard container. It contains a toilet seat, 50 thick plastic bags, 10 large rolls of toilet paper, 20 packs of sanitary wipes & 10 litres of disinfectant. It is designed for use in shelters, in the open but especially in disaster areas. Weight: 30kg, Price: €72

Jerry Cans, 20-liter: These are the standard cans for fuel and water. Fuel cans are normally metal, while water cans are plastic. Weight: 1 kg; Price: €5

School box: When you're rebuilding a civil society, guns aren't always the most effective tools. This kit is designed for 2 classes of 40 children and is based on the Colonial Ministry of Education version. It is about 80 x 55 x 65 cm (32 x 22 x 26 in) and weighs 52 kgs, Price: €100

Teachers get:

- 1 x Bag, Morrow Industries, blue nylon, 360mmx230mmx610mm
- 2 x Pen, ball-point, black
- 2 x Pen, ball-point, red
- 2 x Pen, ball-point, blue
- 1 x Triangle chalkboard, 30-60-90 degrees
- 1 x Triangle chalkboard, 90-45 degrees
- 3 x Chalk, assorted colours/box-100
- 3 x Chalk, white/box-100
- 2 x Book, exercise, A4, ruled-8mm, 96 pages
- 1 x Clock, teaching, wood
- 1 x Pens, felt-tip, ass.colours, 0.8-1mm/pack-6
- 2 x Marker, flipchart, colours, tip-4.5mm/pack-4
- 1 x Scissors, all purpose, sharp, 180mm
- 1 x Tape-measure, vinyl-coated, 1.5m/5ft
- 2 x Paint, chalkboard, black
- 1 x Brush, paint, for chalkboard, 60-65mm
- 1 x Box, metal, lockable for storage
- 1 x Set of 3 posters, plasticized paper
- 1 x Poster, multiplication table
- 1 x Poster, number table
- 1 x Poster, alphabet table
- 1 x Compass, chalkboard, 40 cm
- 1 x Ruler, chalkboard, 100cm
- 1 x Cubes, wood or plast., coloured, set of 100
- 2 x Register, A4, squared, 40 sheets
- 1 x Duster/wiper for chalkboard
- 2 x Decal, Morrow Project, round, diameter 205mm
- 1 x Guidelines for the kit
- 1 x Tape, adhesive, transp 1, 5cm x 10m/box-20



Students' materials:

- 48 x Crayon, wax, assorted colours/box-8
- 120 x Eraser, soft
- 100 x Book, exercise, A5, 5mm-square, 48 pgs
- 100 x Book, exercise, A5, ruled-8mm, 48 pages
- 100 x Pencil sharpener, plastic
- 144 x Pencil for slates
- 144 x Pencil, HB grade, black
- 80 x Bag, carrier, A4, interlock seal
- 10 x Ruler, plastic, 30cm, set of 10
- 40 x Scissors, safety, school, B/B, 135mm
- 40 x Slate, student's, A4 (210 x 297mm)

Generator, Compact: A compact generator used by mountain troops and special forces. It is only 10x10x15cm and extremely efficient. Wt 5kg, Fuel Cons 1/4L per period; Output 400watts; Cost €300

Generator, Hand-Cranked: A small, folding generator designed primarily to give radios periods of extended range (usually triple the radio's normal range). It is hard work to keep the power going (requires a change every five minutes to stay at maximum). Can be rigged up to a cycle for better power production. Wt 2kg, Output 1Kw (Maximum); Price €200

8x8x10' Refrigerated Container: Similar to the 8x8x20' container listed below, this is scaled to fit smaller vehicles. They are usually scaled to fit a truck of at least 3 tons in size. The container comes with an integral 5kW generator to power it. They are approximately 8x8x10 feet (2.5x2.5x3 meters) in size, and contain 320 cubic feet (98 cubic meters) of refrigerated space. The internal temperature may be kept from 0-40 degrees Fahrenheit (-18 to 4.5 degrees Celsius). As with the larger container, these containers are used to transport and store large amounts of perishable food, medical supplies, or human bodies. It has hooks to enable it to be sling-loaded. Weight: 2.6 tons; Fuel Cons: 5 litres per period; Price: €17,000

8x8x20' Refrigerated Container: These are usually scaled and based to fit a truck of at least 7 tons capacity in size. As the name says, they are approximately 8x8x20 feet (2.5x2.5x6 meters) in size, and have 800 cubic feet (244 cubic meters) of usable refrigerated volume. The container comes with an integrated 10kW generator to power it. The internal temperature may be maintained from 0-40 degrees Fahrenheit (-18 to 4.5 degrees Celsius). These containers are generally used to transport and store large amounts of perishable food, medical supplies, or human bodies. Weight: 6.4 tons; Fuel Cons: 7 litres per period; Price: €42,000

Space Heater: This is a milspec space heater that burns fuel instead of requiring a generator. It is a 45,000 BTU heater that provides enough energy to heat a building, container, or tent of approximately 400 square feet (122 square meters) in size, to comfortable temperatures. It is effective in temperatures ranging from -30 to 60 degrees Fahrenheit

(-35 to 16 degrees Celsius). The heater can burn most available liquid fuels, such as gasoline, diesel, butane, propane, or even AvGas. Its construction provides smokeless combustion. The heater includes flexible smokestack, gravity feed adapter, hoses, and a fuel can. Weight: 29 kg; Fuel Cons: 4 litres per period; Price: €700

Space Heater Arctic (SHA): This device is similar in concept to the space heater, but is used in smaller spaces and in colder climates. It is useful in buildings, containers, and tents of approximately 230 square feet (71 square meters), and is effective in temperatures from -60 to 60 degrees Fahrenheit (-51 to 16 degrees Celsius). Weight: 18.6 kg; Fuel Cons: 2.5 litres per period; Price: €650

Space Heater Convective (SHC): This is a larger heater, designed to heat larger buildings, field hospitals, command post complexes, and other such areas. It will provide a comfortable climate to an area of about 640 square feet (198 square meters). The burner is an enhanced-efficiency design, and uses the burned fuel to provide power to the electrical convection cells. The system includes blowers, fuel pumps, safety devices, and an electrical control box. The heater may be set up outside or inside a structure. The device is effective in an outside temperature of -40 to 60 degrees Fahrenheit (-40 to 16 degrees Celsius). Weight: 33.6 kg; Fuel Cons: 5.5 litres per period; Price: €1100

Space Heater Small (SHS): This is a small military space heater meant to provide a comfortable temperature to small tents up to 100 square feet in size. It may burn all sorts of military fuels, including butane, propane, diesel, gasoline, and aviation fuel. The design provides for combustion without smoke and a minimum of fuels. The heater includes a smoke pipe and integral fuel tank, and takes up a minimum of space (approximately 35x22x41 centimetres). It is effective in temperatures ranging from -60 degrees Fahrenheit to 60 degrees. Weight: 9.07 kg; Fuel Cons: 1 litre per period; Price: €275

Barbed Wire, Antipersonnel: Concertina wire consisting of strips of metal with razor-like blades. This is in common use by colonial forces. Weight (per meter): 2kg; Price: (Per meter): €20

Barbed Wire, Concertina: Spring-like coil of barbed wire, with interlaced strands of normal barbed wire, also known as a "combat slinky." Although concertina wire cannot damage Cylons it can entangle them, slowing, or even stopping them. Weight (per meter): 2kg; Price: (per meter): €10

Barbed Wire (Straight): Normal lines of heavy wire with knots of barbs. Usually used on fences. Weight (per meter): 0.3kg; Price: (per meter) €2

Bucket: Holds 10 litres, may be plastic, wood, or metal. Weight: 0.5kg; Price: €5

Camouflage Netting: Modern camouflage netting is typically infrared- and radar-scattering, and impose a one step penalty on such detection attempts. Camouflage nets have a different pattern on each side (normally summer/spring and fall; other patters include winter/snow, sand/scrub, jungle, and others are certainly available). Weight and price is for an arbitrary 10x10m square, and includes the poles and spreaders for erection. Weight: 10kg; Price: €1500

Drum, 200-liter: Normal steel or aluminum drum, though plastic is used for liquids like water. Weight: 10kg; Price: €30

Field Washstand: This is a small washstand for field use, able to be used by four people at once. The faucets are pumped manually using a foot pump, and the stand has a paper towel holder and soap dispenser. The stand is fed by an 83-liter water tank and a 10-liter soap tank, and has another tank for capture of wastewater. Weight: (empty water tanks) 27.22 kg; Price: €115

FLEXCEL Liquid Container: This is the large rubber fuel bladder so often seen slung underneath Raptors during exercise footage. These bladders can be parachuted without using a pallet or any sort of padding, can survive a fall of 100 meters without a parachute, or a fall of 12 meters from an aircraft moving at 170kmh (speed 1). Fuel is pumped by putting a heavy weight on the bladder (normally, the vehicle receiving the fuel runs over the bladder), and the bladder can typically be emptied in 25 seconds. A FLEXCEL comes in two sizes, a large (2.6x0.36m) and a small (1x0.2m). Large FLEXCELS hold 250 litres; small ones hold 45 litres. Weight and cost include hoses and valves. Weight: (250L) 56.7kg (45L) 10.3kg; Price: (250L)€150 (45L)€30

Maturing Theatre Latrine (MTL): This is a very fancy name for a porto-potty made to military specifications. It is the normal sort of outdoor toilet common at open-air events and construction sites throughout the colonies, but in addition to the wastes being carted away or disposed of in sewers systems or other ways, the bowl for the wastes can be removed from the toilet, flammable liquid placed within, and the wastes burned. Though popular at

command posts of higher echelons, they were generally considered too big for elements of manoeuvre units and even if issued to them, they were generally discarded or traded to rear elements for more desirable items. Weight: 50 kg; Price: €300

Modular Initial Deployment Latrine (MIDL): Somewhat more robust than the personal commode, this is used to service units up to platoon size in the first stages of deployment or when the unit will not be long in one place. It consists of a collapsible fibreglass or plastic commode with hangers for a plastic bag below the opening. Wastes are deposited into the bag, and then the bag is sealed and burned or buried. A frame for supporting a privacy screen is provided with the MIDL. Enough bags are provided with the kit for 25 soldiers for 30 days, assuming normal bowel functions during that time. Weight: 8 kg; Price: €90

Mosquito Net: 2 1/2x2 1/2 meters. Weight: 0.5kg; Price: €10

Sandbag: Wt 0.2kg (empty) 10kg (full); Price €1 (V/V)

Skyhook (Ground Unit): A specialized ground/air pickup rig for extraction by aircraft when ground conditions do not permit a landing, which was originally designed for military and civilian air/sea rescue units. The ground unit consists of a personnel harness (very similar to a parachute harness), a coil of cable, and an inflatable helium balloon large enough to carry the cable several hundred feet into the air. The unit can be used for either personnel or cargo. Skyhook requires a specially modified aircraft.

Using Skyhook: The passenger dons the harness, inflates the balloon (upon arrival of the pickup aircraft), and prepares himself for the shock of pickup. A specially modified cargo aircraft snares the balloon/cable with a specially fitted V-shaped "blimp-catcher" on its nose, and reels in the passenger until the passenger is close enough to a specially installed cargo door on the bottom of the aircraft. The aircrew snares the passenger/cargo, hauls him/it aboard the plane, and prepares for another pickup if necessary.

The shock involved is no more severe than an opening parachute, provided that the pickup aircraft does not fly too fast. The process is dangerous, but no more so than a parachute jump if done properly.

The pickup plane must fly straight and level a few hundred feet off the ground. The whole operation needs suitable terrain (no nearby obstructions) and reasonable privacy. The blimp can be equipped with IR/white light strobes (activated at the last moment) for a night pickup. The weather must be reasonably clear, with no excessive wind conditions. Skyhook can also be used at sea. A skyhook ground unit may not be reused. Wt: 18 kg; Price: €800

Small Unit Shower (SUS): This is a hollow collapsible metal frame with rubberized fabric walls to provide four shower stalls. The shower units are similar to those aboard naval vessels, with push button controls that spray only when the button is pushed. Hot water is provided by a 75-liter water heater that can provide 16 showers to soldiers before the tank is exhausted. The tank requires 50 minutes to fully heat the water, and is powered by diesel or aviation fuel (30 litres per period), an external generator (45kW), or vehicle power. The unit packs into two canvas bags. It may be set up by two soldiers in 15 minutes. Weight: 68 kg; Price: €275

Underwater Carrier: A sealed container to transport weapons, ammunition and equipment underwater. This cylindrical container is 1.5 meters long and about 0.4 meter in diameter. It opens like a clamshell for ease of access, and contains several straps and lashing rings to secure gear inside. When sealed, the container will protect its contents from water damage. By inflating or deflating several internal flotation/ballast bladders, its buoyancy can be adjusted to enable it to float, sink, or be neutral (preferable for hauling gear long distances underwater). Pulling a lever will inflate several emergency bladders, making the loaded container capable of supporting the weight of an average person as well.

The container can carry up to 50 kilograms of equipment, and when neutrally buoyant, has the same effect on a swimmer as light personal equipment. The weight given below is empty. The carrier weighs this plus the weight of any contents when out of the water. Wt: 6 kg; Price: €85

Vehicle Low-Altitude Extraction Kit: This consists of a drogue parachute and a shock-absorbing pallet strapped to the bottom of the vehicle. The aircraft must have a rear cargo ramp to utilize this kit. The aircraft flies at extremely low altitude (three to five meters) at minimum speed and deploys the drogue chute out the back. The drogue chute opens; the vehicle is yanked out of the aircraft; and the pallet absorbs most of the shock of landing. Vehicles larger than 25 tons cannot be dropped in this fashion.

Crew may not ride in the vehicle while this goes on. It requires 10 minutes to make a vehicle operational after landing.

Wt: 1.5 tons; Price €8000

Vehicle Parachute Kit: This consists several parachutes (depending on the weight of the vehicle to be dropped), a retrorocket assembly, and a shock-absorbing pallet strapped to the bottom of the vehicle. After the vehicle is dropped from the aircraft and the chute deployed, a contact sensor on a cord drops three meters below the vehicle

and the retrorocket package deploys above the vehicle. When the sensor touches ground, the retrorocket package fires and slows the vehicle's descent even further. Vehicles larger than 15 tons cannot be dropped in this fashion. Crew may not ride in the vehicle while this goes on. It requires 10 minutes to make vehicle operational after landing: disconnecting the chute and the pallet, freeing everything that had to be tied down for air transport, screwing down everything that was jarred loose during the landing, and—last but not least—a quick inspection, which is not something to have to do in a hot DZ. Wt: 1 ton; Price: €12,000

Water Desalination Unit: This unit is capable of desalinating 300-700 litres per hour, depending on the raw salt content of the water. No chemicals are needed for the operation of the unit, though a tank is provided to add chlorine, if desired. The unit requires that an external 1.5 kW generator be hooked up during operation. A disinfecting unit is also provided, but other pollutants such as fallout, sand, and mud cannot be removed by this device. Water can be siphoned from containers, or directly from a natural water source. Weight: 175 kg; Price: €2,600

Water Purification Unit, Medium: This is a machine carried in a backpack. It eliminates organic, mineral, and bacterial pollutants by using a set of mechanical filters. Filters last for 1,200 litres. Water is purified at the rate of 200 litres per hour. The unit runs from internal batteries and can purify up to 7 litres of water from internal tanks while being carried, or siphon water from containers or directly from a natural water source such as a pond, lake, or stream. It is not capable of desalinating water. Weight: (unit) 18 kg, (extra filter) 5 kg; Price: (unit) €750, (filter) €150

Water Purification Kit, Small: A small machine designed to draw water through a system of filters, purifying the water of most contaminants. Purifies 0.75 litres per minute, and runs on hand power. It is not capable of desalinating water. Filters last for 50 litres. Weight: 1.5kg; Price: €170

RADARS AND SURVEILLANCE EQUIPMENT

GSRS-172 Ground Surveillance Radar System: This is a ground-based, surveillance radar system. This unit consists of three pieces: the antenna, the power unit, and the radar receiver-transmitter. The unit is capable of picking up the motion of a ground vehicle at 10 kilometres', an aircraft at 25 kilometres', a Cylon at six km or a moving man at four km. It requires the successful passing of an easy Electronics + Ale skill check to set up the unit and an average Computer task to operate it and detect movement. Wt: total, 32 kg; antenna, 10 kg; power unit, 12 kg; radar unit, 10 kg Cost: €20,000

GSRS-189: The 189 is a simple boxed recording and comparison system. When connected to the GSRS-172 (or any other compatible system), it will compare ongoing sweeps to the data already stored in its system and alert the operator to any changes. Originally brought in (in its current hardened capacity) just after the Cylon War, it had a number of issues to begin with (due to its continually issuing false flag alerts) but now has the ability to distinguish a vast range of objects, moving or stationary and over a variable time range. Weight: 5kg, Price: €5000.00

Audio Recorder: Audio recorders record sound from a designated source (usually they include a small condenser microphone). Any character with D6 Technical skill can hook one up to a wire-tap or a broadcast monitor. They come in simple and advanced varieties; both types use standard audio cartridge tapes. The simple variety merely records sound. The advanced recorder has better recording quality, including the ability to record a greater sound range (including ultrasonic and subsonic), varied playback speeds, digital recording ability (as well as tape) and so on. Wt: Simple, 0.3 kg; advanced, 2 kg ; Price: Simple, €75; advanced, €750.

Audio Recording Cartridge: A cassette that records sounds from an audio recorder. Available in one-, two-, three- and six-hour versions. Wt: Negligible. Price: €1 per hour of recording time.

Bore-Scope: A fibre-optic light guide, inserted into a room or container and allowing a view of that space's interior. Telescopic or wide-angle lenses can be fitted. The image is then carried via optical cable to the human eye, camera or TV monitor, regardless of twists, coiling or bends. The cable is trimmed to a specific length when purchased and cannot be shortened or lengthened after that time. For technical reasons, the diameter is 5mm, and maximum length 20 meters. Wt: 0.5 kg per meter; Price €3000 per meter

Bore-Scope, Transmitting: Similar to the Bore-Scope, the camera cable feeds to a small digital transmitter (range of 100m). The transmission can be continuous or, with the addition of a small digital recorder, a days recordings can be compressed in a tight beam, cutting down on the ability for detecting equipment to locate it. Weight: 0.5kg for camera & transmitter plus 0.25kg for the a digital recorder. Price: €1500

Broadcast Monitoring Equipment: This kit, combined with an electronics repair kit, permits characters with Technical skill to listen in on cellular phones, radios and other broadcast signals, provided that the operating frequency of the broadcast source is known. Wt: 1 kg; Price €400

Bugs: Electronic listening devices come in three stages, with each higher stage representing greater complexity and concealability.

- Stage I bugs are rather large (roughly 2x3x1 centimetres) and sport a small whisker antenna. They have a broadcast range of 0.5 kilometre, broadcasting continually for 24 hours between recharges. They can be hooked to a building's electrical system (an Easy: technical+int task). Since they broadcast continuously, they are easy to detect: an FM radio tuned to the correct frequency can receive their signal.
- Stage II bugs are smaller (one-centimetre cubes with a whisker antenna) and have 36 hours of broadcasting time and a broadcast range of one kilometre. They may be bought as voice-activated, extending their actual charge life (the unit only uses energy when it hears something to broadcast).
- Stage III bugs are very small (5mm cubes with whisker antenna), have a range of 200 meters and a broadcasting charge of 12 hours between recharges. They are voice-activated.

Wt: Negligible. Price: Stage I, €150 ; stage II, €450 or €550 for voice activation: stage III €1100



Bug Detector Kit: This briefcase-sized kit contains several sophisticated electronic devices designed to detect common electronic bugging devices and neutralize them. Once detected, the bugs can be located and destroyed, jammed or masked (a jammer and a white-noise generator are included). Locating bugs without a bug-detector kit is a Difficult: perception+ale task to find stage I bugs. No other kind of bugs can be found without a bug-detector kit. Locating bugs with a bug-detector kit uses Technical +ale skill. Locating Stage I bugs is Easy; locating stage II bugs is Hard, and locating stage III bugs is Formidable. Wt: 6 kg; Price €2500

Bug Monitor: A special radio with an integral audio recorder. Can be tuned to any bug frequency. Uses standard audio recording cartridge tapes or digital recorder. Wt: 0.6 kg; Price: €250

Camera Briefcase: A briefcase (or handbag) equipped with a concealed cut-out for a camera lens and an activator button on the handle (or even a remote control) It can conceal an advanced still camera, a digital camera, or a video camera. Wt: 2 kg; Price €150

ColNet: The Colonial Inter-World Computer Network was started as a secured series of digital and hardened transmission centres and systems for processing essential government data at the height of the Cylon War. Since then it has grown and expanded into the Civilian marketplace although it has yet to rival the sophisticated Nets of the pre-unification decades. The ColNet is monitored directly (especially for its software applications) by the Civil Defence Ministry. Recent expansions include those made by Dr Gaius Baltar who helped redevelop many of the basic entertainment systems that are now being found on the Net. Access to the Net can be made either wirelessly or by direct connection. It should be noted that wireless connection to the Net is actually banned or highly restricted in some regions around the Colonies. Unauthorised access (requiring a licence and usually restricted to military, government and health-care professionals) in these areas can lead to imprisonment or high fines.

Computer: Colonial Computers are quite sophisticated and powerful (but still not at the level they enjoyed before the Cylon's infiltrated the networks linking them together). The normal version currently used is a laptop version, operating with a 6ghz processor, 14gb of ram, and 2 terabytes of hard-drive. The computer is fully capable of wireless interaction with local networks and must have a hard-wired firewall (which will burn out the wireless pci card without damaging the rest of the computer) as well as up-to-date and validated firewall and detection software. All colonial programs must be vetted by the Colonial Ministry of Civil Defence before they are cleared for use and sale onto the market. Note: see the note on Colnet re use of wireless technology. Batteries will last 8 hours. Weight: 2.5kg, Cost: €500



Cyber-pad: In the decade leading to the unification of the Colonies, technology had been impressive strides in the areas of personal communications. A cyber-pad was a combination of phone and computer allowing the user to access the planetary cyber-sphere to download applications, type up a thesis or watch the latest movie or music video. They only contain a small memory of their own, relying on the near instantaneous upload to a secure memory store in the planetary cyber-sphere. Alternatively an additional memory store can be loaded using a data-stick. With the onset of the Cylon War, many of these devices were rendered unusable and even dangerous (as the pads could be tracked when online). Off line, the pads continued to be used as a stopgap measure for basic applications such as accounts and word processing. In recent years, with the expansion of Colnet, Cyber-pads have begun to gain a market place again, (under the name of Portable Library Readers) although the current versions are heavier than their predecessors and have CMCD (Colonial Ministry of Civil Defence) firewalls as standard. Weight: (Original) 0.5kg, Current: 1.2kg Price: (original) €150, Current: €550

Cyber-paper: The advances in the Cyber-spheres before the Cylon War saw a lot of innovation. One of the most popular was the Cyber-paper. Similar in use to the Cyber-pad, the paper was light and flexible, as easy to fold as paper and gaining its power directly from light sources. It could be written on with a pen, traced with a paper or would come up with an embedded keyboard light activated sequence. Although they can only send words and drawn pictures, they can receive more sophisticated programs over the sphere. One of the most popular features of this item was the daily download of popular periodicals. Another was the ability to produce the 'paper' in much larger sizes than the average pad or computer screen would allow and the cheapness of the system. Weight: A4 size 10 grams, Price: €50

Cyber-Sphere: Today the Colonies remember how a dependence and lack of control over technology nearly brought about the destruction of the twelve worlds. At that time, all of the twelve colonies were connected in some way to its own Cyber-Sphere with cross connections to other planets spheres as well. This vast network allowed the development of a data-exchange that makes our current attempts at communications look like it belongs in the stone age. Its ability allowed a real-time virtual world to be experienced with feedback loops that could make it feel like a person was actually there (most controllers had specialised cut-out loops that would disconnect a user if an experience feed-back might result in damage). The amounts of data stored on line, and available via on-line servers were nearly all lost after the Cylon War began and the Cyber-spheres were brought to an abrupt standstill in many cases. In others, the Cylons infiltrated parts of the Sphere, siphoning off data or controlling what they could to either help their own efforts or hinder that of the Colonists. In the end, it was the humans who effectively dismantled the system, destroying the various nodes, rendering the sphere into isolated networks and then individual computers. It would take forty years before the opening up to the general public of Colnet and that is a much more heavily restricted system.

Data Discs: Data Discs are octagonal-shaped chips about palm-sized. They are the most reliable way to transfer large quantities of data from one computer to another without using a network. Almost all computer systems have a drive capable of reading from a disc. Others can write to discs as well. Information written onto a disc is permanent and cannot be overwritten. Weight: negligible Price: €1

Data Hubs: Data Discs are somewhat fragile and easy to damage, especially if used in the field. A Data Hub doesn't usually hold as much information as a Data Disc but they are more flexible as they can easily transfer data to and from a computer. They come in a hardened case that can withstand quite rough handling. Weight: negligible Price: €10

Digital Receiver Many of the devices listed are designed for direct connection to 'hard' systems, either core wire or fibre-optic. However, nearly all of those functions have now been duplicated on digital networks. The Digital Analyser allows those functions to be duplicated for wireless digital systems (although it can still be connected to terrestrial systems as well). It is little more than a sophisticated receiver and analyser, with the ability to be able to be tuned in and scan various systems. Its data is then passed onto a computer with the necessary processing ability to be able to run whatever software is required. Weight: 3kg, Price: €4500

Digital Sound Processor: Digital sound processing (DSP) manipulates sound waveforms as bits of data and allows much greater alteration of audio input than the analogue sound processor described above. This item requires Hard: Technical to use properly. Because it is heavily computer based, the DSP has the same processing capability the FSP does but also has the following:

- *Speech Repair/Extrapolation:* This is the synthesization of words missing in the audio input but either identified by computer or deduced by context in the conversation.
- *Translation:* Once identified, the computer can synthesize the speech as it were spoken in another language.



- **Voice printing:** The Computer automatically generates a voiceprint from the spoken sample.
 - **Switching:** The computer is able to synthesize the speech as if it were spoken by a different person.
 - **Voice Stress Analysis:** The computer can also add or eliminate micro tremors which indicate voice stress.
 - **Keyword Scanning:** The computer is able to search for specific keyword and phrases in the speech, then flag them for the surveillance expert's attention.
 - **Mixing:** The DSP allows the blending of multiple audio sources so as to appear that only one source was used.
- This DSP comprises a top of the range laptop computer with specialised soft and hardware inputs that can connect to a number of different input media. Wt: 5kg Cost: 2000.

Directional Microphone: Also called a "shotgun mike," this device permits the user to electronically "eavesdrop" on normal conversations at ranges of up to 500 meters. It functions off an internal battery, and requires 30 seconds to set up and tune. Wt: 5 kg; Price: €3000

Directional Tracker: This device is used to track transceivers, hidden microphones, trail mikes, and radios (if properly tuned). A directional tracker is half the size of a small briefcase. Proper reading of the device is Average: Technical+int or Hard: Intelligence+Alertness, and will give only a general distance to the target (i.e. near, far away, in between, etc.). Powered by internal batteries. Weight: 4.5kg; Price: €1200

Directional Tracker (Advanced): This device is designed to track a specific bug or tracker that is already tuned to the tracker. It has a 10 km range and an overlay map can be loaded into the tracker in order to superimpose the target. It is an Easy: Technical skill to use. Weight: 0.3kg, Price: €120

Electronic Voice Mask: This device transforms a person's telephone voice into something else, clearly distorted but unrecognizable, even with a voice stress analyzer. Wt. 2 kg; Price: €300

Fibre-Optic Sensors: It is a little-known fact that the pattern of modulation in a fibre-optic cable varies with the pressure placed on the cable. The Cylons used this principle in an array of ground-sensor mechanisms on Caprica to pick up advancing tank vibrations. The fibre-optic sensor can also be used as a microphone inside buildings. The fibres must be placed within the targeted building, either inside a wall or attached through adhesives, then illuminated by a tiny diode laser. A photoreceptor on the other end of the fibre picks up the laser light modulated by any sound in the environment, and passes the data on for transmission or storage. This kit consists of a five-meter spool of optical fibres, a diode laser and transformer so the laser can feed off of house AC current, and a photoreceptor module with a serial output jack. Available to the general public in component form. Assembled kits are only available to government personnel. Wt: 1.3 kg.; Cost: €400

Hidden Microphone: A generic term for a "bug.". A hidden microphone is ranges in size from tiny devices less than pea size to more normal microphones about the size of a silver dollar. Sound resolution is usually related to size, with smaller devices being less readable. The microphone transmits continuously once activated, for two weeks. The microphone is readable at 1500 meters, though a character with Technical skill can pick up the signal at 3000 m Weight: Negligible; Price: €200

Laser Microphone: A device that projects a laser beam onto a windowpane and translates the sounds in the room from the vibration of the pane. An Easy: Technical+int task allows the operator to listen in on conversations hundreds of meters away. All that is required is uninterrupted LOS to the target window, and a relatively flat trajectory between window and laser microphone. Wt: 5 kg; Price: €1500

Miniature Camera: These are miniature versions of the advanced or digital still cameras. They can be made to resemble cigarette lighters, breath spray bottles, wristwatches, etc. Wt: Negligible; Price: Advanced, €1000; digital, €2000

Motion Detector: An electronic motion detector that uses ultrasonic waves to detect moving objects. Any moving object larger than one centimetre moving in any one dimension will trip the device (speed and size can be adjusted as desired). Motion detectors can be set up to sound an alarm, signal a switchboard or activate another device (like a camera or mine). Motion detectors detect an area up to five meters in radius (the exact radius is set when the detector is set) and can be deployed in numbers to scan large areas. They are not much use in areas where there is a lot of motion, such as areas with wind-blown foliage, etc. Wt: 3 kg; Price €2000

Parabolic Booster: A small dish-shaped booster used to increase the range and acuity of a sound amplifier 30 times. The booster also allows the user to zero in on specific sources and eliminates confusing background noise. Wt 0.2kg; €60

303 Surveillance System: The 303SS is a small motion sensor with 120 degrees of covered arc. It detects the motion of solid objects between one and two meters off the ground. Several units are usually tied into a single receiver. Effective range of the sensor is about 250 meters in open terrain. The receiver unit can receive signals from up to 10 different sensors, tell which one has been tripped, and inform the operator of the motion. The receiver can be located up to two kilometres away from the sensors, as long as it has an unobstructed line of sight. Wt: sensor, 0.75 kg, receiver, 3.3 kg; Cost: sensor €700; receiver €1800

Radioactive Trace Dust: This fine dust can be placed on the ground, on tires, on shoes, etc., in order to trace something. It leaves a faint trail on the ground for 200 to 2000 meters. Beyond that, it leaves no trail, but traces will remain on the marked person or object. Radioactive trace dust can only be detected (and followed) with a Geiger counter but is useless in a higher than average radiation area. Wt: 0.5 kg per dose; Price: €200 per dose

Radio Direction Finder: A specialized radio receiver designed to determine the specific direction a particular radio broadcast is coming from. These are useful for a variety of tasks. Getting a directional fix using one of these is a task Easy: Technical+ale and requires one minute (provided that the signal stays on the air that long). The result is a compass bearing, not a distance. Two or three such RDF units, spaced far apart, can get two or more bearings for triangulation of broadcast source. Wt 2 kg; Price. €1500

Revolver Camera: A miniature camera mounted on the side a revolver, the camera "fires" every time the trigger is pulled. In essence, it is a gun camera for revolvers. It can be mounted on the side of rifles and sub-machineguns, but not semiautomatic pistols. The photographs are for verifying that the target was hit by the weapon. Wt: 1 kg; Price: €250

RF Scanner/Filter: The RF scanner is an incredibly useful device for SIGINT (SIGnals INTelligence) spooks. This device is capable of picking up RF emissions across a wide band and passing them along to other devices for processing. To operate the scanner/filter properly is AVG: Technical. What can be done with this device is nothing short of amazing.

For example, the device could detect RF emissions of computer monitors, allowing other monitors following signal processing, DIF: Technical+int to reproduce what is displayed on the eavesdropped monitor. The same can be done with computer microprocessors. Or cordless and cellular telephones. Or radio transmissions. The scanner/filter can pick up transmissions within the range of the transmit. For low-power emissions, such as monitors and microprocessors, this is limited to 200 meters. For cordless/cellular telephones, this is one kilometre. For all others, range is indefinite and depends on transmitter strength. Also, Such devices can be used as direction-finding gear to locate RF emissions. This is Difficult: Electronics+ale. This device is a small, hand-held unit with an LCD display showing the current frequency and signal strength. An attached speaker/headphone jack can be fed into processing equipment. This device is available to any civilian. Wt 2 kg; Cost: €750.

Seismometer: Detects movement by detecting tiny tremors. Detects movement within a 25m radius of the detector. Powered by internal batteries. Comes in two versions: one is connected to the receiver by commo wire; the other transmits to the receiver by radio up to 2000m away. The receiver can handle up to 6 seismometers. The detector can be tuned to detect even animal-sized tremors or ignore anything up to large vehicles. Setting the seismometer is easy: Technica+intl; or Average :Intelligence+intelligence. Wt (receiver) 2kg (detector) 4kg; Price (receiver) €1250 (radio receiver) €3750 (detector) €3750 (radio detector) €11250

Electronic Protection System (EPS): This is an electronic countermeasures system designed to pre-detonate proximity-fused artillery, mortar, rockets & grenades. When operating, these rounds detonate in the air out of range to do the protected ground troops any harm. The system protects all units within 250 meters and pre-detonates all such rounds 50% of the time before they can do any harm to the protected units. This unit will protect all troops, not just friendly ones, within the radius of effect. This unit requires 30 seconds to set up and activate. The Cylons utilised a version of this during the Cylon War which was effective against 75% of electronic fuses. It also provided jamming to any electronically (wireless) activated equipment or munitions, and was one of the most major disadvantages to the Colonial Defences at that time. Weight: 11.4 kg; Price: €50,000 (Cylon Version 2.5kg, back-pack mounted with a 150 metre range).

Sound Amplifier: This device consists of a flashlight-sized sound-gathering microphone and earphones. The device amplifies sound to the point that a whisper could be heard at 100 meters. The amplifier has a dampener to prevent hearing damage from sudden loud noises. It is not always possible to distinguish near noise from far noise. The amplifier works in a 45° arc in the direction it is pointed. Powered by internal batteries. Wt 0.9kg; €60

Special Vision Adapter: This device allows an advanced or digital still camera, or a video camera, to be attached to an IR scope, starlight scope or image intensifier. Wt: Negligible; Price: €25

Plug-in Vision Adapter: An older version of the Special Vision Adapter (which was a retrograde step), the plug-in version simply plugs into any electronic scope via a USB cable (allowing for storage or real-time transmission). Weight: 0.125kg, Price: €35

Still Camera: These cameras record a visual image on film (or in digital memory). There are three Versions:

- *Simple.* A one-shot, self-contained camera-in-a-box. You take the pictures, turn in the camera at a developing centre, and receive the developed pictures in an hour.
- *Advanced.* A quality, 35mm, film-using camera with a complete set of lenses and accessories (telephoto lenses, etc.) in a convenient, padded shoulder-bag. The advanced camera's film requires darkroom developing.
- *Digital.* As advanced, it comes with complete accessories and uses digital memory to store its images. A digital camera memory is read into a computer, and the computer's printing systems are used to print the picture. The advantage of digital cameras is the ease of transfer to data systems where the picture may be electronically enhanced analyzed or altered. Wt: Simple, 0.3 kg; advanced, 3 kg; digital, 2 kg; Price: Simple, €10; advanced, €550 (film costs €8 for 24 exposures, and developed pictures cost €0.50 per picture); Digital: €600

Telephone: Wired: The Cylon War forced the Colonies not only to rely on older technologies but to actively re-create the infrastructure for them. One of the first actions of a Cylon Occupation was to monitor the local mobile and digital networks. The only real way to restrict this was to rely on heavily encrypted radios and cable telephone systems. Forty years on and a very substantial part of the Colonial communications network still relies on cable telephones (fibre optic or wired). Major installations are still connected as well. Wt: 1 kg; Price:€5

Telephone: Mobile: Despite the presence of the large cable networks, mobile telephone companies have (within the last ten years) managed to bring digital networks back on line to the degree where they are once again available to the average man in the street. Digital networks are rapidly expanding on the more populous planets of the colonies, delivering a full range of items from texting, video messaging, playing music and accessing the ColNet. There are still heavy restrictions in place, preventing the mobile suppliers from either undercutting or gaining more than a 50% market hold and all software is required to be vetted by the Civil Defence Ministry to ensure it is compliant with anti-Cylon infiltration software protections. Wt: 0.25kg, Price: €100.

Telephone Oscillograph: This device is the size of an average hardbound book. It can record the dialling sound of a tapped phone and then identify any number called from that phone (it is also fitted with a voice analyser and recorder that allows the voices (and back ground noises heard) to be matched against various combinations. Despite various setbacks, the Colonies have been able to maintain digital production of these devices even during the worst of the Cylon War. Wt: 6 kg; Price:€1000

Telephone Scrambler: Works just like a radio scrambler, but for telephones. Modern versions of these are fitted to military wireless telephones and also those of most of the higher echelon Colonial Ministries. Wt: 0.3 kg; Price:€250

Telephone Tap Analyzer: A cigar-box-sized device that locates and verifies the presence of any taps on any connected line out to 10 miles. It also identifies the location of the tap. A recorder can be wired in and activated to record the tapped conversations. Detecting a tap analyzer while operating a tap is a Difficult: technical+int roll. Wt: 1 kg; Price: €500

Telephone Tap Detector: A cigar-sized box device that contains a signal light that lights up whenever an extension phone is lifted, or when a transmitter or telephone bug is placed on the phone line or the telephone itself. The light stays lit until reset by the user. Fooling a tap detector requires that the tapper knows that the detector is there, and then is a Difficult: Electronics+int task (and the tapper can't know he's successful until he gets a look at the defector or otherwise learns it is or isn't working). Wt: 2 kg; Price: €500

Tracker Bug: This is a miniaturized transponder that allows tracking with a radio-direction finder, which detects the signal put out by the tracker bug. It is about the size of an aspirin tablet and has one-kilometre range (it can't be hooked up to an antenna like a standard transponder) and an internal battery giving it six hours broadcast time (rechargeable by anyone with Electronics skill and an electronics tool kit). It has a self-adhesive coating on one for attachment to a vehicle or whatever is being tracked moving the tracker bug from its plastic carrying case activates it. Wt: Negligible; Price: €120

Video Cameras: Cameras to capture continuous audio and video data. They use digital recording which must then be downloaded onto a computer for further work, although some can also record permanently onto a mini-disc. They range from palm-size to large shoulder mounted versions with direct (500 km) broadcast facility. Wt: Large, 4.5 kg; small, 0.5 kg; Price €7500, Small €350

Video Mini-Discs: Recording Cartridges: Twelve hours of video and audio recording. Wt:0.1 kg; Price:€5

Wire-Tapping Tools: This kit, combined with an electronics repair kit, permits characters with Electronics skill to tap into and monitor electronic communications lines (phone lines, mostly). Wt: 2 kg; Price €300

VISION & LIGHTING

Binoculars: A device for giving magnified stereo vision at long distances. Binoculars come in various magnifications from x2 to above x40 but the x10 version is typical of those available. Weight: 1-3kg, Price €30-300

Low Light Binocular/Monocular: This device allows the user to see in Dim Light conditions (such as dawn and dusk) and in darkness where illumination is provided (such as by street lighting). Weight: 1.5kg, Price: €300

- Dim Light penalties are removed, Thin fog and smoke have a -1 skill step penalty.

Night Vision Binocular/Monocular: Night Vision devices enhance visible light to allow the shooter to see in the dark, albeit at reduced ranges. Weight: 3kg (x6 vision), Price: €250

- It eliminates Dim Light and Dark penalties (but not smoke or fog). Effective ranges are half of normal (i.e. a x4 night scope has a 300 metre range).
- Pitch Dark conditions are converted into Dim Light conditions.
- Night Vision Scopes require batteries (50 hour life before replacing or recharging).

Thermal Vision Binocular/Monocular: Thermal Vision Scopes shows the thermal signatures of anything that radiates heat. The actual difficulty to hit varies considerably based on the background heat sources and of the target itself. Weight: 4kg (x6 vision), Price: €2500

- Requires Batteries (24 hour life before replacing or recharging).
- Thermal scopes negate Pitch Black, Dark and Dim Light conditions at Short and Medium Ranges and reduce those conditional penalties by half at distances beyond that.

Enhanced Thermal Binocular/Monocular: Enhanced Thermal Devices provide the same benefits as a normal Thermal Vision Scope but they also:

- require batteries (15 hour life before replacing or recharging).
- negate Pitch Black, Dark and Dim Light conditions at all ranges & add plus 1 step to firing (single shot only) at Short range.
- negate fog and smoke penalties at Short and Medium Ranges
- have video feed

Weight: 4.5kg (x6 vision), Price: €9500

Electronic/Digital

Binocular/Monocular: These devices incorporate computer assisted magnification and zoom functions as well as recording ability in either still shots or movement. They increase magnification by one third compared to normal ranges. It should be noted that these types of sights are subject to interference from strong rf fields (such as fusion plants generated by starships, shuttles and heavy vehicles or plant machinery).

Weight: 4kg (x20 vision), Price: €7000

- require batteries (4 day life before replacing or recharging).
- have variable magnification (3x to 15x)
- Ignores Dim Light and fog (but not smoke) penalties
- Adds 1 step to hit (only for single shots and single bursts)



Light Intensifier Goggles: These amplify existing light thousands of times, rather than heat emanating from objects and people. They have the same range as IR Goggles when used in the passive mode, but double their range and allow for better short-range vision clarity when used in the active mode. The drawback to active mode is that the goggles are acting as a flashlight and show up clearly to starlight scopes, IR goggles, thermal vision, and passive/active IR viewers. Weight 0.5kg; Price €800

Flashlight, "4-Battery": An adjustable flashlight often carried by police and private security guards. It also makes a very effective club. Weight: 1.05kg; Price: €40

Flashlight, Krypton: Three times as bright as a military flashlight, but requires a special lithium battery that lasts only 6 hours. Weight: 0.14kg; Price: €30

Flashlight, Military: Battery-powered flashlight of rugged construction. Weight: 0.3kg; Price: €12

Flashlight, Military Krypton: This flashlight is in common use by special forces. It is very tough, has a light 3 times as bright as a standard military flashlight, and comes with a clip for attachment to firearms. Weight: 0.3kg; Price: €45

Flashlight, Mini Mag-Light: Popular flashlight carried instead of the normal flashlight by many soldiers since it is every bit as bright as the angle flashlight. The light can be focused. Weight: 0.17kg; Price: €22

Flashlight, Penlight: Issued to pilots and in field surgical kits. Weight: 0.08kg; Price: €13

Goggles: With interchangeable tinted/polarized and clear lenses. Weight: none; Price: €17

Strobe Light: A powerful flashing Xenon light used as a distress signal. Pilots are issued one of these, and they are commonly carried by other soldiers. From the air they are visible at a range of 15km during the day and 50km at night. The strobe will flash continuously for 9 hours. Weight: 0.14kg; Price: €50

Sunglasses, Polarized: Weight none, Price €40

Chemlight: A small tube filled with glowing chemicals. Chemlights are available in red, green, yellow, orange, and blue. A chemlight glows at maximum intensity for 3 hours (visible at 100 meters, or at the maximum range of a night vision device) and half intensity for 9 hours. (Merely putting the chemlight in a pocket will stop the light.)

- Another variety of chemlight, the Brightstick, will produce very bright light for 30 minutes (visible at 250 meters, or twice maximum night-vision gear range). Brightsticks come only in white or yellow.
- High-intensity chemlights are used by police and special operations, and are sometimes issued to pilots. A high-intensity chemlight produces 5 minutes of extremely bright light, the first minute of which is actively blinding. They are available only in red.
- Infrared chemlights function as normal chemlights, but are visible only to individuals using night-vision gear. They glow for 6 hours.
- Lightdiscs are simply disc-shaped chemlights. They may be written upon and are most often used as markers. They glow for 4 hours, and are available only in green. A lightdisc is 100mm wide. Weight: (per box of 12) (Lightdisc) 0.5kg (Others) 0.25kg; Price: (Chemlights)€26 (Brightstick)€32 (High-Intensity Chemlight)€36 (Infrared Chemlight)€75 (Lightdisc)€30

• **Chemlight Case:** A plastic tube used to hold a chemlight. Twisting the endcap turns a shutter which blocks as much of the chemlight's glow as desired. Weight: Negligible; Price: €3

Krill Light: These are basically electronic versions of chemlights. They are powered by AA batteries and have LED bulbs. They come in red, green, orange, yellow, blue, and white, and come in the standard version, the Krill 180 (where the luminosity is variable), and the Extreme Krill (twice as bright as the standard Krill Light). The Krill and Krill 180 last 120 hours on a single charge, while the Extreme Krill lasts 50 hours. The standard Krill Light is slightly brighter than a chemlight. Weight: 0.1 kg; Price: (standard) €6, (Krill 180) €7, (Extreme Krill) €9

Lantern: Lights a 10-meter radius. Weight: 2kg; Fuel Consumption: 1 litre of fuel (or batteries if electrically powered); Price: €25

RADIOS

The sheer number of different radio and communications systems, and their ability to be compromised easily by the Cylons led to a wholesale revision of the Colonial Military and Law Enforcement requirements.

Although many different manufacturers produce the required output for the Colonies, all of the communications equipment must be made compatible with each other. So although the following items give a description this is just the designation. A type 'C' hand radio might have been manufactured on Caprica or in a smaller factory on Caceron. The case may have slightly different dimensions or be more robust to deal with a harsher climate (i.e. Caceron's Borellian Waste) but the insides are the same.

Note: All Colonial radios have a crosstalk-filter fitted as standard, preventing one radio in close proximity from picking up a call to a neighbouring one.

C139 Hand Radio: This radio operates over either the 30-88 MHz, 136-174 MHz, or 403-470 MHz bands, depending on what transceiver is installed. (Changing transceivers is a task requiring a Phillips screwdriver and no special skills.) It features an embedded scrambler module. The radio may also function as a modem, at a data rate of 1mbps. This radio is in use by most Colonial and local forces and is interoperable between military, police, and civilian radio nets. Short range is 2 km. Weight: 1.35 kg; Price: €1,000

C140 Secure Hand Radio: Similar to C139 these also incorporate frequency-hopping ability with 20 channels that can be pre-programmed before the beginning of any operation and which can be changed at the touch of a button. Short range is 2km, Weight: 1.5kg, Price €4,000

C139-2 Tactical Repeater: This is a radio repeater based on two C139 or C140 radios in a case with an amplifier and rebroadcast equipment. The two component hand radios may be removed and used as normal, but the rebroadcast feature of the device will not work unless both are in their cradles. Short range for rebroadcast is 2 km, 10 km, or 40 km, or inter-orbit, depending on antenna used. Weight: 25.4 kg; Price: €4,300

C349 Hand Radio: This radio was designed to be used by patrols and ambushing parties; the radio is capable of amplifying whispered communications to normal volume at the receiving end. It is small, but very powerful for a radio its size. Short range is 2km with a short 0.5m whip and 2.5 km with a longer 1m whip. Weight: 1 kg; Price: €1,250

C1605 Hand Radio: This radio is waterproof, and functions (to a limited extent) underwater. Range underwater is in a 100-to-1 ratio: 1 meter underwater uses the equivalent of 100 meters of signal strength above water, so that an operator 10 meters underwater would use up 1 km of range just to get the signal out of water. Naturally, diving gear with special facemasks and voicemitters must be used when underwater to use this radio. It operates in both the VHF and UHF bands, and thus ground radios, ships, and aircraft can be contacted. Weight: 1 kg; Price: €2,000

Miniature Secure Hand-Held Radio (MSHR): This pocket radio uses a scrambler to provide secure communications. Used by the law enforcement such as the Presidential Protection Force, the MSHR is interoperable with military UHF radios. It will continue working even if immersed in water. Short range is 2.5 km. Weight: 0.28 kg; Price: €1,250

C26 Phantom Secure Hand Radio: This radio is designed for shot-down aircrews to contact rescue forces. It gives the pilot over 4,000 frequencies to work with, and secure communications by means of frequency hopping. It operates in the UHF FM band. Ground range is 5 km but it includes a booster allowing it to contact ships out to a half AU (LOS only). Doing so severely depletes its batteries (1 hour instead of 12). Weight: 2 kg; Price: €2,500

Individual Tactical Connector: A small connector that plugs into a radio held in webbing for the use of small groups who require precise coordination and hands-free operation. The radio consists of a voice activated throat mike (strapped in place over the larynx), a headset with bone-conduction earphones, and a battery case (usually carried in a shirt pocket). This radio receiver is hands-free and allows the wearer to hear more-or-less normally when in use. The set also incorporates a manual "beeper" button; enabling Morse signals to be sent if the sender does not want to speak. Transmission can be set to automatic (always on) or requires pressure on the throat mike. Wt: Negligible; Price: €70.

C349 Squad Leader Hand Radio: This small radio uses a headset with a boom microphone or throat mike. It is normally used by squad leaders. It is signal-activated, meaning that the battery is kept in a low power-consumption mode until a signal is sent or received. This results in a split-second delay at transmission times, but contributes to a longer battery life (20 hours). A scrambler may be used with this radio. It can also be used as a transponder in case of emergencies. Short range is 3 km. Weight: 1.5 kg; Price: €500



C112-A Secure

Transponder: This radio is more a survival radio than anything else; it operates on only 8 frequencies on the UHF/AM band, including the Colonial emergency band. There is a newer version, the GPS-112, which adds a GPS (Global Positioning System) receiver. Short range is 4 km. Weight: 0.8 kg; Price: (112 A) €1,300 (GPS-112) €3,300

BWT-22B Manpack Radio: This is an older tactical radio. It is powered by internal batteries. Though an encryption module is not supplied with the basic radio, one may be easily added by means of a cable. The radio is resistant to EMP effects. Short range is 2 km with a whip antenna or 5 km with a mast antenna. Weight: 6.9 kg; Price: €1000

C2915 Hand/Manpack/Vehicular/Ground Radio: This radio is able to bridge communications using UHF and VHF, especially when acting as a repeater. The C6515 may be powered by a battery, vehicular power, or a 1.5 kW generator. The radio is modular, plugging into a variety of amplifiers for hand (2km range), manpack (10 km range), or vehicular/ground mount use (20 km range or orbital). Only the vehicular/ground version may be used as a repeater, but all versions may send and receive VHF and UHF traffic. A scrambler may be added by use of a cable. Weight: (Hand unit) 2 kg, (Manpack) 16.5 kg, (Vehicular/ground) 20 kg; Price: (Complete system): €2,300

C3500H Secure Manpack Radio: This is the standard manpack radio in Colonial service. The communications are secured by means of frequency hopping, both for security purposes and to defeat jamming. The frequency switches among any of 285,000 possible channels several hundred times per second. It was designed to work in networks (although that is only a very recent innovation for the CDF) and to act as a modem for computers, and may be remotely controlled. Short range is 2 km. Weight: 5.9 kg; Price: €2,000

AMA10 Manpack Radio: This Aerelon designed radio was in use at the height of the Cylon War and can still be found as standard on that planet (and similar in many militia units). Short range is 10 km when used for voice communications, and 8 km when used for telegraphing, if using the 15-meter antenna. The radio can be powered by batteries, a generator, solar panel roll or a hand generator. Weight: 9.8 kg; Price: €1,150

VZ-1 Manpack Radio: Another obsolete radio type, this small radio was used by Tauron forces. It operates in the UHF band, unlike most military radios, and can also be used as a relay device, to transmit Morse code, and to transmit data at a speed of 32 bps for download to an attached computer. It may be operated by remote control at a range of 10 meters. Short range is up to 8 km, depending on terrain. Weight: 5.6 kg; Price: €4,000

NG-2000 Secure Manpack/Vehicular Radio: This is the next-generation radio being issued to Colonial Ground Forces (not Marine). The NG-2000 is a frequency-hopping radio with anti-jamming ECCM capability, and also has a scrambler to further protect communications. It can tolerate up to 50 radio nets, each with dozens of radios, at once, if each net is frequency hopping in a different sequence, and still transmit to all of them. Other devices that may be attached include keyboards, a digital camera, fax machines, computers, and various amplifiers. It includes a modem with a speed of 24 kbps, a transponder, and an optional directional antenna that transmits and receives only in a 60-degree cone. If an NG-2000 is captured, a signal can be sent from a secure radio to block the captured radio from the net, preventing it from broadcasting or listening to friendly frequencies. In addition, if an attempt is made to extract operating codes or hopsets from the radio without following the proper procedures, the radio destroys all codes and hopsets without revealing the data. It also functions as a 16 mbps modem. The NG-2000 is

resistant to EMP from nuclear blasts, and thus may be one of the few digital radios operating after a nuclear battle. The radio may be remote-controlled from a range of 4 km. Short range is 25 km. Weight: 6 kg; Price: €5,200

CM 3033 Marine Operations Communications Assemblage: This is a large radio meant to be powered from a vehicle, portable generator, conventional generator, or commercial power outlets. The radio set includes a lightweight portable generator, a scrambler, a vertical satellite beamer (SATCOM), a fax machine, and connections to transmit voice, data and video transmissions (the latter two at a rate of 16 kbps). The radio includes interface equipment for commercial telephone networks, field telephones, military and civilian fax machines, military and civilian keyboards, computers, and antijam equipment. The set can be configured by a competent operator for any mode in less than five minutes. Operation is in the UHF range, and either the FM or AM bands. Range for ground-to-ground communications is up to 30 km short range, depending on antenna used, and range for ground-to-air communication is 600 km. Satellite transmission range is potentially infinite. The assemblage comes in 4 cases. Weight (each case): 31.5 kg; Price (Complete): €145,000

CV22-206 Vehicular/Ground Radio: This radio is normally used in a ground station, but may be vehicular-based. Functions and controls are monitored by a microcomputer. The radio operates in either HF, VHF, or UHF ranges and in the FM or AM bands. The radio was specifically designed to be mounted in light vehicles and armour, but is adaptable to other vehicles with ease. Two persons may use this radio at once. The CV22-206 may be remote controlled by wire from up to 3.3 km away. A scrambler may be added by use of a cable attachment. Short range is 30 km, 35 km, or 150 km, depending on antenna used. Weight: 14 kg; Price: €8,300

CV22-104 Manpack/Vehicular/Ground Radio: This is an HF radio used for communicating with ground units and air units and has full frequency-hopping features allowing it to communicate with similar devices from squad through to divisional level. It can also be fitted with an additional scrambler. The radio has a short range of 12 km ground to ground and 100 km ground to air in the manpack mode; in the vehicle-mounted version it has a range of 50 km/300 km, and a ground-mounted generator-powered base station with a range of 400 km both ground to ground and ground to air. These radios may be used with a scrambler. Weight: (manpack) 6.4 kg, (vehicle) 15 kg; Price: (manpack) €670, (vehicle) €4,200.

CV22-104HF Manpack Radio: Essentially the same as the CV22-104 this is a high frequency radio with a much greater range of 100km. Weight: 8.6 kg; Price: €31,000

CV22-110 Secure Manpack Radio: Essentially the same as the CV22-104, the 110 incorporates a fast frequency hopping system and can also transmit in the UHF and VHF bands, in both the AM and FM mode, to ensure a wide variety of applications. It is virtually impossible to jam the 110 or break into its nets, since frequency hopping is so fast and the radio may send out signals to block out other radios if they are captured. Hopsets and codes can only be retrieved from the radio with a special procedure; if that procedure is not followed exactly, the radio destroys any hopsets and codes programmed into it. It has an 8km range with a whip antenna. The CV22-110 is also a burst transmitter, able to store messages for up to 500 hours before automatically transmitting them at a high rate of speed. The radio may be operated by remote control up to 50 meters away, and the radio may be used with Vertical Satellite Beamer (see below). The burst transmission feature allows considerable security, and to increase security, a scrambler/descrambler may be added. The vehicle version is still under going testing. Weight: 5.5 kg; Price: €5,000

CV22-101 Manpack SATCOM Radio: This is a self-contained satellite communications system (terminal, antenna, and transmitter are contained in the same unit. A keyboard may be attached for text, as can a fax machine or a computer. The unit transmits either AM or FM voice or data and in the high VHF or standard UHF bands, and can also be used as an emergency locator beacon. It may also be used as a normal radio, with a range of 5 km in the VHF band and 20 km in the UHF band. The AN/URC-100 is scrambler-compatible. The radio transmits in a 60-degree arc using a hand-held antenna. Weight: 7.26 kg; Price: €6,700

CAM-4700 Power Amplifier: This amplifier can work with a wide variety of radios, including all standard radios in use by the Colonial and planetary armed forces. It must be powered by a vehicle or generator. This device boosts range by 400%. Weight: 2.5 kg; Price: €3,200



CAM-6987 OR Power Amplifier: This amplifier is designed for AM-band UHF radios (such as those used to communicate with vipers and support craft). It boosts range of these radios by 770% and requires either a vehicle or base power supply. Weight: 38.56 kg; Price: €5,800

CAM-7175 Power Amplifier: This amplifier is used by FM or AM UHF radios to provide a large boost in range. It is a modern device that includes a speaker. It is normally used by aircraft and ships and requires that level of power supply. This device boosts range of such radios by 15 times. Weight: 9.98 kg; Price: €11,500

CAM-7176 Power Amplifier: This device can amplify the signals of most VHF radios, including frequency-hopping radios from simple hand radios and up to vehicle radios. Hookup is simple, with few external controls and only a single cable connection to the radio and antenna. Signal is boosted 770%. This device requires vehicle, or generator power. Weight: 7.5 kg; Price: €7,000

CAM-7238 Filter/Power Amplifier: Designed for VHF radios on standard Colonial tactical frequencies, the CAM-7238 combines the filtering of crosstalk between two co-located radios, and an amplifier that boosts range by 400%. Unlike the other Amplifiers this one can be run off a heavy battery or solar panels. Weight: 5.4 kg; Price: €3,600 (S/-)

CM3339A Radio Set Control Group: A normal radio transmitter must be located within a few meters of its antenna; the antenna, the actual source of the broadcasts, is easily located. Thus developed a major problem for radio operators -- keep moving, requiring a short antenna and reduced range, or take the chance of having an enemy artillery barrage sent your way, ruining your whole day. The solution is a remotely connected radio transmitting to a separate antenna. This unit consists of two pieces: one is attached to the antenna and the other to the radio, connected either by wire or microwave. This system allows both the radio and its human operator to be up to one mile (wire) or five miles (microwave in LOS) from the antenna, thus removing them from danger.

To set up (1 roll) and use (another roll) the system requires a successful Easy Electronics+Int roll.. Wt: 7.5 kg (3.5 kg receiver, 4. kg microwave aerial. Cost: €1000

GTR-100 Ground Radio: This radio was designed for use as a base station, to be run from a generator. Features include digital controls and an ability to preset up to 30 frequencies. A 1.5 kW generator is required to power this radio. Short range is 125 km. Weight: 21 kg; Price: €14,400 (-/R)

CM-30103 Radio Relay Set: These systems are used to relay radio communications over longer distances than normal radios are able to communicate and many of them are set up in remote areas of the Colonies for standard civilian frequencies (as well as military ones). This relay set is able to pass communications over a range of up to 180 km, depending on terrain and antenna used. By itself, it cannot be used to hear or send radio calls, but instead passes calls to other radios. Weight: 61.5 kg; Price: €20,800

TLC-17B Radio Jamming System: The TLC-17B is a high-powered radio and radar jamming system. It is capable of jamming multiple frequencies of radio waves. In order to successfully use this equipment, the operator is required to pass an Average Electronics+Ale task check. The operator of the jammed radio or radar must then pass a Difficult Electronics+Int task in order to continue operating on the same frequency. This unit requires 550 watts of power to operate and has the effective range of 50 kilometres. Wt: 100 kg (including generator) Cost: €25,000

Expendable Jammer: This is a compact, disposable electronic jamming unit. Once activated, the jammer operates continuously for 2 hours, overpowering any transmitter or receiver within 20 meters and requiring operator checks within 40 meters. Once set, the jammer can be programmed to delay activation for up to 100 hours, in one-minute intervals. Weight: 2.25kg; Price: €4000

Field Sound Processor: Roughly the size of a small briefcase, the field sound processor (FSP) is packed with electronics, allowing the user to record audio inputs and perform real-time analogue processing at the same time. Capabilities include a high-gain/low-noise amplifier, speech pass band filter, compressor, and equalizer. Essentially, this means the unit is able to take in a weak signal and boost it to within a set range to filter out all noise beyond the human speech range, and to improve the quality of the sound within that range. To work properly, this requires the skill of Electronics. The unit runs on a set of rechargeable 9.6V batteries, with duration of seven hours before recharging and must be custom built. Wt: 5-7kg; Price €850

Frequency-Hopping Radio: This radio resists jamming and interception by shifting among several preset frequencies at preset intervals (usually several hundred per second). Unless a listener knows the frequencies and intervals, he cannot remain locked onto the signal. All sets in a system must be synchronized in order to communicate,

but this can be accomplished by any of the radios in the loop at a predetermined time using an electronic key coder. Available on the civilian market. Weight (radio) 4kg (coder) 0.5kg; Price (radio) €800 (coder) €500

Global Positioning System (GPS) Receiver: This is a small, handheld, Global Positioning System (GPS) receiver featuring selective availability/antispoofing and antijam capability. It provides precise positioning and timing solutions based upon signals received from the GPS satellite constellation. It is a five-channel receiver, capable of Precision Code (P-Code) and Y-Code (encrypted P-Code) reception. Positioning solutions can be displayed in latitude, longitude, military grid reference system. It contains 49 map datums, and can be programmed to support navigation. The GPS has a built-in test feature, and is night-vision goggle compatible. The GPS is accurate to within 10 meters. Note: This will only work whilst there are satellites that still work. It requires LOS to 3 satellites for accurate measurement. Weight: 1.3kg; Price €3000

GPS, Commercial: This is a civilian version of the military GPS described above. It has no encryption or antijam capability, widely varying map availability (some are actually better in this regard than military versions), and are accurate to within only 100 meters. Weight: 0.3kg; Price €2000

Portable Facsimile Machine: Connected to a radio, this enables recon photos, situation maps and other reports to be sent and received by units in the field. Wt: 6 kg; Price: €1800

Portable Fax Machine: Connected to a phone, portable phone, computer or satellite downlink system, this enables documents to be sent and received (or just printed out in the case of the computer) in remote locations. Wt: 6 kg; Price: €1800

Portable Satellite Downlink Subsystem: An antenna system permitting radio communication via geosynchronous satellite with practically any location in the world when linked into a proper radio in place of the normal antenna. It requires five minutes to erect and align, and two minutes to completely dismantle. Wt: 4 kg; Price: €12,000

RCA-0005 Antenna, 500km: A wire antenna used to rig field-expedient antennas and a half a dozen resistors and insulators. Rigged from trees or other supports and grounded, the antenna alone will triple the radio's range. When used in conjunction with a generator, the full range may be reached. Weather and terrain will affect the range of the radio when using these antennas. Wt 3kg; Price €100

RCA-292 Antenna System: The RCA-292 is a 10-meter-tall radio antenna. The radio attached to this antenna has its broadcast range tripled in normal mode or multiplied by six in high-power—thus highly detectable—mode. The antenna is non-mobile and takes one man-hour to assemble (i.e., one man takes one hour, two men take one-half hour, four men take one-quarter hour, etc.). In addition, it takes one-half man-hour to disassemble. Both assembly and disassembly require a successful Easy: Intelligence+Intelligence: roll. This antenna broadcasts in 360 degrees for purposes of reception and detection. Wt: 10kg; Cost €1000

RCA-585 Antenna System: The RCA-585 is identical to the RCA-292 except the RCA-585 only broadcasts on a 90-degree arc—thus making it harder to detect. It takes an additional one-half man-hour to erect. Wt: 13kg Cost: €1500

RF Emitter: The RF emitter can create RF emissions at frequencies set by the user. This is most commonly used for jamming other devices, especially communications devices. However, the RF emitter has several advanced uses—Difficult: Electronics+Int to succeed: Such as jamming microprocessors, video screens and microprocessor-controlled equipment. Success means that the equipment is jammed and inoperable. Range for such jamming is limited to the strength of the emitter. Spraying RF emissions without regard for radio communications guidelines is illegal in all jurisdictions

- RF200: 200 metre range, wt 1kg, cost €200.
- RF-1: 1km range, wt 5kg, cost €500.

RL-WD Reel Unit: This sawhorse-looking device allows the rapid and mobile deployment of the one-mile reel of telephonic wire. This unit can be stationary mounted, drawing the wire out from the central location, or mounted on the back of an open vehicle, allowing the laying of lengthy segments of wire rapidly. Wt: 8 kg; Cost €100

Solar Panel Roll: This modular package is designed to produce a limited amount of power in areas where normal power generation would be difficult to provide. It consists of a thin sheet of photovoltaic cells with a multiple feed/jack at one end. The amount of power it provides depends on the area and planet in which it is being used but it is usually sufficient to provide power for any of the man-pack or vehicular radios in the colonial arsenal. The roll

itself measures two by six metres when unrolled and fits into a rigid tube with a sling for easy carrying. Hardened points allow it to be anchored to the ground or onto a wall. Its power jack will fit any standard input on corresponding equipment and it comes with six 'hard' recharge points for batteries. Weight: 6.5 kg, Price €260

SB-22/PT Field Switchboard: This switchboard is designed to be a compact, rugged battery-operated, self-contained unit capable of handling up to 22 separate telephone lines. Setting up the unit requires telephonic wire to be run to serviced telephones and a successful Easy Electronics+Int roll. An easy Intelligence+ Intelligence roll is necessary each period to successfully operate this unit. Wt: 3 kg Cost: €600

Scrambler/Descrambler: Used with a telephone or voice radio unit, this scrambles conversation to seemingly random noise at the transmitter and back to conversation at the receiver. A sophisticated computer analysis can descramble a particular conversation within hours and, once the scramble pattern is known, can be used to program a scrambler with a similar pattern. Wt: 1 kg; Price: €2000

TA-1 Field Telephone: Requires telephonic wire to link it to other field telephones. Secure unless the wire is tapped. Includes 30m of telephonic wire. Sound-powered. Wt 3kg; Price €50

TA-3 1/2/PT Field Telephone: This small, rugged, battery-operated, field telephone is quite common in CDF Army field organizations. It is used, for the most part, in areas where units are planning to stay for an extended period of time. The field telephone unit consists of a handset, as well as a box-like base that has a hand crank. To set the unit up requires WD-1 telephone line (telephonic wire), run to a switchboard or destination phone, and an easy: Electronics+Int: ESY task completion. Wt: 2.5 kg Cost: €250



Trail Bug: This is little more than a powerful hidden microphone. The trail bug is silver-dollar-sized and 13mm thick, and is normally hidden on a vehicle in order to track it. Once activated the device will function for 10 weeks, and can be tracked at a range of 8km in an urban or mountainous environment, or up to 30km in open country. A character with skill can read the trail bug at 12km/40km (AVG: Electronics) or 15km/50km (DIF: Electronics). Weight: 0.5kg; Price: €300

Transponder: Special radio transmitter designed to broadcast a specific signal at a specific frequency to provide a homing beacon for pickup aircraft, radiation homing missiles, etc. The device has a one-kilometre range without an antenna, which extends to 10 kilometres with an antenna. Its internal battery will power the broadcast for 18 hours and can be started with an internal timing circuit up to 72 hours after emplacement. Wt: 1 kg; Price €1800

Transponder, Encrypted: As the above, with encrypted burst-mode transmissions and IFF (Identification Friend or Foe) interrogator. Weight: 0.2kg; Price €2500

Vertical Satellite Beamer: This device resembles a portable satellite downlink system, but is an infrared laser transmitter, allowing transmission only to orbiting satellites equipped with laser-receptors. The transmission beam is only visible to IR vision gear. It takes five minutes to set up and two minutes to take down. Wt: 12 kg; Price: €35,000

WD-1 Telephone Line: This line is highly useful for a wide variety of purposes, including, but not limited to, the laying of telephone lines. It is also used in wiring remote electronic detonators, claymore mines, or trip wires—or simply stringing something up. The cost of the wire includes a linesman set—a leather belt pouch containing a set of wire cutters/strippers, a roll of electrical tape, and a pocketknife. The WD-1 comes in three size reels—one mile (1609m), one-half mile (805m), and one-quarter mile (402m). Weight: (1 mile) 22 kg (1/2 mile) 10 kg (1/4 mile) 5 kg; Cost: (1 mile) €200 (1/2 mile) €75 (1/4 mile) €35 (all)

Wantokant Portable 100 watt FM Radio Transmitter

This station is a basic local broadcasting station that fits into a armoured suitcase. It can be run off a vehicle battery, plugged in directly to any normal power source or can run off solar batteries (a variable switch is located at the back of the board). It has earphones, microphone, a mixer, two tape-players (full record etc features), 2 CD/digital players (also recordable) and a transmitter. It has input/output feeds to allow it to be connected up to various computers. It has a hook-up to commercial FM networks and to satellite feeds for off-air programming. Range: 50km with standard aerial (comes in a separate 1 metre long tube). Weight: 15kg (inc aerial but not batteries), Price: €3000

Wind-Up Radio: A standard commercial radio that can be used to pick up commercial radio stations, weather stations, and civil defence broadcasts. This radio gets its power from a wind-up magnet, the mainspring charging a Nickel-Cadmium battery. 200 cranks will run the radio for an hour, or the built-in flashlight for 35 minutes. These types of radios are not likely to be damaged by EMP. Weight: 0.8 kg; Price: €70



PERSONAL ITEMS

Chronometer: This personal, digital time-keeper comes in a wide array of different types, the bulk of which are carried on a wrist strap. The most basic type tells the current time, usually based on either Colonial Standard Time (which is based on the Caprican time zones) or on one of the other planetary cycles. They will usually also include the date. Alarm and stopwatch functions are quite common. More expensive versions include water-proof types and/or vacuum proof versions. Weight: 0.1kg, Price: €20 (basic) to €100



Clock: Similar to a chronometer, clocks are normally left in-situ. Most include a radio-alarm as well as a standard one and they vary from digital types to pure mechanical (and some quite ornate) variants. They are almost always set to local time zones. Weight: 0.25kg, Price: €10 (basic) to €100 (wind up ornamental).



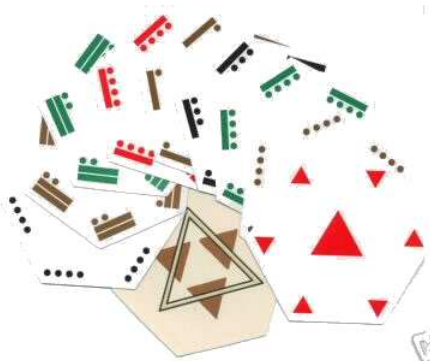
Cigar: Made from dried, rolled, Fumarella Leaves. The main Fumarella crop grows on Caprica itself, although it is found in smaller numbers on some of the other planets, and is a very mild intoxicant. The Imperial Brand is considered a superior cigar. Cheaper brands include Fliele and Caprican Imperial. , Price: €5-50

Cigarettes: Also made from Fumarella leaves, but this time from shredded and cut leaves. One of the most common brands is Sarcoma. One of the harshest is Orac, which is produced on Aeron and

can even be found in some of the Ration Packs provided from that planet. Price: €5 for 10

Niktak: A nicotine substitute for those trying to cut down (or stop) smoking. Continual use of Niktak will reduce an addiction penalty by d2 for every 4 weeks using Niktak. Trying to break the habit requires a hard wil+con roll every week. Use of Niktak gives a plus d4 to the roll. If it fails the user needs a cigarette/cigar and the cycle starts all over again. Price: €10

Dice: The use of dice in games and gambling is very common, especially as dice are very light weight to carry. The colonies standard dice types include six and twelve sided dice as normal but other types (4 sided, eight sided, ten sided and so on are fairly easy to find). Price: €1



Cards: Normally containing six sides, a normal deck consists of four 'suits' (Red, Green, Brown, Black or Blue) representing the original four elements from Kobol mythology (Air, Earth, Fire and Water). There are 13 cards in each suite, with the principal card in each suite being the 'Triad'. The game of Triad is one of the most well-known gambling games within the colonies, but the cards are used for well over 300 other different games. Packs come in small cardboard boxes, although far more complex cases can be bought as well and the 'sealed, opened and played once' packs are highly sought after souvenirs from colonial casinos. Price: €5

Dominos: A very simple game of counters, marked with different numbers. The aim of the game is to lay all of your own dominos down. Simple games involve Dominos running up to a double-six in number. More complex games run up to a double-nine in number. Although not as popular as card games, they have enthusiasts of their own.

Chess Sets: The battle game is one of the oldest still being played in the Colonies. Chess sets come in a vast array of differently styled playing pieces but the game rules remain the same. Modern versions tend to play Colonial pieces vs Cylon pieces (Pawns are Centurions, other pieces tend to be warships). Price: €30



specialist bars of soap can be bought. Price: €2

Perfumes: Like soap, perfumes and body deodorisers make life much more pleasant, especially for a bunch of men and women if they're crowded together. Price: €2

Toothbrush and cleanser: Almost as important as soap, tooth powders are a light abrasive mixed with a cleanser to kill bacteria growing on the teeth and in the mouth. Price: €1

Sacred Scrolls: Ever since the Cylon War there has been a steady increase in the numbers of people actively practising the religion of the Lords of Kobol. Such men and women may well have a copy of the sacred scrolls available to them, either in book form, on a library reader or, more rarely, in the form of a scroll itself. Chaplains carry all three. It should be noted that there are a number of slight variations in the scrolls and some are considered heretical to very strict members of

Draughts/Nine Mens

Morris/Othello/Uckers: Other variants of games played by moving counters to 'leap' over and take the counters of the opponents. Generally these games are rather easy to make from improvised materials (I've seen Nine Mens Morris made from a hot poker on wood and using different coloured stones to play). Price: €1

Soaps & Shampoos: It may seem a strange thing to mention, but soap can become a precious commodity if there's not a lot of it around. Most modern brands tend to be of a liquid nature but



the religion. The most major 'deviation' or 'heresy' resides with the Borellian Nomen who reject the 'Circle of Time' element of the religion.

Colonial Religious Belief (other than the fairly recent monotheism practiced before the Cylon War) believes in 'The Cycle of Time' - *"All this has happened before, and all this will happen again."* - *Pythian prophecies*. A normal priest will explain the cycle of time thus: "We believe in the cycle of time - that we all play our parts in a story that is told over, and over, and over again, for all of eternity." The Nomen refuse to believe in this interpretation of the Circle of Time, or the prophecies of Pythia, which support them. Instead they believe in the spiral path. *"A man is doomed to repeat his mistakes if he does not learn from them. Man and People are the same, All are one"*. Price: €20 to 200 depending on the quality

TOOLS & SCIENTIFIC INSTRUMENTS

20-molar acid: Concentrated acid (usually nitric or sulphuric). 100 grams. Wt 0.1kg; Price €250

Battery Charger: Charges batteries from generator power. Generator not included. Weight 1kg; Price €100

Bolt Cutters: Cuts drop forged steel (such as lock hasps) up to 15mm thick, or wire up to 25mm or chains and similar material of comparable dimensions. Wt 3.5kg, Price €35

Bullet Moulds: One mould will allow casting of the lead bullet of one calibre of weapon. Shot is made much more simply by dropping molten lead into a bucket of water. Lead bullets are usually much worse penetrators (loses 1 die step if target is armoured), but cannot be jacketed with primitive technology. They can be crossed into Dum-Dum's (by hollowing out the tip), this reduces the range by 1/2 and worsens the penetration further (loses 1 die step if target is armoured), but increases the damage by d2. Gunpowder or cordite is still needed however. Price: €250

Cranes: These are fixed assemblages (which have to be built into the shop) which lift and move heavy objects via electrical power. they require around 2Kw/ton for everyday use, with peak power ranging in the 15Kw/ton range (usually handled by batteries). Diesel cranes can also be found, and consume fuel at the rating listed for generators of that power. They are essential for speedy replacement of large vehicle parts (engines, turrets), or moving immobilized vehicles around. A 10 Ton crane is good enough for parts and engines, a 50 Ton crane for vehicles (except the heaviest of tanks). They can also be invaluable in construction of buildings, bridges etc. Setting up a crane at a site is a Major (but Average) task for Civil Engineer, or Machinist. Price: €500/ton

Crucible: This holds molten metals (steel/copper), and can be attached to a crane to move molten metal out of the forge, and cast it into the mould in a controlled manner. The price depends on the size and how advanced the pouring technique. For €100 you get an insulated bucket with handles, for €5000, an industrial 500L steelcasting bucket. Price: €100-5000

Cutting Torch: This requires acetylene and oxygen (or compressed air) tanks. Small tanks will last for 4-5 jobs, while large tanks will last 30 jobs (10 min cutting time/job). Tanks cost €50 for a small one, or €150 for a large one. A new charge of fuel costs €40/job for acetylene and €5/job for oxygen (R/R) or €1/tank compressed air. Cutting torches and Arc welders are necessary for jury-rigging. Price: €300

Cutting Torch/Welder (Fusion) Portable Welder: This fusion welder is a portable version of heavier and more basic types. It can be used in vacuum as well as atmosphere and is an essential repair tool for heavy vehicles. Weight: 6 kg, Price: €210

Duct Tape: Per roll 50mm wide by 50m long. Also known as 100-mph tape. Any colour (usually olive drab or black in military use). Wt1kg; Price €7

Epoxy Glue: Per 50 gram tube. Wt 0.1kg; Price €10 (S/R)



Entrenching Tool: the E-Tool, a folding shovel/pick. Wt 0.75kg; Price €26

Finishing Tools: These are power hand tools for "blueprinting" parts to fit exactly into place. They are needed for using cast parts, and augment the normal tools for the machinist. Price: €1500

Forge: The quality of the forge is determined by it's cost, a gas fired industrial forge from a steel foundry will run into the 10's of thousands of dollars, and are immobile. Small experimental gas fired forges will cost €4-5000. Fusion based forges are available but are usually cannibalised from a spare fusion engine. Primitive hand-made coal burning forges will run €1000-€5000 depending on size. As natural gas is as rare as can be, hardly anyone will be using gas-fired forges, but they have about twice the efficiency, and are much easier to work with. Price: €1000-50000

Glass Cutter: Wt 0.1kg, Price €5

Machine Shop: The shop consists of 4 basic parts. The lathe, the disk grinder, the drill press, and metal saw. The one listed here is for a small experimental shop. An Industrial set could cost up to 1 million dollars. These require at least 50Kw to operate a small shop (and up to 500Kw for industrial). To use the shop, one has to have Mechanic skill, though any "shop" skill (technical for instance) will allow use at the higher of either 1/2 skill level or D6. A well run Machine shop can create practically any metal part from stock metal. These parts are hand made, rather than produced in a factory, and will take a great deal of time to create. However, it is the only source of new parts when away from logistical support. Other machines can be bought for specialized jobs. A brass stamper for turning out cartridges (with different dies for each calibre). Price: €10000

Diagnostic Box: This is an electrical diagnostic box that can be plugged into any standard electrical or mechanical device and be used to measure output/input levels to check that the machinery is running to specifications. Diagnosing problems with machinery/electrics is made two steps easier with this device. Price: €110

Metal Detector: A device the size of a walkie-talkie, this detects the presence of metal up to two feet away. Wt: 4 kg Price: €750



Mine Detector: Detects metallic objects within 300mm; interpreting the signal is up to the operator (AVG: Electronics+Int). Some mines are magnetic and may be set off by the detector and so requires the use of an RF detector. Some mines are non-metallic and are very difficult or impossible to detect. Runs off internal batteries. Wt 10kg; Price €500

Lockpick Set, Electronic: Used to "read" combination and electronic locks. Wt 0.5kg; Price €500

Reloader Kit: This machine makes it possible to reload 40 shots per hour. Wt: 10 kg, Price: €1000

Reloading Bullets: Enough bullets for 350 shots. Wt: 3 kg, Price: €25

Reloading Powder: Enough propellant for 350 shots. Wt: 5 kg, Price: €150

Reloading Primers: Enough primers for 350 shots. Wt: 10 kg, Price: €250

Sand casting Setup: Rather than one fixed product, this represents the gathering of all the materials in order to do sand casting, it includes braces, a clean supply of sand, and clamps. Once an object has been created, it can be cast by placing it (or a wax copy) in sand, and hyper compressing the sand around it (or melting the wax out). A crude copy (unfinished) can be made then by pouring molten metal into the mould. This is the fastest way of making parts, called Drop Forging. The parts then have to be annealed, and finally finished. Price: €1000

Multi-Army Knife: A many-bladed utility knife that folds into a small package. Includes large 57mm blade, small 40mm blade, Large screwdriver, bottle opener, wire stripper, small screwdriver, can opener, corkscrew, scissors, wood/rope saw; reamer, tweezers, plastic toothpick, key ring, fish descaler. Wt 0.1kg; Price €22

Temperature-Controlled Ovens: These allow the slow cooling of metals to properly anneal newly cast metal parts. Crude annealing will cause the part to automatically wear very quickly (failing each time its used on a 1 in 10 chance). Price: €1000

Wire Clippers: Clips up to 10mm wire. Wt 0.5kg; Price €10

MastCam: This system provides multiple spectra and true colour imaging with two-camera stereoscopic (three-dimensional) multi-spectrum capabilities.

True-colour (still) pictures are taken at a resolution of up to 1200×1200 pixels and

- Hardware-compressed, high-definition video resolution is up to 10 frames per second .
- Both cameras have mechanical zoom and can image objects as far away as one km at a resolution of 10 cm per pixel.
- Both cameras have multi-spectrum (low-light, IR and UV) capabilities.

Weight: 2.5kg, Price: €1000

Microscopic Adjustable Hand Lens Imager (MAHLI): This system consists of a camera that is used to acquire microscopic images of rock and soil.

- The MAHLI will take true colour images at 1600×1200 pixels with a resolution as high as 12.5 micrometers per pixel. It has integral white and UV LED illumination for imaging in darkness or imaging fluorescence.

- MAHLI also has mechanical focusing in a range from infinite to mm distances.

Weight: 2.5kg, Price: €1000

ChemCam : resembles a laser pistol but is not powerful enough to be used as a weapon or welding tool.

- The ChemCam can target a rock from up to 13 meters away, and vaporize a small amount of the underlying mineral
- It can then collect a spectrum of the light emitted by the vaporized rock by using a micro-imaging camera with a field of view of 80 microradians

- This allows a skilled user to analyze the elemental composition of the rock by using an incorporated X-ray diffraction/X-ray fluorescence instrument that will quantify minerals and mineral structure of samples by irradiating samples with alpha particles and map the spectra of X-rays that are re-emitted.

Weight: 3kg, Price: €1500

Sample Analysis Suite (SAS)

Consists of a gas chromatograph mass spectrometer and laser spectrometer, it will enable skilled users (Hard: Sciences+Int) to analyze organics and gases from both atmospheric and solid samples. Weight: 12kg, Price: €3000

Radiation Assessment Detector (RAD)

This instrument will characterize the broad spectrum of radiation found, for the purposes of determining viability and shielding needs. It also operates as a Geiger counter. Weight: 1.5kg, Price: €300

Local Environmental Monitoring Sensors (LEMS)

This is a Meteorological package and an ultraviolet sensor. It is mounted on a camera mast that must be anchored into the ground and measures atmospheric pressure, humidity, wind currents/direction, and ultraviolet radiation. Data is accessed remotely or is sent in a data burst at pre-determined times. Weight: 7kg, Price: €1800

Microscope: A device to magnify blood and other microscopic items for analysis. Required for blood typing.

Weight: 3.5kg, Price: €100

Vehicular General Repair Kit (Zippered OD Tool Bag): A typical set of tools needed for repairing ground vehicles. Weight: 5kg, Price: €100

- 1 Extensions
- 1 Hammer
- 1 Socket Wrench Handle
- 1 Oiler
- 1 Slip Lock Pliers
- 1 Punch
- 1 Multi-head Screwdriver, w/Asst. Heads
- 1 Set of Sockets
- 1 Wrench, Adjustable
- 1 Fuze Canister

- 1 Clamp Assembly
- 1 Socket/ Wrench Adapter
- 1 Gage
- 1 Grease Gun
- 1 Grease Gun Recharge
- 1 Variable Speed Electric Drill (Plugs into Vehicle) w/Complete Set of Drill Bits,Disks and Rotary Brushes

Fusion Engine Repair Kit (Zippered OD Tool Bag): This portable set is for repairing fusion power plants, usually those installed in smaller vehicles. Weight: 2.5kg, Price: €150

- 1 Engine Safety Pin
- 1 Magnetic Coupler
- 1 Magnetic Inducer
- 1 Magnetic Bottle Aligner
- 1 Magnetic Adjuster
- 1 Test and Measurement Meter

Electronics Repair Kit: All the tools needed for carrying out general electronic repair work, all together in a case (hard) or bag or tool belt. Weight: 3kg, Price: €75

Fire Extinguisher

Scientific Field Kit: Note that this is not man-packable. It comes in numbers of boxes and crates and is designed to be supplemented by computers, shelters and all the rest of the equipment needed to establish a base camp. Weight: 45kg, Price: €12000

- | | |
|--------------------------------------|--|
| 1: Geological Sampling Kit | 50: Petri Culture Dishes |
| 1: Soil Analysis Kit | 10: Pipettes |
| 1: Water Analysis Kit | 10: Thermometers |
| 1: Tree Boring and Bio-Sampling Kit | 10: Glass Rods |
| 1: Survey Kit | 200': Asst. Tubing |
| 1: Meteorological Station | 2 ea: 100ml, 250ml, 500ml, 750ml, 1000ml Florence Flasks |
| 1: Expanded CBR Kit | 2 ea: 100ml, 250ml, 500ml, 750ml, 1000ml Erlenmeyer Flasks |
| 4: Iron Lab Stands/Rings | 2 ea: 100ml, 250ml, 500ml, 750ml, 1000ml Beakers |
| 4: 8" Iron Lab Tripods | 1 ea: 100ml, 250ml, 500ml, 750ml, 1000ml Graduated Cylinders |
| 4: 6" Fusion Burners | 10ea: 10ml, 50ml, 100ml Crucibles, w/Lids |
| 6: Tube/Glassware Racks | 20: Asst. Air-tight Specimen Jars/Bottles |
| 1: 33m Coil Rubber "Surgical" Tubing | 1: Refrigerator |
| 30: Stainless Steel Lab Screens | 1: Oven (1000k Max) |
| 150: Rubber Stoppers | 1: Light Microscope |
| 2 ea: 6" and 12" Tongs | 1: Centrifuge, 1kg max, at 500rpm |
| 8 pr: 8" Forceps | 1: Spectroscope (3000-7500 Angstrom range) |
| 10pr: 6" Tweezers | 1: Autoclave (1' Cubic) |
| 2 ea: Mortar and Pestle | 1: Reagent Test kit |
| 10: 6" Scalpel/Lab Knife | |
| 500: Specimen Slides | |
| 100: Asst. Test Tubes | |

Engineering Toolkit

Total Wt: 8.5kg, Price: €1000

Plastic case (Weight: 2.0) With:

- 3 combo-wrenches
- Universal socket set
- Full set of screwdrivers and pliers
- Mini-tools
- Plastic tape
- 40m asst. gauge wires
- Spray lubricant
- Spray insulation
- Filler putty
- Vice grip pliers
- Power Driver with asst. heads
- Various nuts, bolts, screws and fasteners
- Pocket Flashlight

Plastic case (Weight: 2.0) With:

- Mini-tools
- Ratcheting screwdriver with assorted heads
- Socket adapter and universal socket set
- 3 sizes vice-grip pliers
- Asst. clamps and line ties
- Hammer/prybar
- Ball-peen hammer
- Tack hammer
- Plastic tape
- Duct tape
- 100m asst. gauge wires
- Super glue
- Two-part epoxy

Plastic Case (Weight: 2.0) With:

- Soldering iron
- 50m asst. gauge wire
- 50m asst. gauge low-resistance wire
- Spray insulator
- Canned air spray
- Micro-tool accessories
- Asst. Circuit jumper cables
- Circuit Tester
- 20m Non-conductive solder
- Micro-tool accessories
- Computer-diagnostic Tech Scanner

Small Case (Weight: .5) With:

- Wirecutter/wrench
- Watchmakers' Screwdrivers

- Very small pliers
- Tweezers
- Probes
- Small Plastic case (Weight: .5) With:
- Combo-wrench
- Hand socket driver with various screwdriver heads
- Leatherman-style pliers
- Small Hammer
- Plastic tape
- Vice grip pliers
- Swiss army knife
- Cutting Torch (Weight: 1.0) With:
- (8 cm flame, burns at 8000c; 10 min. fuel)



Ammunition Types - Pistols & Rifles

The damage shown for each weapon reflects standard ball ammunition. When using a different form of ammunition substitute the damage for that ammunition type for the weapon's standard damage.

AET (accelerated energy transfer): AET is a high-velocity, streamlined. They penetrate cover and light armour easily but then rapidly shed velocity on striking soft material or flesh. Because of their unusual shape, AET bullets cause feed problems in self-loading (semi-automatic or automatic) weapons, making them unreliable.

AET rounds ignore 2 W of armour. If your target is un-armoured you suffer a -1 step penalty on the damage roll. A botch will always jam the gun (in addition to any other effects).

Armour Piercing Ammunition: AP rounds are simply ball rounds with very hard penetrators embedded within or coated with special materials that act as lubricants and help the bullet pass through resistant material. The bullet does not deform much when it passes through the target so the energy transfer is minimal.

AP rounds ignore 3 W of armour and inflict -1 step to damage. If your target is un-armoured you suffer a -2 step penalty on the damage roll.

Ball Ammunition: Ball ammunition is the standard round for every gun in service, compromising between energy transfer and penetration. The standard damage shown for each weapon reflects ball ammunition; no special rules apply.

Explosive Ammunition: Explosive rounds detonate on impact. Explosive rounds add extra Wound damage to the weapon's damage (amount depends on the cartridge).

Flechette: Flechette ammunition turns any weapon into a shotgun. Instead of firing a single bullet, flechette ammunition fires a bundle of metal darts. When firing flechette ammunition, attacks suffer a -2 penalty to damage per range increment.

Frangible Ammunition: Frangible rounds are specifically designed to break apart on striking their target. They are used as full load training rounds and for law-enforcement and military applications in areas where ricochets or penetrating weapons may cause additional danger (such as on starships or around fusion plants, to name a few). This type of ammunition will not penetrate any type of solid armour but they do degrade normal body armour. For every shot that hits body armour, reduce its armour protection by 1.

If your target has armour you suffer a -3 step penalty on the damage roll. If your target is un-armoured, you gain a +2 step bonus.

Hollow point Ammunition: Hollow point rounds are designed to increase energy transfer. When they hit a solid object they deform mushrooming out and expanding their cross-section. They then lose velocity transferring most or all of their energy to the target. However they are poor penetrators.

If your target has armour you suffer a -1 step penalty on the damage roll. If your target is un-armoured, you gain a +1 step bonus.

Incendiary: The tips of these bullets contain a highly flammable substance. Firing the bullet arms the detonator, and the round then bursts into flame on impact.

Below .38 calibre pistol ammunition, there isn't enough flammable material to make these functionally different from hollow-points (see above).

- Pistol Calibres add d2 fire damage
- Rifle Calibres to 7.62 add d4 fire damage
- Calibres above 7.62mm add d6 fire damage

So why isn't Tylum used in Firearms?

The answer is rather simple. No Tylum round has ever survived the ignition of the propellant in a cartridge except where:

1. The Tylum content was so low the round was only as effective as a normal one (for 100 times the cost of a regular round); or
2. The receiver had to be reinforced to the point that the weapon was too heavy for effective use.

In both cases it was far easier to continue with development of conventionally powered cartridges. There were further problems as well, namely:

1. Tylum rounds are unstable when transported (similar to early types of nitro-glycerine).
2. Long term storage problems also resulted in rounds becoming dangerously unstable

The research wasn't wasted and, before unification, advances in chemical filtration had allowed the development of the powerful 4.5mm caseless round used by Tacatta and Morita. Unfortunately the advanced technology used by those factories was first occupied and then destroyed during the war. The technology has never been recovered (the principal engineers and scientist behind the development were all killed during the opening months of the Cylon War).

Fire damage is deducted separately from any body armour (so if a pistol causes d4 damage + d2 fire, and the target wears 1 W of armour, then 1 point of damage will be deducted from the standard W damage from the pistol and another will be deducted from the fire damage as well. Fire Damage from these shells is treated as Basic, not Wound damage.

If the person carrying Incendiary ammunition takes more than 6W of damage from fire or explosion then the rounds will explode causing the standard wound damage and fire damage to everyone within 3 metres.

Less-Than-Lethal-Ammunition: Less-Than-Lethal rounds such as rubber bullets are intended to be unlikely to kill or to cause great bodily injury to a living target if correctly used (they should not be fired directly at the target but rather ricocheted off the surroundings to hit the target).

-1 step to hit, Damage is Stun beyond 3 yards. Below that range it's Basic type. If fired directly at a target, or a botch, then damage is basic at all ranges. Range is reduced by half.

Tracer Ammunition: Tracer rounds are coated to burn brightly to enable the shooter to follow the bullets' trajectories.

Tracer rounds grant a +1 step Skill bonus on attack rolls but only when the weapon is fired on auto fire and a third of its ammunition is expended.

Over-powered Ammunition (Hot loads): It is possible to put a heavier charge into a cartridge to increase the damage caused, but doing so is dangerous. It will increase damage by +1 step. A botch will blow the gun up and inflict damage to the same value of the normal gun damage. If a pistol at least 50% of the damage will be to the firing hand.

Note: doing this requires a skilled gunsmith (d8 expertise). If done under this level then the damage from a botch will increase by the same numbers of steps (i.e. a gunsmith with d4 skill only, will cause any botched explosion with an extra d4 wounds)

Under-powered Ammunition (Cold Loads). The charge in a cartridge can be cut to minimise damage and range. In this case the gun will always do a minimum of d2 damage but is only effective to 1/3rd normal range.

Note: doing this requires a skilled gunsmith (d8 expertise). If done under this level then any botch will jam and damage the gun permanently (i.e. requires a new receiver or barrel).

The following table will show the standard rounds available for each of the calibres mentioned here. Please note that this doesn't mean that you can't get hold of another type of round for that gun - just that it isn't normally manufactured for that calibre. If you want a missing type then you have to buy it from a specialist or make it yourself.

In addition, tracer ammunition is not shown here. Any of the listed ammunition types can be treated as tracer in addition to the effects of the type.

Pistol & SMG Ammunition											
	AET	AP	Ball	Ex	Flc	Fra	HP	Inc	LTL	Hot	Cold
0.357 CRA	☑	☑	☑	☑		☑	☑		☑	☑	☑
0.38 Long:		☑	☑								
0.38 ACP:		☑	☑		☑	☑	☑		☑	☑	
0.40 CAL:	☑	☑	☑		☑	☑	☑	☑		☑	☑
0.45 Long:		☑	☑		☑						
0.45 ACP:		☑	☑	☑	☑		☑			☑	☑
0.44 Zeus	☑	☑	☑				☑			☑	
0.45 Zeus:	☑	☑	☑		☑		☑		☑	☑	
0.455 Tamris:		☑		☑			☑	☑		☑	
0.50 Zeus	☑	☑	☑			☑	☑		☑	☑	
0.505 Tamris:	☑	☑		☑			☑	☑		☑	☑
0.75 Tamris:	☑	☑	☑	☑			☑				☑
5.7x28mm ACP		☑	☑						☑		
7.62x25mm		☑	☑								
9x18mm PM		☑	☑		☑		☑				☑
9x18mm PMM		☑	☑	☑	☑		☑	☑	☑		☑
9x19mm	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑
20x25mm CAL7				☑							
20x30mm ACX				☑				☑			
Rifle & Machine Gun Ammunition											

	AET	AP	Ball	Ex	Flc	Fra	HP	Inc	LTL	Hot	Cold
4.5x21mm		☑					☑	☑			
4.6x30mm			☑				☑				
4.7x33mm	☑	☑	☑	☑							
5.56x45mm	☑	☑	☑					☑	☑	☑	☑
5.8x42mm	☑	☑	☑					☑	☑	☑	☑
7.62x39mm		☑	☑	☑		☑	☑	☑	☑	☑	☑
7.62x51mm	☑	☑	☑	☑		☑	☑	☑	☑	☑	☑
7.62x67mm	☑	☑	☑	☑			☑	☑			☑
7.7x56mm		☑	☑		☑			☑			
8.60x70mm	☑	☑		☑						☑	☑
9.3x64mm	☑	☑		☑						☑	☑
9x93mm		☑									
.30-30:			☑		☑	☑					
12.7x54mm		☑	☑	☑			☑	☑		☑	☑
12.7x99mm		☑	☑								
12.7x108mm		☑		☑							
13x92mm		☑		☑							
13.9x99mm		☑		☑							
14.5x114mm		☑	☑								☑
20x138mm:		☑		☑	☑			☑			

AET: accelerated energy transfer
 AP: Armour Piercing
 Ball: Ball (standard) ammunition
 Ex: Explosive
 Flc: Flechette
 Fra: Frangible
 HP: Hollow Point (or equivalent)
 Inc: Incendiary
 LTL: Less than lethal (or equivalent)
 Hot: Hot Loaded
 Cold: Cold Loaded

Ammunition Types - Shotguns

Shotgun ammunition comes in a variety of special types described here, and all of these can be found in Standard 12 gauge sizes.

The only types commonly available (i.e. without buying through a specialist or making your own) for the other gauges are: Birdshot, Buckshot, Slug.

Birdshot: Similar to buckshot (qv), but with more and smaller pellets. Designed for hunting small game, birdshot leaves more of the meat intact. Birdshot suffers a -2W penalty to damage per range increment (minimum 1 W).

Buckshot: Standard load for civilian shotguns.

CS: This shell fires a tiny tear gas grenade. A target struck by the shell takes d8 basic damage. However, users normally fire the shell at a 2 yard square. On the round that it is fired, the CS gas fills the square in which it lands. On the following round, the cloud fills all adjacent squares.

It disperses after 60 seconds, (120 seconds in enclosed spaces) though a moderate wind disperses the smoke in 4 turns, and a strong wind disperses the smoke in 1 turn. Anyone caught in a cloud of CS gas must succeed a Vitality+Willpower or be stunned for 1d6 rounds. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth grants a +2 skill step to the save.

CS Penetrating: Similar to the CS shell, this one is designed to fire through doors and other barriers and ignores 1 point of armour. A CS penetrating shell does d8 W damage if it hits a target. Gas effects are as above.

Dragon: This shell effectively turns a shotgun into a low-powered flamethrower. When fired, the shotgun shoots a five-foot-wide, 20-foot-long line of flame that deals d12 Basic damage fire damage to all targets in its path.

Dragon shells lack sufficient power to operate semiautomatic or automatic shotguns. Such weapons must be operated manually to chamber the next shell. The gun requires cooling and maintenance before being used again (takes 1/2 hour) -2 steps to attack until completed and any botches blow the gun (see Hot loads)

Explosive: A single shell doing 2d8W instead of normal shotgun damage

Incendiary: Adds d6 Basic to normal ammunition damage (see rules under small arms ammunition)

Riot: Riot shells do the same damage as buckshot rounds, except that the damage is nonlethal. They are meant for dispersing crowds.

Slug: A slug shell contains a single, heavy projectile, similar to a conventional bullet. Because of their size, low velocity, and the lack of rifling in a shotgun barrel, shotgun slugs are not as accurate as rifle bullets. Shotgun slugs suffer a -2 step per range above the short range increment on both attack and damage rolls.

Slug, penetrating: This is a slug shell designed to penetrate armour or cover. Penetrating slug ammunition is most often used to get explosive or incendiary loads past intervening barriers.

Penetrating slugs ignore 3 points of armour and inflict normal damage at close range. Every range afterwards takes a -2W penalty in damage.

P - Parity

CRA - Colonial Revolver Ammunition

ACP - Ammunition, Colonial Pistol

ACX - Ammunition, Colonial, Explosive

PM/PMM - Police Mark

CS - Colonial Standard

Pistol & SMG Calibres

0.357 CRA: A more powerful and accurate version of the .38, the different designation and a slightly longer cartridge means that the cartridge cannot be accepted into guns that take a standard .38 round (to avoid blow outs), although some guns are designed to fire the longer .357 as well as the shorter .38

0.38 Long: Used in the Single-Action revolver. Although not recommended, .38CRA ammunition can be used instead of these rounds. In such cases they are treated as being 'hot loaded' if a botch occurs (no other bonuses).

0.38 ACP: Used primarily in law-enforcement, the .38's ease of handling make it the ideal weapon for large scale use both in that sector and the military. The .38 is technically underpowered for most of the weapons that use it, making it an ideal weapon for situations where collateral casualties must be avoided (such as police actions).

0.40 CAL: Originally manufactured as a commercial cartridge by CAL. More powerful than the .357 CRA it retains much of the handling ease of that round in comparison to the .45 ACP. Despite lobbying, the round has not passed the criteria for standardisation.

0.45 Long: A revision of an older gun cartridge used in the Single-Action revolver. Underpowered compared to more modern cartridges in the same calibre. Warning! Loading other types of .45 ammunition instead of .45 Long will result in an exploded weapon (same results as a botch on 'Hot Loads').

0.45 ACP: Although the use of heavy rounds has reduced since the end of the War, the .45 round in use by many units during the war was standardised. There has always been a number of users in service that have favoured the round. In addition there has been a recent resurgence in the popularity of these cartridges as evidenced by the popular Vektor 'Martak' series of carbines and guns.

0.44 Zeus: The 0.44 Zeus was popular in the Cylon War and saw it used in any number of guns built during that era. In the attempt to rationalise after the war, the 0.44 cartridge lost out to other calibres and is currently used only in a very small number of pistols.

0.45 Zeus: Zeus cartridges are considered the standard by which this modern revolver rounds are measured. Slightly more accurate than the .45 ACP rounds in service use.

0.455 Tamris: Originally designed for use with the Tamris-Parker revolver, these powerful .455 rounds can also be used with normal .45 calibre revolvers, such as the Zeus Thunderbolt.

0.50 Zeus/0.505 Tamris: Zeus manufacture a range of cartridges for their handgun ranges in .50. In recent years Tamris has also commenced manufacture of a more powerful version of the cartridge to the same dimensions. The Zeus cartridge is considered more accurate, the Tamris has more range.

0.75 Tamris: Tamris are an established ammunition maker that first started operations during the Cylon War and later expanded into the manufacture of specialist and exotic cartridges, mainly for commercial markets. The .75 round is available in both armour-piercing and high explosive. The cartridge is currently undergoing the standardisation protocols for acceptance into official stores (allowing bulk orders to be made).

5.56x45mm: See rifle ammunition: Used in the PLR 16

5.7x28mm ACP : The new standardised ammunition for the Colonial Marine's P90 SMG. Designed with a flatter trajectory and as powerful as the current 9mm Parity, the round has also been accepted for use in the Picon Five-Seven Pistol.

7.62x25mm VAS: Based on ammunition used in the first Police Automatic Pistol (the Parity), Virgon continued manufacture of the ammunition under their own designation. Although used extensively before unification, the round was officially withdrawn nearly 40 years ago although it is still privately manufactured.

9x18mm PM/PMM: Originally used on Aquaria as the best round that could be fired from a pistol using an unlocked breach, the PM is best compared with the equivalent 0.38 ACP. Aquaria introduced an improved round, called the PMM, which is equivalent to the 0.357 CRA and which has the same problems if used in a gun not designed to take it. Not in general production.

9x19mm P (Parity): The Parity round is a development of an old and underpowered 7.65mm round matched to the Parity Automatic Pistol (originally referred to as 9mm PAP). The 9mm cartridge was created by opening up the original and fitting it with a 9mm bullet. It is now considered such a standard round that it doesn't even carry the normal ACP (Ammunition, Colonial Pistol) designation, despite it being amongst the standardised cartridges currently in use.

20x25mm CALSeven: This is a high explosive round used in the CAL Mark 7 (hence the name) and other early 'clip-on' under-barrel launchers, usually manufactured prior to the Cylon War.

20x30mm ACX: A standardised 20mm high-explosive round used in under-barrel launchers used in the CAL Mk10 and Picon Five-Seven.

Rifle & Machine Gun Calibres

4.5x21mm Unite: An experimental round accepted for service in the first Colonial Units and, incidentally, also equipping Cylon Units at the beginning of the Cylon War. The round is caseless and is, it is suspected, still equipping Cylons to this day. The factory producing this round was captured and razed to the ground in the war. The round has not been manufactured in the colonies since then.

4.6x30mm Caprica - The Caprica Arms Laboratory has spent a considerable amount of time trying to recreate the famous 4.5x21mm round used in the Morita and Tacatta guns of the pre-unification militaries. Although not as efficient as those rounds the 4.6mm round developed by CAL is comparable to the 5.7 Picon round at shorter range but are far more expensive. Currently only used in the CAL MP-7 SMG.

4.7x33mm Milirem: Used exclusively in the MR-C experimental rifle, this round is the nearest that the Colonies have come in producing a round comparable to the Unite round. It still has some problems, mainly with smooth feeds in the gun and its ability to match the range of the Unite. The funding cuts that stopped development of the MR-C are not stopping further development of this round, which is funded by a discretionary fund.

5.56x45mm Colonial: This round had been standardised between Picon, Caprica and Scorpia long before the Cylon War began. By default, given their domination in initial Colonial circles, the round became the standard for the nascent Colonial Armed Forces, although true standardisation took a further 3 decades to achieve.

5.8x42mm VAS: Not a standardised round, Virgon Armament Systems produce ammunition for Virgon's subsidised armaments research industry which uses a slightly more powerful cartridge than the standardised 5.56x45mm C round.

7.62x39mm Aeron: The Aeron military, scattered across a wide planet and reliant on a large and under educated military, were some of the first to introduce assault rifles into their forces. Instead of choosing a full rifle round, they used a shortened cartridge which allowed them to use full automatic weapons more effectively.

7.62x51mm Colonial: This round began life due to one of the first compromises between the trinary planetary alliance when they decided to try and produce common equipment. Effectively a shorter cased .30-06 cartridge, it gives good performance at long range but gives far too much recoil to allow standard assault rifles to be fired on automatic without suffering serious recoil problems. The problems with the cartridge led to changes that produced the 5.56x45mm round.

7.62x67mm Demeter: Produced as a specialist round for Demeter's own range of sniper rifles, the round saw some take up in the post-war years. It has since been superseded by the Laputa round which has a better performance. Unlike that round, it is adapted for full automatic use.

7.7x56mm Rimmed: A very old rifle round originally produced on Scorpia and used by Zeus, it was originally married to one of the most reliable rifles in the colonies and although no longer used in any front line unit, the cartridge is still produced by numbers of commercial firms. The round saw extensive use on both Gemenon and Aquaria during the Cylon War.

8.60x70mm Laputa: Used exclusively in Sniping, the Laputa round offers a better range and accuracy than the 7.62x51mm round used in normal military rifles and many dedicated sniping rifles are offered in this calibre as well as the standard ones. Issue to date has only been to the top 10% of snipers in the military and more sales have been made to the law enforcement market. The Laputa's only failing is its tendency to jam if used in a gun on full automatic (a botch will always jam the gun)

9.3x64mm AMA: Used as Aeron's standard sniping round, it is not as powerful as the Laputa round, although it is ideal for weapons with automatic fire capability.

9x93mm AMA: A specialist cartridge for use in the 'DM' carbine, it only comes in armour piercing or blank.

.30-30: A very old calibre, this round is now only found in civilian use (the designation applies to the number of grains held in the cartridge). It is still found in many civilian hunting rifles.

12.7x54mm VAS: A cut down and streamlined machine gun cartridge, this round is used exclusively on Virgon where it serves both in the military and law enforcement divisions. Although it has only the same range as the Demeter 7.62x67mm round, it causes far more damage and is treated as being 'Cold Loaded' for use in the suppressed VSSK exhaust rifle.

12.7x99mm CS: This 0.50 calibre round is considered the standard for heavy machine gun fire and can be found in weapons and in production on nearly every planet of the Colonies.

12.7x108mm AMA: Originally known as the Duegor, this round was used in a number of machine guns prior to unification. Today a limited production is still continued on Aeron and Virgon, mainly for specialist application weapons such as the AMA-HV2 or the CAL Mk5 Boyes.

13x92mm AMR: Another obsolescent anti-tank round and, like the CAL13, only manufactured nowadays for the collectors market.

13.9x99mm CAL13: A long obsolete anti-tank round brought back into production during the Cylon War and stopped since. Now only available on the specialist market.

14.5x114mm CS: A light cannon round that was originally designed for heavy machine guns. With time, the specifications of the cartridge has also evolved and the cartridge is still used in some heavy machine guns in Colonial Service. The cartridge has also been used in a number of other weapons such as the DAR and the Fields Packaging 'Cylon Buster'.

20x138mm: An old and underpowered cartridge used in a number of obsolete guns at the beginning of the Cylon War, the rounds (and guns themselves) were redesigned to provide a much better performance. The round is still being produced for reserve inventories and the guns it is used in are still held, either in reserve, or in active service.

20x180mm Recoilless HEAT: Manufactured by Aquarian Maritime, this lightweight shell gives much better performance and range than a similar round of regular ammunition. The problem with using recoilless shells though, means that it could never be developed into a rapid-fire capacity. In addition, the high cost of such rounds, in comparison to regular ones, was reflected in the lower take-up of these types of shells.

20x200mm Recoilless HESH: Used by the same weapon as the 20x180mm, this heavier HESH round gave superior performance against heavier armour or fixed emplacements. The round soon became the most common one in use

by AMRR20 equipped units. The round saw some use against aerial targets and found use in Marine units carrying out boarding actions.

Shotgun Gauges

The term 'gauge' goes back to the distant days of smoothbore weapons and simply measures the number of balls that went to make up one pound (AVDP) in weight - the standard weight of shot that was fired from the shotgun. Although that now no longer applies, the term is still used to distinguish shotgun 'shells' from other types of cartridge. It should be noted that firing shotgun type shells in rifled barrels, although possible, will seriously distort the accuracy of the shot (the spin imparts shot into a hollow 'O' shape).

Generally, the military has stayed with the 12 or 'standard' gauge shell, although in reality it is almost always possible to pick up a common type of shotgun in any of the following gauges.

12 gauge:	0.73 or 18.5mm
16 gauge:	0.66 or 16.8mm
20 gauge:	0.62 or 15.6mm
.410 gauge:	10mm

Grenade Sizes

20x25mm: An early explosive round used primarily in the CAL Mark 7. It was underpowered and its explosive radius was enough to catch the firer except at the longest of ranges.

25x30mm: The designated colonial standard calibre for grenades being fired from the OICW's that were under review. The types available in this calibre are quite restricted. The basic explosive round is the same one found in various colonial revolvers (namely the Cal 'Warrior') and in detachable launchers that fit to such pistols as the Picon 5-7.

25x59mm: Morita were the first to use this far more capable round, initially in their own battle rifles and also in the Caprica Arms L307 (now the G-7). Having a much longer range and punch than the smaller 25x30mm grenades, these rounds were some of the best available at the time of the Cylon War. It is only in recent years that they have once again come into production.

30x 29B: Although not used as a colonial standard, this smaller and cheaper round tends to see service with local militaries and law enforcement units where its ease of use, short-distance range and cheapness make it popular.

40x46mm LV (Low Velocity): One of the standard grenade sizes in general use for under-slung grenade launchers. Its low velocity restricts the range to which it can be fired.

40x53mm HV (High Velocity): A longer ranged and more powerful grenade, designed for use in automatic grenade launchers. It cannot be used in place of the 40x46mm grenade.

Grenade Types

CS: An incapacitant gas round, designed to incapacitate humans. It is normally only used in riot situations although it has also been used as a smoke screen in the absence of Smoke rounds.

Canister: The use of buckshot in a grenade is impractical due to its dispersal. Instead a canister round is used, containing a large number of balls that fire in a tight pattern, instead of being sprayed out like a shotgun round. Quite devastating against infantry, although very short ranged, it is also good for destroying cover and 'sandblasting' targets to remove airdrops or other external objects.

Flare: This round fires an illuminating flare that drops to the earth by parachute, giving intense light to the battlefield for up to 120 seconds before landing (it will burn for an additional 30 seconds afterwards giving a very limited illumination which can be used for targeting).

Flechette: A purely anti-personnel round that will not penetrate armour, the round launches large numbers of flechette's, but has a reduced range.

High Explosive: The standardised round for smaller explosive rounds such as those carried on underslung launchers on pistols and in revolvers. Very few higher ranged grenades are produced in HE, with the preference being for HEDP for those calibres.

HEDP: High Explosive, Dual Purpose: It combines a small shaped charge with a wire fragmentation mesh for a dual effect that can target both light armour (including Cylons) as well as personnel. This is the standard round issued for all grenade launchers in Colonial Service.

SF: Smokeless/Flashless: Similar to some of the more specialist launchers, the grenade uses a piston to force the grenade out of the case but contains the propellant, making the grenade suppressed. It has only half the range of normal grenades and cannot be used in any of the automatic launchers.

Smoke/Screamer: These grenades have only two thirds of the normal range of a standard grenade and work in similar ways to the hand grenades, producing a thick smoke screen and a white noise generator. Few of these grenades are now issued.

Thermal: A thermobaric round normally used on fixed positions or, in extremis, in attempts to slow down Cylons. Not as effective as the hand grenade versions, its longer range gives it additional flexibility.

Sponge: In the food riots following the Cylon war, a newer round was developed for use against civilians. This round fires a sponge. With sufficient power it will wind and knock down rioters and may occasionally result in broken bones. However it causes far less lethal injuries than older baton rounds (now withdrawn from service). Note - at point blank range, the round's damage changes from Stun to Wound!

Grenade Launcher Damage Tables

	CS	Canister	Flare	Flechette	HE	HEDP	SF	Smoke	Thermal	Sponge
20x25mm										
Range Adj	n/a	n/a	n/a	n/a	-	n/a	n/a	n/a	n/a	n/a
Damage	-	-	-	-	3d6-6	-	-	-	-	-
25x30mm										
Range Adj	n/a	n/a	n/a	25%	-	-	n/a	n/a	n/a	n/a
Damage	-	-	-	5d6	3d6	3d6	-	-	-	-
25x59mm:										
Range Adj	n/a	n/a	125%	25%	-	-	n/a	25%	80%	n/a
Damage	-	-	n/a	5d6	5d6	5d6	-	n/a	2d10	-
30x 29B:										
Range Adj	50%	25%	125%	30%	-	-	n/a	50%	80%	25%
Damage	2d6S*	5d6	n/a	5d6	6d6	6d6	-	n/a	4d10	3d6S
40x46mm										
Range Adj	50%	25%	125%	30%	-	-	50%	50%	-	25%
Damage	3d6S*	7d6	n/a	5d6	7d6	7d6	6d6	n/a	5d10	3d6S
40x53mm										
Range Adj	50%	50%	100%	50%	-	-	n/a	50%	-	25%
Damage	3d6S*	8d6	n/a	5d6	7d6	7d6	-	n/a	7d10	4D6S

Range Adjustment: Apply this to the individual weapons range shown on the damage tables.

n/a - not available

* No damage to personnel protected from gas (i.e. gas masks or similar). A Hard Vitality+Vitality attribute roll will only inflict half damage - a botch will cause instant unconsciousness.

† Or D2 at planetary vehicle scale

Or D4 at planetary vehicle scale

Or D6 at planetary vehicle scale

Gyrojet Rockets:

Note: All rockets are considered to be both Explosive and Armour-Piercing rounds and so gain no advantage from either designation (i.e. the weapon damage on the charts already incorporates this). Rockets can also be found in CS Penetrating and Hot rounds but cannot be built in Cold rounds.

13x50mm Morita: Although not the very first Gyrojet Rocket to be produced, the Morita was the first produced for the military market and was more powerful (and better engineered) than those produced earlier. Further development of

this round allowed its use in semi- and full automatic weapons. Even before the destruction of the Morita plant, the round had been licensed to other manufacturers, including Leo, who continue to manufacture it in small numbers today.

13x50mm GCE: A duplicate of the same calibre Morita round, stocks of these rockets abound throughout the colonies and they are notorious for their wildly fluctuating quality. The only advantage of the GCE round is that those stocks are quite cheap in comparison to other rocket loads and so are affordable by Gyrojet enthusiasts in the civilian market.

13x70mm Liberty: A modernised version of the Morita round, the Liberty rocket is designed for long range flight, whilst still giving the same punch as the Morita round. The round cannot be used in automatic weapons.

10x50mm Olympic: Another 'new' rocket type, the Olympic was specifically designed for the Olympic automatic pistol. Like the Morita rounds, it can be fully used in automatic weapons. This smaller rocket still carries much of the same impact damage but has no armour-piercing ability and has a lower range than the longer Morita rockets.

30x100mm Morita: Used exclusively in the Morita Dispenser, this rocket type was specifically designed for rapid and consistent automatic fire and is still manufactured to this day by a small number of specialists supplying exotic ammo to the Colonial services. With over four times the volume in comparison to the 13x50mm round, the 30x100 has over twice the range and three times the impact in comparison to any other rocket in use.

12x70mm Tamris: Tamris, a specialised ammunition manufacturer, has commenced regular production of this heavy rocket for some of the newer guns coming onto the market. Although slightly smaller than the original 13x50mm round, the Tamris round can be used in any Gyrojet that is chambered for the old round (assuming sufficient length in the receiver) with only a small impact on long term accuracy.

Mortar Ammunition

At one point, early in the Cylon War, various types of ammunition were available for mortars including radar and laser guided munitions. Few of those types are now available (their place has been taken over by more specialist anti-tanks rounds and the like).

Mortar damage works quite differently to small round damage and can inflict both Vehicle and Personnel damage (but not both to the same target).

At the current date, only the following rounds are found as standard:

High Explosive: Perhaps the most standard type of ammunition available and the easiest to manufacture.

Illumination: The round has a burst height of approximately 600 meters and provides illumination for about 60 seconds over a half kilometre.

Smoke: Provides a much heavier smoke screen than can be provided by grenade launchers. This round will lay down a dense smoke cover over a 100 metre range that will last for ten minutes (cut by half in a light breeze and for only one minute in very windy conditions).

Thermobaric: A holdover from the Cylon War, these high-intensity incendiaries are some of the most devastating in the Colonial arsenal, igniting not only their target, but effectively burning out anything that will burn within its direct burst radius.

Mortar Damage Tables

	HE/HEDP	Illum	Smoke	Thermo
CAM-60C Commando Mortar	7d6 or d4 Vehicle 1 metre burst	60 seconds 100 metre illum	10 minutes 10 metre cloud	7d10 or d6 vehicle 2 metre burst
CAM-60B Light Mortar	7d6 or d4 Vehicle 1 metre burst	60 seconds 150 metre illum	10 minutes 20 metre cloud	7d10 or d6 vehicle 2 metre burst
CAM-812 Mortar	10d6 or d6 Vehicle 2 metre burst	60 seconds 1200 metre illum	10 minutes 20 metre cloud	10d10 or d8 vehicle 3 metre burst
CAM-120W Mortar	20d6 or d12 Vehicle 3 metre burst	60 seconds 1800 metre illum	10 minutes 50 metre cloud	20d10 or d12+d4 vehicle 5 metre burst

Burst - burst radius Increments - For Damage see below:

- Point Blank & Short Range - Damage as shown
- Medium - up to twice distance - takes -1 damage step (so 7d6 becomes 5d6) to personnel damage, no reduction to vehicle damage
- Long - up to four times distance - takes -2 damage steps (no reduction can reduce below 1d6W), vehicle damage reduces by 1 damage step.
- Extreme - up to ten times distance - takes -3 damage steps (no reduction can reduce below 1d6W), vehicle damage reduces by 2 damage steps (no reduction can reduce damage below d2 W)



Damage Tables

Revolvers	Damage	Increment	Notes	Cost
CAL/PICON Single-Action Army Revolver	6	10	S	450
Cal Mark 7 9mm	8	8	S, B1	500
20mm Explosive Round	3d6-d6B	3	S	
CAL Mark 9 9mm	8	12	S, B1	550
20mm Explosive Round	3d6	7	S, B1	
CAL Mark 10 "Warrior" 9mm	10	12	S, B1	700
20mm Explosive Round	3d6	5	S	
Demeter Arms D117 Boarding Revolver	12	20	S, B1	500
Milirem Python Double-Action Revolver	6	20	S, B1	600
Tamris Parker Revolver	8	21	S	1200
Zeus Thunderbolt - .357/.45	6	22	S, B1	1600
.50	8	25	S	1650
Zeus 500SW	10	30	S	1700
Zeus 3030 Army	8	20	S	600
Pistols	Damage	Increment	Notes	Cost
Aerelon Military Arsenal Model 25 Pistol	6	10	S, B2	350
Aquarian PM	6	10	S, B1	200
Aquarian/SMI PLR16 Machine Pistol.	6	12	S, B2, A	800
Bluebird Special	6	15	S, B2	300
Cal Mark 23	8	16	S, B2	700
CAL P9 9mm	6	12	S, B2, A*	350
CAL P9 0.45	8	15	S, B2, A*	375
Dragon XIX	8	14	S, B2, A*	1500
Dragon XIX 0.505	10	18	S, B2, A*	1850
Leo Model 92	8	16	S, B2, A*	900
Milirem Model 11 Semi-Automatic Pistol	6	15	S, B1	800
Sterling SMI Para Machine Pistol	6	20	S, B2, A	1250
Picon Firearms 5-7	6	20	S, B2, A*	500
Picon Stallion	8	6	S	200
Vicktor CPI13	8	8	S, B1	400
VZ 52	6	15	S, B2	300
Detachable Explosive Round Launcher (20x30mm)	3d6B	6	S	800
Sub Machine Guns	Damage	Increment	Notes	Cost
Aerelon PP-90M1	6	100	S, B2, A	900
CAL MP-7 in 4.6mm	6	75	S, B2, A	1600
CAL MP-7 in 5.7mm	6	100	S, B2, A	1500
CAL USG in 9mm	6	50	S, B2, A	1000
CAL USG in 0.45	8	55	S, B2, A	1200
CAL CM-5A2	6	50	S, B2, A	1500
CAL CM-5A3	6	50	S, B2, A	1550

CAL CM-5K	4	13	S, B2, A	1800
CAL CM-5SD	6	10	S, B2, A	2000
CAL C-94	6	55	S, B1	2100
Delphi Arms CS Mk 5 Submachine gun	6	110	S, B2, A	1200
ESMG M1011 A	8	35	S, B1, A	1100
ESMG M1011 B	6	25	S, B2, A	1150
Leo Lightning Storm Submachine Gun	6	60	S, B2, A	2000
Leo Storm Submachine Gun	6	100	S, B2, A	2250
Leo M12	6	80	S, B2, A	950
Milirem Model 28 Submachine Gun	6	65	S, B1, A	2500
M3A7 'Grease Gun'	6	50	S, B1, A	890
Sterling	6	100	S, B2, A	1200
Sterling Suppressed	6	60	S, B1	1350
SMI MP 9	6	40	S, B2, A	900
TAA M960 Submachine Gun & Carbine	6	55	S, B2, A	1400
AUG Submachine Gun	6	60	S, B2, A	1200
AUGA3 Submachine Gun	6	60	S, B2, A	1950
Viktor Martak	8	50	S, B2, A	2500
Carbines	Damage	Increment	Notes	Cost
Aerelon Military Arsenal Model 47C Assault Carbine	6	80	S, B1, A	850
Aerelon Military Arsenal Model 74C Assault Carbine	6	1000	S, B2, A	1050
AMA TKB-022 Carbine	8	70	S, B2, A	1200
CAL C-36K Assault Carbine 9mm	6	130	S, B2, A	1500
CAL C-36K Assault Carbine 0.45	8	110	S, B1, A	1200
CAL C-36C Compact Carbine	6	115	S, B2, A	1600
CAL Stormer Carbine	6	125	S, B1, A	1200
CAL Universal Self Loading Carbine	8	85	S, B2, A	1400
Demeter Arms D101	6	150	S, B2, A	1800
Demeter Arms Armalon Carbine	6	140	S, B1	650
Leo Brava Carbine	8	130	S, B2, A	1700
Morita Carbine MC4	8	160	S, B2, A	4500
25mm Grenade	5d6	200	S	
SMI 80 Carbine	8	140	S, B2, A	2000
SMI/Aquarion SU-16D	6	130	S, B1	900
TAA AUG Carbine & Short-Carbine 9mm	6	75	S, B2, A	1200
TAA AUG Short-Carbine 0.45	8	55	S, B2, A	1250
Picon P90 Sub-Machine Gun	6	100	S, B2, A	1400
Viktor Martak Carbine	8	60	S, B2, A**	1500
Rifles	Damage	Increment	Notes	Cost
Aerelon Military Arsenal Model 47 Assault Rifle	8	150	S, B2, A	800

Aerelon Military Arsenal Model 74 Assault Rifle	8	135	S, B2, A	950
Aerelon Military Arsenal Model 90M Assault Rifle	8	16	S, B2, A	850
CAL Lever-Action Frontier Rifle	8	165	S	1200
CAL C-36 Assault Rifle 5.56x45mm	8	300	S, B2, A	2100
CAL LARS-42	8	160	S, B2, A	2000
Delphi Automatic Rifle	8	200	S, B1*, A**	1950
Delphi Automatic Rifle in 14.5mm	12+4	300	S, B2, A	3500
Demeter Arms ARX160	8	175	S, B2, A	2100
Demeter Arms D102	8	180	S, B2, A	2500
Demeter Arms D107 High Calibre SLR	10	150	S, B1*	600
Fields Packaging 14.5mm Cylon Buster	12+4	280	S, B1*	3000
GCE Gladiator Automatic Rifle	6	250	S, B1, A	1450
Leo Storm Assault Rifle	8	200	S, B2, A	2500
Leo Lightning Storm Assault Rifle	8	200	S, B2, A	2500
LEO OICW-A 5.56	8	140	S, B2, A	20000
OICW 20mm Grenade	3d6	310	S	
Milirem Model 14A1 Semi-Automatic Rifle	8	150	S, B2, A	1200
Milirem Mini-14 & Mini-14FS Semi-Automatic Rifle	8	150	S, B2, A	1400
Milirem MR-C	8	150	S, B2, A	3000
Morita Battle Rifles MBR-1 & MBR-2A	8	240	S, B2, A	5000
OICW 25mm Grenade	4d6	330	S, B1	
Morita Compact – MC6a	8	180	S, B2, A	4200
Multi-National G1A1	8	205	S, B1*, A**	1250
Picon SCAR 5.56x45mm	8	180	S, B2, A	1800
In 5.56x39mm	8	160		
Sebuero MN23	8	65	S, B2, A	2000
SMI-417	8	170	S, B2, A	
SMI-80A6 Assault Rifle	8	150	S, B2, A	2100
SMI OICW	8	140	S, B2, A	25000
OICW 20mm Grenade	3d6	300	S, B1*	
Tacatta Arms M52 Pulse Rifle	8	190	S, B2, A	12000
M52 20mm Grenade	3d6	270	S	
Tacatta Arms K11 GMAR	8	125	S, B2, A	2200
Tauron Advanced Armaments Inc. Army Universal Gun AUG	8	200	S, B1, A	1600
Tauron Advanced Armaments Inc. AUGA3 Assault Rifle	8	200	S, B2, A	2100
Tauron Advanced Armaments - Taura Starfire OICW	8	170	S, B2, A	14000
	3d6	260	S	
Viktor Martak Rifle	10	120	S, B2, A**	1200
VZ 97C/V in 5.56	8	140	S, B2, A	1450
In 5.68	8	150		
Zeus SMLE Mk4	8	400	S	890
Sniper Rifles	Damage	Increment	Notes	Cost

Accuracy Intercolonial AW/PM			S	3500*
7.62mm	8	400		
8.62mm	8	600		
Aerelon Dragunov SVD	8	350	S, B1	1500*
Aerelon Dragunov SVKD	8	320	S, B1	1800*
Delphi Arms CA270	8	350	S	5000*
Demeter Arms SSG04	8	300	S	2200*
Milirem 700	8	300	S	3200*
Milirem 4000	8	125	S	3800*
Mossova SP66	8	290	S	3000*
Mossova Desert Tactical Arms	8	320	S, B2	2000*
Stealth Recon Scout				
Picon PiDAR [Precision Delphi	8	260	S, B1	4100*
Automatic Rifle]				
SMI DSR 50	8	330	S	4500*
SMI RFB Target Rifle	8	225	S, B1	4800*
VSSK Exhaust	10	325	S	2500*
VZ 88QBU	8	400	S, B2, A**	2650*
Zeus L42	8	350	S	1580*

* cost includes custom fitting - gives a +1 step to attack roll

Machine Guns	Damage	Increment	Notes	Cost
Aerelon Military Arsenal Model	8	175	B2, A	1400
47LSW Light Support Weapon				
Aerelon Military Arsenal Model	8	200	B2, A	1600
74LSW Light Support Weapon				
Aerelon Military Arsenal GPMG	8	320	B2, A	3540
CAL MG423	8	265	A	3600
Demeter D102 LSW	8	205	S, B2, A	3000
Milirem Model 60 Light	10	300	B2, A	2000
Machine Gun				
Milirem 8000 Light Machine	8	150	B2, A	2000
Gun				
Picon 570 GPMG	8	360	B2, A	2200
SMI 762 Light Machine Gun	10	300	B2, A	3600
SMI 700 GPMG	8	275	B2, A	3800
SMI 86 LSW	8	160	S, B2, A	3200
SMI/VZ L4/ZGB32	8	320	S, B2, A	2560
Grenade Launchers	Damage	Increment	Notes	Cost
Leo MC20/3 Multi-Connector	By ammo	55	S	1200
Under-slung Grenade-launcher				
Demeter Under-slung	By ammo	75	S	2000
AMA GSN-19 silent grenade	By ammo	100	S	4000
launcher				
SMI 79	By ammo	55	S	900
Milirem Model 79 Grenade	By ammo	50	S	3200
Launcher				
Anderson Model 30 Grenade	By ammo	100	S	1580
Launcher				
SMI CA-32 Multiple-Shot	By ammo	60	S, B1*	5600
Grenade Launcher				
SMI CA-52 MSGL	By ammo	180	S, B1	3200
AMA "DM" noiseless	By ammo	100	S	4500
In 9mm	6	125	S	
Caprica Arms GM94	By ammo	100	S	2400

Seburo Six [SS-GL]	By ammo	110	S, B1	3500
AMA 69	By ammo	130	S	1000
Picon GL06-D	By ammo	100	S	1600
Mossova MM1	By ammo	50	S	5200
Shotguns	Damage	Increment	Notes	Cost
Aerelon Military Arsenal Model 12 Shotgun	10	8	S, B2*	1100
CAL USAS-12 Automatic Shotgun	10	8	S, B2, A**	2000
Demeter D5 Orbital Shotgun	10	20	S, B1	4000
Delphi Arms CA-II	10	18	S, B1, A**	1500
Leo 'Sweeper'	10	15	S	400
Leo Hurricane Modular Accessory Shotgun System	10	8	S	1800
Mossova 500	8	25	S	500
Mossova 590	8	20	S	550
Parker-Tamris Neostad	10	16	S	1250
Picon SGA-20	10	15	S, B1	850
Picon Deliverer	10	30	S, B1, A**	2360
Pirate Shotgun [Zeus or Demeter A5]	10	7	S, B1*, A**	1400
Striker Shotgun	8	10	S, B1	750
Zeus Model 37	10	19	S	150
Lasers & Tasers	Damage	Increment	Notes	Cost
Morrow Industries Military - Manpack Laser Mk 2	12	410	S	15000
Morrow Industries Military - Laser Pistol	8S 4W 6B	25	S,B1	1500
Aquarian Electrical Taser	8	15	S	300
MIM Lightning Taser	12W+12S	5	S	4000
Viktor Taser	Variable	12	S	400
Gyrojet Weapons	Damage	Increment	Notes	Cost
Morita NEOS	8+6B	50	S, B1	2000
Tacatta [GCE] Gyrojet Pistol	8+6B	40	S	1800
Liberty Research Lone Eagle GJ – 13x70mm	10+8B	80	S	3400
Olympic Wolverine Pistol	8+6B	40	S	1890
Morita Mike Mk1	10+8B	150	S, B1	2800
Morita Mike Mk3	10+8B	160	S, B2	3000
Morita 'Dispenser' Heavy Gyro	12+6+12B	350	S, B2	5000
Morita 'Dancer' Rapid Gyro	10+8B	280	S, B2, A	4500
Tacatta [GCE] Gyrojet Rifle	8+6B	100	S	5500
Tacatta [GCE] Gyrojet Carbine	8+6B	100	S	5600
Tacatta Arms Factory Type 50 Rifle	8+6B	180	S, B1	6000
Millennium Enterprises GJ 'Flocker'	8+6B	190	S, B2, A	3850
All Gyrojet rounds are considered High Explosive and Armour Piercing (They ignore 3 points of armour - the damage penalty is assumed in the damage on these tables). The additional High Explosive damage is not counted towards recoil penalties.				

- Non-explosive rounds ignore any Basic damage shown on the table above (a Morita NEOS firing a non-explosive round will only do 8W instead of 8W+6B)

Rocket Launchers	Damage*	Increment	Notes	Cost
AMA RPG2	6	75	S	15900
AMA RMG	6	65	S	14580
Caprica Arms ACRL	6	250	S	25800
Emergency Missile Weapon - 03 'EMU Three'	4	75	S	18900
Javelin	8	75	S	24000
Aquarian Maritime Karztov T86	8	75	S	10590
Leo Tangrothia 1	6	75	S	15600
Leo Tangrothia 3	8	300	S	18000
PIATC	6	50	S	25000
SMI SMAW	8	125	S	20000
SMI LAW	6	80	S	15000
SMI ILAW	8	160	S	15200
VZ RPG 7	4-8	50-400	S	8500

* Damage is Vehicle Scale

Heavy Grenade Launchers	Damage	Increment	Notes	Cost
Caprica Arms L307 G-7	By ammo	1000	B2, A	4500
CAL GL190/GL1	By ammo	750	B2, A	5200
Picon Automatic Grenade Launcher - PAGS3/ PAGS19	By ammo	400	B2, A	6500
Picon 6G27	By ammo	1250	B2	8600
SMI GL-4	By ammo	850	B2	9500

Heavy Machine Guns	Damage	Increment	Notes	Cost
Aerelon Heavy Industries KPV	12+4	800	B2, A	3200
Aerelon Heavy Industries JG-Q02	12+4	1000	B2, A	3600
Caprica Arms HCG 312	12	1000	B2, A	4590
CAL HCG21C Pintle	12	950	B2, A	5000
CAL MHC2-14 Mini-Gun '6-Pak'	8	700	B2, A	5800
Leo HCG2	12	850	B2, A	4300
MEC [Military Electrics Corporation] Thraxon 34 Rotary Mini-Gun	8	800	B2, A	6800
Tacatta Arms M56A1	8	480	B2, A	12500
VZ/AMA Accord	12	950	B2, A	3800

Anti-Materiel Rifles	Damage	Increment	Notes	Cost
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AUG .50HS	12	1000	S	4200
.450 AUGS	12	1150	S	
Picon 82A2 Heavy Special Application Scoped Rifle	12+2	1100	S, B1*	5000
Leo - Berenger-50	12	900	S	6000
AMA-HV2	12	860	S	4800
CAL Mk1 'Boyes' .55in Anti-Material Rifle	12	1000	S	12500
CAL MkV 'Boyes' 12.7x108	12+2	900	S, B1*	9500
12.7x99	12	850		
Scorpia Military Industries AMR-1	12+2	900	S	7000
Scorpia Military Industries AMR-2	12+4	950	S	9000
VSSK M.SS.4-1	8	1200	S, B2*, A**	3200
VSSK M.SS 4-2	12	1100	S, B1	3800
Tauron Defence Industries Lahti L3	12+6	800	S	5600
Caison PTRS	12+4	600	S	6800
AMRR20 HEAT	12+8	1200	S	9000
HESH	12+10	1000		
Solothurn S18-1000	12+6	1000	S, B1	8000
.				
Mortars	Damage	Increment	Notes	Cost
CAM-60C Commando Mortar	By ammo	50	S	5600
CAM-60B Light Mortar	By ammo	75	S	5500
CAM-812 Mortar	By ammo	1300	S	84000
CAM-120W Mortar	By ammo	3000	S	95000
Mortars fire on every Third Round (this assumes standard crew)				
Cylon Weapons	Damage	Increment	Notes	Cost
Cylon Carbine	6	80	S, B2, A	n/a
Cylon Machine Gun	10	300	B2, A	n/a
Cylon Mortars	By ammo	400	S	n/a
Mini-guns	8	700	A	n/a
Cylon Tacatta Rifle	8	200	S, B2, A	n/a
Objective Individual Combat Weapon	8	300	S, B2, A	n/a
	5d6B	400	S, B1	
Grenade Launcher	By ammo	600	S, B1	n/a
Cylon Stunner	8S	25	S, B1	n/a
Pole Arm	8B+12S	melee	n/a	n/a
Flamethrowers	Damage	Increment	Notes	Cost
Scorpia Munitions FT	12B	20	S	2500
Vectrix 101	12B	15	S	2100
Dete 2K NCM	12B	25	S	3500
Thraxon F202	12+4B	100	S	2450
AMA RPO	12+4B	100	S	3600
Miscellaneous	Damage	Increment	Notes	Cost

Weapons				
Borellian Bola	By Ammo	By Ammo	S	3000
Crossbow	4	40	S	200-500
Karlane Crossbow	6	50	S	1500

S - Single Shot only

B1 - can fire one burst in a turn

B1* - fires one burst in a turn but subject to recoil penalty

B2 - can fire two bursts in a turn

A - Autofire

A*- Can be modified to autofire (cost x2 either bought or to have modified by a gunsmith)

A** - Autofire but subject to recoil penalty

Recoil Penalty:

The game rules assume that a gun is braced on firing (i.e. pistols fired two handed, or arm extended or locked; a rifle firmly tucked into the shoulder, sniper rifles or machine guns fired from bipods etc).

- A recoil penalty is applied to guns that are not fired correctly (firing a rifle from the hip for instance).
- A recoil penalty is also applied to as shown above: for instance a Picon Deliverer shotgun suffers no additional penalty if used in single or burst mode - but when fired on automatic it will get a recoil penalty.

A recoil penalty is simply:

- Is users Strength OR Skill level equal to the total damage (whatever the type of damage) of the gun.

If it is, then there is no penalty

If it isn't, then the penalty is:

- Gun Damage - Lowest of either Strength or Skill = Penalty step damage

i.e. Charrie fires a Picon 82a2 Sniper Rifle from her shoulder. A sniper rifle requires a bipod (or at least a convenient wall to rest it on!). Charrie has to apply a recoil penalty. The damage the gun can do is d12+2; her strength is d8 and her rifle skill is d12.

So: 12+2 - d8 (the lower of str or skill) = -d6 (or 3 penalty step's), so her skill to hit now becomes d6. Obviously she can use plot points to offset the penalty.

Note that gun damage is the damage the gun can cause, not the damage it may cause.

Optional Rules: 'Knock Down'.

When struck by any single round (or hit if melee/unarmed), if damage received (before deductions for armour) exceeds Strength, then the character is knocked down and is prone in the next turn.

If target is moving then it is strength -1 step and if jumping or leaping then a -2 step.

Cylon Centurions get +2 steps

Cylon Skinjobs get +1 step

i.e. Kit has a strength of D8. She gets hit by two rounds in a turn. The first one does 5 damage, the second does 6 damage. Although the total damage is over her strength, no single hit is, so she stays on her feet.

In a second case, Kit is fighting again and this time gets hit for 9 damage. This is more than her strength value and she ends up prone on the deck.

Note: this rule can also be used for vehicles and other objects.

Hand Grenade Damage Table

	Damage	Cost (per box)
CM-8-68	5d6 - Ineffective vs armour	100
CM-8-80 mini	5d6 within 5 metres, 2d6 to 10 metres, 1d6 to 15 metres	120
CM-8-8 HC	5 metre radius smoke, 150 seconds	200
CM-8-8a HCN	5 metre radius smoke, 120 seconds	250
CM-8-14 TH3	7d10 within 5 metres, 5d10 to 10 metres, 2d10 to 15 metres	300
CM-8-84 Stun	3d6 S	200
CM-8-AC3T	D4 Vehicle	200
CM-8-G60 Concussion	1d6B + 3d6S	300
CM-4-RI	20 seconds burning time, illuminating 50 metres	150
CM-8-RC2	3d6S(Gas) + 2d6S (sonic)	200
CM-8-BR	Extinguishes fires in 20 cubic metre range	500
CM-8-BR2	Extinguishes fires in 4 cubic metre range	150

Rifle Grenade Damage Table

Calibre	Type	Damage	Range	Cost (per grenade)
5.45	CM-8-47-1 AP	7d10	20	150
	CM-8-47-5 GP	7d6	22	100
	CM-8-74-3 CS	4d6S	25	300
	CM-8-47-9 Illum		22	100
5.56	CM-8-47-1 AP	7d10	25	150
	CM-8-47-5 GP	7d6	27	100
	CM-8-74-3 CS	4d6S	31	300
	CM-8-47-9 Illum		27	100
7.62x39	CM-8-47-1 AP	7d10	32	150
	CM-8-47-5 GP	7d6	42	100
	CM-8-74-3 CS	4d6S	37	300
	CM-8-47-9 Illum		35	100
7.62x51	CM-8-47-1 AP	7d10	40	150
	CM-8-47-5 GP	7d6	42	100
	CM-8-74-3 CS	4d6S	45	300
	CM-8-47-9 Illum		42	100
0.45	CM-8-47-1 AP	7d10	10	150
	CM-8-47-5 GP	7d6	10	100
7.77	CM-8-47-1 AP	7d10	27	150
	CM-8-47-5 GP	7d6	27	100
5.56	CA65	6d10	30	120

7.62/7.7	CALG-9	8d10	10	70
5.56	CAL 31	8d10	20	130
7.62	CAL P70	7d10	25	150
5.56	CAL P70	7d10	20	125
7.62	CS-8-75J	9d10	20	200
7.62	LRG-121 HEAT	4d10	10	80
7.62	LRG-9 Smoke	n/a	10	150
7.62	Picon 70	7d6	20	160
5.56	Picon 40	6d6	40	140
5.56	CM-8-80 GP	6d6	30	110
5.56	CM-8-80 AP	7d10	35	130
5.56	CM-8-80 HESH	8d10	50	200
any	CM-8-60 GP/HCN	6d6	25	120
any	CM-8-60 HEAT	7d10	20	160
5.56	VZ Blindside LE12	9d10	30	180
5.56	VZ AC-44	8d10	35	210
any	CM-8-140 RAW	D8 vehicle or 8d10 personal	150	500

Landmines & Explosives Damage Table

	<i>Damage</i>	<i>Notes</i>	<i>Price</i>
ACM2000	D8 Vehicle	Contact range	650
ACM-7	2d12	50 metre range	700
AC PRM3	3d12	Standard anti-tank land mine	400
ILMAC	20d12	Improvised - holds 10 SMEx blocks	3010
MAZAC	D8 Vehicle	Mine launcher - 75 metre range	12000
EPR/25	6d10	Limpet mine - contact damage only	600
SMI ARM	D6 Vehicle	120 metre range - can engage flying targets	5000
EMP-HB 876	6d6 EMP	2 metre range, anything to 4 metres takes half damage.	1000
ACRM 6	D8 Vehicle	Improvised Device - requires D8 in appropriate skill to set up correctly	400
CA APERS 18	6d6	Directional	700
Fusion Mine	Total	Vaporises all material within 7.5 metre radius for 5 minutes plus	30000 (inc price of Tylum)
PEX4	3d12	Per half kilogram block	600
SMEx 10	2d12	Per half kilogram block	300

**Other Fanfic Sourcebooks for the
Battlestar Galactica Role-playing
Game:**

Colonial Warbook Revised 2010
(Ships of the Fleet)

Thin Blue Line
(Colonial and the colonies militaries)

The Nomen
(A re-imagined look at an isolated tribe)