

BLACK MARKET WEAPONS

Note This article does not attempt to address the enormity of improvised weapons that may be devised by player characters or supporting characters, but instead presents a representative sampling. Furthermore, it does not in any way condone the manufacture or use of said improvised weapons under any circumstance or conditions less than a full-scale Cylon invasion.

The primary threat to the Colonial Fleet is from marauding Cylon raiders and the massive basestars, a threat that must be dealt with by starship guns and tactics. Aboard the ships of the Fleet, however, paranoia about Cylon infiltrators has made many of the last surviving members of humankind seek weapons of their own, not trusting to the overtaxed Colonial Military for protection. Additionally, as with any cross-section of humanity, an inevitable criminal element has emerged and is active within the Fleet. Because the military is not handing guns out to civilians, those civilians who want them are forced to make their own, or purchase them on the black market.

That's where Danner Tevis comes into the picture.

DANNER TEVIS, BLACK MARKET WEAPONS DEALER (VETERAN)

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d10 **Wil** d10; **LP** 16; **Init** d6+d10

Traits Convict d6, Friends in Strange Places d4, Greedy d4, Hideout d6, Liar d6, Pack Rat d8, Paranoid d4, Shadow d6

Skills Covert d6/Open Locks d8/Streetwise d8, Craft d6/Metalworking d8/Weapon Design d8, Guns d6, Heavy Weapons d6/Demolitions d8, Influence d6/Barter d10, Knowledge d6/Appraisal d8, Mechanical Engineering d6/Create Mechanical Device d8, Perception d4, Ranged Weapons d4

Description Danner Tevis works within the Colonial Fleet's black market. Before the Cylon apocalypse he was a criminal, selling illegal weapons to dangerous people. He can lay his hands on an astonishing array of improvised and manufactured weaponry, and he's all-too-willing to help people make their own (for the right price). There are rumors of a cargo hold or storage deck on a ship somewhere in

the Fleet that operates as a haven for people who want goods and services out of the sight of *Galactica*. If there is such a place, that's where you'll find Danner Tevis. Bring plenty of money, and don't frak around if you want to get out alive.

This article presents a wide range of improvised or black market weaponry that player characters may encounter in the hands of civilians or the criminal element within the Fleet's black market. These weapons will primarily be in the hands of supporting characters, though non-military personnel may utilize these weapons. Player characters may also potentially create any of these weapons using the appropriate Skill, assuming resources are available.

Each weapon is presented in a fashion similar to the weapons from pages 108-113 of the *Battlestar Galactica* core rulebook. Two additional pieces of information are provided for each weapon: Skill (the skill used to create or modify the improvised weapon); and Difficulty (the Threshold of the complex action). An entry prefixed with “±” indicates that the value is uncertain and is based on an estimate of the value of scavenged components. An entry of “—” indicates that the item cannot (or does not need to) be crafted/modified.

Melee Weapons

Blackjack: A traditional blackjack (also called a cosh) is a leather sac filled with lead weight. It's used to strike someone in the back of the head, knocking them out. A blackjack is padded enough not to cause a lot of damage, but heavy enough to deliver a powerful blow.

Blowtorch: This describes a utility-style blowtorch with a self-contained fuel supply.

Broken Bottle: Easy to come by, a broken bottle is a weapon of desperation.

Chain: A length of chain ranging from one to two yards in length, either whirled and swung like a whip or coiled and used like a flail.

Power Tool, Medium: Medium power tools are those larger than a pistol, but can still be utilized one-handed. They include saws, larger drills, welding torches, pneumatic hammers, and the like. Some power tools work on rechargeable power packs or batteries; others must be plugged into a power source.

Power Tool, Large: These are large power tools, designed for heavy industrial work. They are bulky and heavy, always requiring two hands to use, and many

require a harness or backpack-mounted mechanism. Heavy power tools include drills, pneumatic scrapers, welding torches, scrapers, riveter, jackhammers, power prybars, saws, and other weapons that require massive force. Most heavy power tools require an adjacent and connected power source, or heavy rechargeable power cells.

Power Tool, Small: Spacecraft need a lot of maintenance, and most require some form of power tools to properly do so. Power tools are often used as improvised weapons, stolen from engineering tool sets, or even used in desperation. A small power tool is any tool equal to or smaller than a pistol. Some of these might be small welders, drills, cutters, and other hardware. Most small power tools have rechargeable power packs or work on battery power, while a few must be plugged into a power source. Many power tools are insulated or otherwise designed for use in space.

Shiv: Also called a shank, a shiv is any small piece of metal or hard substance that has been sharpened into a stabbing instrument. Unlike a regular knife, the shiv is mostly a point and somewhere to grab it. They are easy to smuggle past guards and conceal.

Tool: This category covers a wide range of prybars, hammers, axes, sledges, and other tools that could be utilized in hand-to-hand combat. Unlike improvised weapons like pieces of pipe, tools have proper handgrips and are properly balanced to maximize the user's expense of force.

Wire, High Voltage: A high voltage wire isn't a black market weapon, but is instead an improvised weapon that might be utilized in a fight. Most starships are full of high voltage wires, and structural damage often knocks these loose (creating spectacular showers of sparks). In a pinch, a player character might grab the insulated portion of a wire and use it as a weapon.

Wire, Low Voltage: Identical to high voltage wires (as above), but with a lower voltage.

Ranged Weapons

Blowgun: A long tube or barrel for the user to propel a small dart through, using air pressure. A primitive weapon, these don't do much damage, but the dart may be used to deliver poison. The blowgun's virtue is that it's easy to make and doesn't make much noise.

Bolo: Two or more weights connected by wire or cord, thrown at a foe to immobilize or strike them. There are (likely apocryphal) rumors that a tribe of desert-dwelling tribe from Aeron use explosive bolos in their hunting rituals. With an Extraordinary success for a bolo attack, the target is entangled for a -2 Skill step reduction to physical actions until freed. An Easy (3) Agility + Athletics/Escape Artist action will free the target as a single turn's action.

Bow: Traditionally, bows are made of carved wood or composite plastics, often with sophisticated design. In the Fleet, a bow is likely a spare piece of thick plastic or a narrow length of spring steel, with

BLACK MARKET / IMPROVISED MELEE WEAPONS

Weapon	Damage	Cost	Availability	Skill	Difficulty
Blackjack	d2 S	±10 c	Uncommon	Craft	15
Blowtorch	d4 W + fire	20 c	Uncommon	—	—
Broken Bottle	d2 W	—	Common	—	—
Chain	d2 B	2 c	Common	—	—
Power Tool, Large	d6 B	150 c	Uncommon	—	—
Power Tool, Medium	d4 B	75 c	Uncommon	—	—
Power Tool, Small	d2 B	25 c	Common	—	—
Shiv	d2 W	—	Common	Craft	15
Tool	d4 B	5-15 c	Common	—	—
Wire, High Voltage	d8 S + shock	—	Uncommon	—	—
Wire, Low Voltage	d2 S + shock	—	Uncommon	—	—

BLACK MARKET / IMPROVISED RANGED WEAPONS						
Weapon	Damage	Range Increment	Cost	Availability	Skill	Difficulty
Blowgun	d2 W	10 yds	—	Common	Craft or Ranged Weapons	15
Bolo	d2 B	10 yds	—	Common	Craft or Ranged Weapons	15
Bow	d4 W	25 yds	±10 c	Uncommon	Craft or Ranged Weapons	15
Crossbow	d4 W	50 yds	±25 c	Uncommon	Craft or Ranged Weapons	35
Dart	d2 W	5 yds	—	Common	Craft or Ranged Weapons	15
Flamethrower, Large Improvised	2d6 W	5 yds	±50 c	Rare	Mechanical Engineering or Scientific Expertise	35
Flamethrower, Small Improvised	d6 W	1 yds	±10 c	Common	Mechanical Engineering or Scientific Expertise	35
Knife, Throwing	d2 W	5 yds	±5 c	Uncommon	Craft or Ranged Weapons	15
Pepper Spray	d2 S	1 yds	20 c	Uncommon	Scientific Expertise	15
Sling	d4 W	10 yds	—	Common	Craft or Ranged Weapons	15
Spear	d4 W	5 yds	—	Common	Craft	15
Speargun	d4 W	5 yds	±10 c	Uncommon	Craft or Ranged Weapons	35
Throwing Star	d2 W	3 yds	—	Common	Craft or Ranged Weapons	15

arrows fashioned from whatever scrap metal could be scavenged.

Crossbow: As with bows (above), real crossbows are sophisticated weapons constructed of wood and/or plastics, polymers, and metal. In the Fleet, a crossbow is likely a length of pipe metal with a bow of spring steel, with bolts made from sharpened scavenged metal tubing.

Dart: Any small throwing weapon with a single point, weighted to hurl point-first at a target. Recreation centers on Galactica and throughout the Fleet have darts and dartboards, and darts can be easily fashioned from scavenged components.

Flamethrower, Small Improvised: The small improvised flamethrower is an easy-enough device to make, essentially a pressurized canister of propellant

and an igniter. This can be as simple as an aerosolized flammable (hair spray, perfumes, paint, industrial cleaner, etc.) and a lighter. The components may be attached together, or just used as an impromptu weapon. Cans of aerosol are growing scarce in the Colonial Fleet, hence the low availability. This is a two-handed weapon. An Extraordinary success has set the target on fire, doing the same damage each turn until extinguished.

Flamethrower, Large Improvised: This is a larger version of the improvised flamethrower, and is bulky, rarely concealable. Usually one of these consists of an igniter (like a chemical torch) combined with a large container or supply of fuel. An Extraordinary success has set the target on fire, doing the same damage each turn until extinguished.

BLACK MARKET / IMPROVISED FIREARMS

Weapon	Damage	Range Increment	Cost	Availability	Skill	Difficulty
Flare Pistol	1d6 W	10 yds	75 c	Uncommon	—	—
Snap Gun	1d4 W	10 yds	±2 c	Uncommon	Ranged Weapons	15

Knife, Throwing: Many knives are balanced for throwing. Knives specifically made for throwing lack crosspieces and are very light, flat weapons easy to make and conceal.

Pepper Spray: A chemical propellant sprayed into an opponent's face and eyes, causing temporary blindness and respiratory distress. An Extraordinary success has blinded the target utterly, using the rules on page 91 of the core rulebook for guidance.

Sling: A simple weapon consisting of a length of cord or strap and a pocket, used to hurl a small weighted projectile. Easily improvised from readily-available components.

Spear: The second-most primitive weapon (after the club), any variation of a long sharpened stick. Many spears are improvised from long pieces of pipe or metal struts, with one end cut at a sharp angle.

Speargun: Similar to a crossbow, a speargun is an elongated pistol (or shortened rifle) stock designed to project short spear-like bolts. The means of projection can be elastic cables, a pneumatic pump, a small explosive charge, or even a magnetic rail.

Throwing Star: A flat piece of metal (usually star-shaped) with sharpened edges, thrown at a target. Usually more of a nuisance than a serious threat.

Firearms

Flare Pistol: A common item found amongst the emergency supplies of almost any starship and many land vehicles, a flare pistol fires a bright high-intensity flare. Though inaccurate when directed at a target, flare pistols are often used as last-ditch weapons for stranded pilots. An Extraordinary success has set the

target on fire, doing the same damage each turn until extinguished.

"Snap" Gun: An improvised weapon consisting of little more than a barrel, a grip, and a makeshift firing pin, a "snap" gun holds one bullet. To use a snap gun, point it at the target, pull the elastic band-powered firing pin back, and then release it. It makes a characteristic "snap!" sound. Snap guns must be fired two-handed.

Explosives

Charge Pack Bomb: A charge pack bomb is an improvised explosive created by jury-rigging a charge accelerator onto a regular charge pack and setting it off. The resulting charge isn't tremendous, but is useful as a weapon of last resort, or as a distraction. Smaller and larger varieties exist: these statistics are for a mid-sized example. A charge pack bomb has a blast radius of around 3 yards.

Pipe Bomb: A makeshift bomb made from packing a chemical or solid explosive into a short metal piece of piping, sealed at either end. Drill a tiny hole in the side and run a fuse into it. A pipe bomb has a blast radius of around 5 yards, filling the area with pieces of shrapnel.

Sakhov Shaker: Named for a famous historical Caprican revolutionary, the term Sakhov shaker is an improvised firebomb—a glass bottle filled with an incendiary liquid (high-proof alcohol, fuel, etc.) with a fuse (usually an alcohol-soaked rag), ignited and thrown at a target. The best things that can be said of this weapon are that it's easy to make and cheap. The Sakhov shaker will ignite an area of around 1 yard in diameter. An Extraordinary success has set

BLACK MARKET / IMPROVISED EXPLOSIVES

Weapon	Damage	Range Increment	Cost	Availability	Skill	Difficulty
Charge Pack Bomb	2d8 B	10 yards	±25 cubits	Uncommon	Technical Engineering	11
Pipe Bomb	2d6 W	10 yards	±2-10 cubits	Uncommon	Heavy Weapons	35
Sakhov Shaker	1d6 W, Special	5 yards	±2-25 cubits	Common	Craft	15

BLACK MARKET / IMPROVISED ARMOR

Item	Armor Rating	Agility/Alertness Step Penalty	Cost	Availability	Skill	Difficulty
Apron, Armored	1 W	-1 Agi	300 c	Uncommon	—	—
Body Armor, Civilian	1 W	-1 Agi	600 c	Rare	—	—
Body Armor, Improvised	2 W	-2 Agi	±300 c	Uncommon	Craft	35
Hardhat, Engineering	1 W	-1 Ale	250 c	Common	—	—
Padding, Sports	2 S	-1 Agi	350 c	Uncommon	—	—

the target on fire, doing the same damage each turn until extinguished. On a roll of all 1s, the attacker has inadvertently been set afire.

Armor

Apron, Armored: Used in machine shops or in industrial situations, an armored apron covers the user's chest, abdomen, and legs from any sparks or shrapnel created by the work they're doing. Many of these are insulated against extreme heat—though this does not add to their armor rating versus most weapons.

Body Armor, Civilian: A set of civilian-made body armor, previously available in the private sector through legitimate means. Made of ballistic mesh rather than armored plates. Favored by security guards, politicians, bodyguards, celebrities, and others with reason to fear attempts on their lives.

Body Armor, Improvised: Created with layered clothing with metal or otherwise armored plates sandwiched and secured between, improvised body armor is fairly obvious and not particularly comfortable.

Hardhat, Engineering: An industrial helmet, usually covering only the top of the head and often paired with goggles or a transparent face mask. Not particularly rugged, they are better than no protection.

Padding, Sports: Ranging from the elbow-and-knee pads and light helmets worn by pyramid players (*Go! Picon Panthers!*) to heavier suits of shoulder pads, leg protection, and full helmets worn for other sports. As the Fleet had a few athletic teams shuttling between games on different Colonies, there are plenty of sets of this otherwise useless equipment.

CREDITS

WRITER

Jason Durall

EDITING & DEVELOPMENT

Cam Banks, Jamie Chambers

GRAPHIC DESIGN

Sean Macdonald

LAYOUT & TYPESETTING

Digger Hayes

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