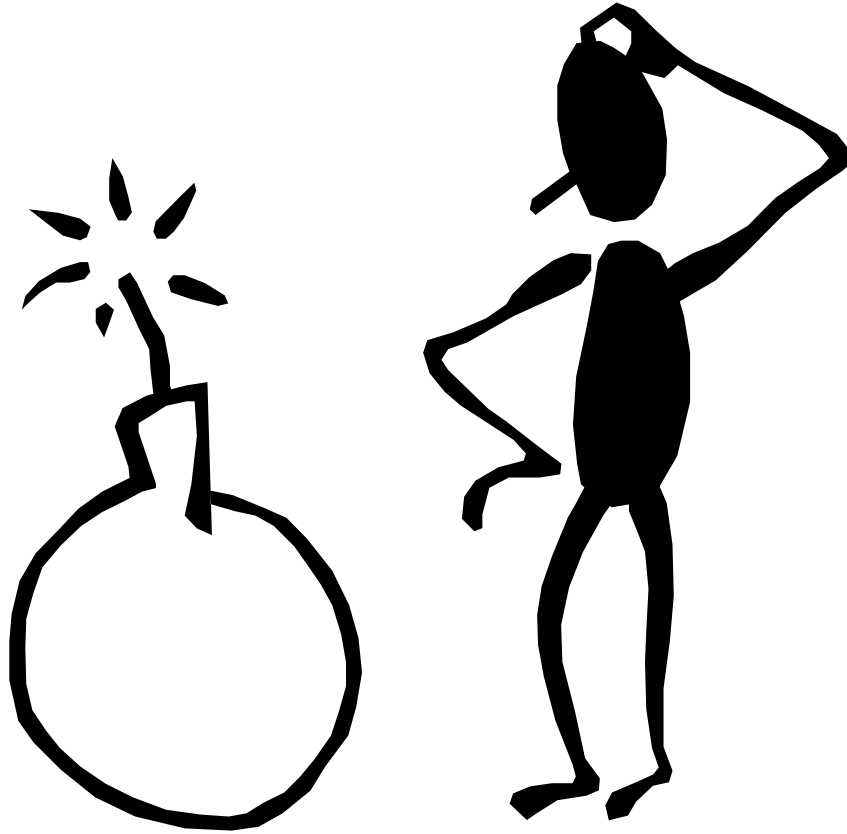


Runequest™ 3 - Expansion Rules I

High Tech



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Playtesters 1984-1992

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1.0 Basic Skills and Age

1.1 Age and Skill Groups

<u>d20</u>	<u>Base Age</u>	<u>Skill Group</u>	<u>Initial Money (Cr)</u>	
1-5	12	0	d1000 x 4	+ 400
6-10	20	1	d1000 x 6	+ 600
11-14	30	2	d1000 x 10	+ 1000
15-17	40	3	d1000 x 20	+ 2000
18-19	50	4	d1000 x 30	+ 3000
20	60	5	d1000 x 40	+ 4000

NB. (Base age + d5) - d5 = Actual Age

<u>Group 0</u>	Basic RQ Skills		1 Combat	20%
	Culture	base	2 Nontech Physical	20%
	Non-firearm	base	Free skill points	20%

<u>Group 1</u>	Basic RQ Skills		2 Combat	20%
	Culture	base	3 Nontech Physical	20%
	Non-firearm	base	1 Knowledge	10%
	Technology Use	TL	2 Tech Physical	20%
			1 Tech Knowledge	10%
			Free skill points	30%

<u>Group 2</u>	Basic RQ Skills		3 Combat	30%
	Culture	base	3 Nontech Physical	30%
	Non-firearm	base	2 Knowledge	20%
	Technology Use	TL	3 Tech Physical	20%
			2 Tech Knowledge	20%
			2 HiTech Physical	10%
			1 HiTech Knowledge	10%
			Free skill points	30%

<u>Group 3</u>	Basic RQ Skills		3 Combat	30%
	Culture	30%	3 Nontech Physical	30%
	2 Non-firearm	base	2 Knowledge	40%
	Firearm	base	3 Tech Physical	30%
	Technology Use	30%	2 Tech Knowledge	40%
			2 HiTech Physical	30%
			2 HiTech Knowledge	40%
			Free skill points	50%

<u>Group 4</u>	As above		As above	
			Free skill points	75%

<u>Group 5</u>	As above		As above	
			Free skill points	100%

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1.2 Character Skills - Base Types and Base %

<u>Skill</u>	<u>Bonus</u>	<u>Pre-Skills</u>	<u>Base %</u>
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1.2.1 Combat Small Arms and Support Weapons

Pistol Primitive	man		wpn
Pistol Modern	man		wpn
Rifle Primitive	man		wpn
Rifle Modern	man		wpn
Autoweapon	man		0
Breech Loading Artillery	know		0
Direct Fire Weapon	know		0
Grenade Launcher	man		wpn
Missile Launcher	know		0
Mortar	man		0
Muzzle Loading Artillery	know		0
Primitive Siege Engine	know		0

1.2.2 Non-Technical Physical Skills

Cycle Riding	agil		5
Boating	agil		5
Fishing	know		10
Gambling	man		0
Craft	man		0
Hunting	know		0
Ship handling	know		0
Survival (Urban or Rural)	know		20
Streetwise	know		0

1.2.3 Knowledge Skills

Advanced Farming	know	Dirt Farming	0
Bower	know		0
Carpentry	man		0
Bargaining	comm		0
Lore	know		10
Dirt Farming	know		0
Fermentation	know		0
Interrogation	know		0
Leather working	know		0
Masonry	know		0
Nutritionist	know		0
Read other language	know		0
Repair muscle power vehicle	know	Carpentry	0
Salvage food	know	Nutritionist	0
Speak other language	know		0
Tactics	know		0
Tailor	know		0
Weaver/Spinner	know		0

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1.2.4 Technical Physical Skills

Auto driving	man	25
Basic Research	know	0
Grav vehicle driving	man	0
Heavy equipment driving	man	5
Laboratory technique	know	0
Lock picking	man	5
Magnatuner operation	know	0
Motorcycle riding	man	10
Powerboat driving	man	0
Hover vehicle driving	man	0

1.2.5 Technical Knowledge Skills

Aerial Recon. Interp.	know	Basic Research	
		Mathematics	0
Advanced Medical	know	Lab. Technique	
		First Aid	0
Architecture	know	Basic Research	
		Mathematics	0
Armourer	know	Blacksmithing	
		Plastics	0
Auto Mechanic	know		0
Blacksmithing	know		0
Botany	know		0
Chemistry	know		0
Combat Engineering	know		0
Computer Science	know		0
Communications	know		0
Decontamination	know	Lab. Technique	0
Defusing Explosives	know		0
Demolition	know		0
Distillation	know		0
Electronics	know		0
Encryption	know	Basic Research	0
Weapons Repair - Modern	know	Wpn. Rp. Prim.	
		Machining	0
Weapons Repair - Primitive	know	Blacksmithing	
		Machining	0
First Aid	know		0
Forward Observer	know		0
Hand loading	know		0
Internal Combustion Engine	know	Physics	
		Mathematics	0
Machining	know		0
Marine Mechanics	know		0
Mathematics	know		0
Mech. Generated Power	know	Physics	0
Operational Command	know	Tactics	0
Pathology	know	Chemistry	
		Advanced Medical	0

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Pharmacy	know	Chemistry	
		Lab. Technique	0
Physics	know	Mathematics	0
Plastics Forming	know		0
Simple Explosives	know	Chemistry	
		Lab. Technique	0
Strategic Command	know	Oper. Command	0
Telegraphy	know		0
Telephone Communication	know		0
Television Communication	know	Electronics	0
Laser Communication	know	Laser Technology	0
Psychology	know	Advanced Medica	0
Weapon Smithing	know	Blacksmithing	
		Machining or Carpentry	0
Zoology	know		0

1.2.6 High Tech Physical Skills

Battledress	know	Vacc Suit	0
Gravitics	know		0
Gunnery	man		0
Space Navigation	know		0
Pilot - Fixed wing	man		0
Pilot - Variable wing	man		0
Pilot - Submersible	man		0
Pilot - Helicopter	man		0
Pilot - Ships boat	man	Vacc Suit	0
Pilot - Starship	man	Vacc Suit	0
Safecracking	know		0
SCUBA Diving	know		0
Vacc Suit	know		0
Zero-G-Combat	man	Vacc Suit	0

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1.2.7 High Tech Knowledge Skills

Complex Explosives	know	Simple Explosives	0
Computer Design	know	Computer Science	
		Mathematics	0
ECM Operation	know	Electronics	
		Communications	0
Gravitics Architecture	know	Gravitics	
		Mathematics	
		Computer Science	0
Laser Technology	know		0
Fuel Production - Hydrocarbons	know	Chemistry	
		Lab Technique	0
Fuel Production - Hydrides	know	Chemistry	
		Lab Technique	0
Fuel Production - Anti Matter	know	Physics	
		Gravitics	0
Naval Architecture	know	Mathematics	
		Computer Science	0
Plastics Synthesis	know	Chemistry	
		Lab Technique	0
Power Generation - Electrical	know	Physics	
		Electronic	0
Power Generation - Nuclear	know	Pow/Gen Elec.	0
Power Generation - Solar	know	Physics	0
Power Generation - Fusion	know	Physics	0
Power Generation - Anti Matter	know	Physics	
		Gravitics	0
Screen Design/Construction	know	Electronics	
		Gravitics	0

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1.3 Movement Modifiers

1.3.1 Vehicle Movement

<u>Conditions</u>	<u>Effect</u>
On good road	200%
On poor road	100%
On ruined road	50%
In ruined city	25%
In built-up area	50%
In open terrain	100%
In rough or impeding terrain	75%
In woods, hills or desert	50%
In forest, swamp, jungle or mountains	25%
At night without light	25%
At night with dim light	50%
At night with good light	75%
In light rain or fog	75%
In heavy rain, snow or fog	50%
In dense fog or heavy snow	10%

Weather Type	Day After : All Movement Reduced By	Day After : All Movement Reduced By
Heavy Rain	(Day 1) 75%	(Day 2) 100%
Light Snow	(Day 1) 50%	(Day 2) 75%
Heavy Snow	(Day 1) 10% (Day 3) 50%	(Day 2) 25% (Day 4) 75%

1.3.2 Human and Animal Movement

Human MR = 10 = 30m/Round (10 seconds) fast walk = 3m/SR
 Human MR = 15 = 45m/Round (10 seconds) running = 4.5m/SR

<u>Type</u>	<u>Time</u>	<u>Average Distance Covered</u>
Human	1 hour	4klm
Human	1 day (8 hours)	25klm
Horse	1 hour	10klm
Horse	1 day (8 hours)	45klm

1.5 Barriers and Barrier Values

1.5.1 Armour Value

<u>Material</u>	<u>Armour Value/10mm thick</u>	
Glass	1	
Glass, safety	4	
Light leather	4	
Heavy leather	5	
Metal, veneer	3	
Metal, light	6	
Metal, heavy	8	
Metal, hardened or structural	12	*special
Plastic, light	1	
Plastic, medium	2	
Plastic, heavy	4	
Plastic, structural	8	*special
Sand	2	
Soil	2-4	*special
Stone	6	*special
Wicker	2	
Wood, veneer	1	
Wood, solid	2	
Wood, plywood	4	

* **Special** - invulnerable to everything short of heavy weapons, fire or explosives.

1.5.2 Demolition of a barrier

Destruction of barrier points equal to the appropriate thickness of the barrier will open a 1m x 1m space in the barrier. Demolition must use demolition skill.

1.6 Hunting

1.6.1 Hunting Modifiers

<u>Area</u>	<u>Hunting Modifier</u>
City, ruined or built-up	-15%
Open rural, plains or farmland	-10%
Forest, woods or foothills	+10%
Mountains or desert	+5%

1.6.2 Hunting out an area

Every day after the first, reduce % chance by 15%. It will require a 10klm move to reach a new area to start hunting again.

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1.7 Finding Water

<u>Terrain</u>	<u>Free Water</u>	<u>Water/Survival</u>	<u>None</u>	<u>Contaminated</u>
City Intact	1-4	5-9	0	30%
City rubble	1-3	4-8	9-0	50%
Open rural	1-6	7-0	-	5%
Forest, hills	1-7	8-0	-	10%
Desert	1	2-6	7-0	10%
Swamp	1-0	-	-	80%

1.8 Food and Supplies

<u>Type of food</u>	<u>Description</u>	<u>Enc.</u>	<u>Value</u>
Natural foods	Fresh meat, grains - 1 day	5	1Cr
Preserved	Dried meat, vegetables - 1 day	3.5	2Cr
Packaged	Canned/Precanned - 1 day	2.5	5Cr
Freeze dried	Military issue - 1 day	1.5	10Cr
Super-K rations	Space program issue - 1 day	1.0	15Cr

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1.9 Combat Ranges and Modifiers

<u>Weapon</u>	<u>BBL</u>	<u>PBR</u>	<u>Sht</u>	<u>Eff</u>	<u>Lng</u>	<u>Ext</u>	<u>Max</u>	<u>Base %</u>
Pistol	snub	2	10	15	25	50	100	15%
	sht	4	10	20	30	60	120	20%
	std	5	10	30	50	100	200	25%
	lng	5	10	40	60	120	240	25%
	xlng	5	20	60	80	160	320	25%
Rifle	carb	10	25	50	250	500	1000	30%
	rifle	10	30	100	300	1000	2000	30%
AutoFire	carb	10	15	25	125	250	500	30%
	rifle	10	20	50	250	500	1000	30%
	*smg	5	10	20	40	80	160	30%
	mg	10	30	100	300	1000	2000	30%
Shotgun	slug	10	20	50	100	200	400	30%
	fchk	10	25	30	60	100	150	30%
	mchk	5	20	30	40	80	120	30%
	ochk	5	10	20	30	60	90	30%
	riot	5	10	15	20	30	50	35%
Bonus Skill		+25	+5	0	-10	-20	-40	
Damage	pistol	+d4	0	0	-d4	-d4+2	-d6+2	
	rifle	+d6	+d4	0	0	-d4	-d6	
	sgun	+d4+2	+d4	0	0	-d4	-d4+2	

All ranges are given in meters.

* - Unless weapon is specified as having another barrel length.

1.10 Fumbles for Modern Firearms

1-10	No effect.
11-40	Dud round. AL + 2SR, others clear with next round.
41-70	Jammed round. +5SR to clear, extractor clears in 2SR.
71-85	Cook off. See Black Powder Firearms table.
86-95	Chamber explosion. See Black Powder Firearms table.
96-00	Chamber explosion, critical. See Black Powder Firearms table.

1.11 Fumbles for Black Powder Firearms

1-10	No effect.
11-40	Primer flash, primer gone but round still there.
41-70	Main load dud. Gun must be reloaded.
71-85	Cook off, appears to be dud. Will go off at end of current round.
86-95	Chamber explosion. Equal full damage to weapon and user.
96-00	Chamber explosion. Critical full damage to weapon and user.

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1.12 Hand to Hand Combat Modifiers

<u>Situation</u>	<u>Modifier +/-</u>
Target is prone	+10%
Attacker is prone	-50%
Attacker is sitting or kneeling	+10%
Attacking to the side	-25%
Attacking to the rear	-50%
Attacking from the rear	+50%
Attacking from a superior position	+5%
Attacking from an inferior position	-5%
In dim light - Light Level 3	-15%
In poor light - Light Level 2	-25%
In darkness or partially blind - Starlight	-45%
Totally blind	-60%
Attacker over 50% wounded	-10%
Attacker over 75% wounded	-20%

1.13 Missile Weapon Combat Modifiers

<u>Situation</u>	<u>Modifier +/-</u>
Hip fire	1/2 attack %
Damaged in the current round	-5%/2 points damage
Firing a weapon in each hand	-5% to all shots
Surprised	-10%
Shooting at newly acquired target	-10%
In firing stance	+5%
Braced weapon (Requires firing stance)	+5%
Sighted in (Requires firing stance)	+5%
Shooting to the side	-10%
Shooting to the rear	-20%

1.13.1 Squeeze Shots

Using this technique increases the time taken to fire. i.e. Normal SR + 3, and the character must be in correct firing stance and sighted in. This technique will increase the % chance to hit by 1/2 again, even if this goes over 100%, which will allow points of aim (1 point for each 10% over 100%). This allows the gunner to move the point of impact of single shots only, i.e. no bursts or automatic fire.

1.13.2 Using AutoFire

When using FA or AB weapons the gunner must average his weapon skill with his Autoweapon skill. If the gunner has no Autoweapon skill, it is treated as being 0%.

1.13.3 FA Fire

The gunner must state how many SR he is going to fire for. Then roll 1d2, and that many extra SR are used to fire in, which count as wasted shots.

1.14.5 Telescopic Sights

Changes effective range according to magnification.

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2.0 Armour

2.1 Non-Metallic Armour Types and Costs

2.1.1 Plastic Armour

<u>Material</u>	<u>Code</u>	<u>Format</u>	<u>Enc./Loc.</u>	<u>Armour</u>	<u>CR/Loc.</u>
Plasteel	PS	R	1.5	8	300
Armorplast	AP	R	1.5	7	260
P.Plasteel	LP-PS	SR	1.5	7	260
Densiplast	DP	R	1.0	6	220
P.Armorplast	LP-AP	SR	1.5	6	220
M.Plasteel	M-PS	FH	2.5	6	220
Macroplast	MP	R	1.0	5	140
P.Densiplast	LP-DP	SR	1.5	5	140
M.Armorplast	M-AP	FH	1.5	5	140
P.Macroplast	LP-MP	SR	1.0	4	120
M.Densiplast	M-DP	FH	1.5	4	120
Plastex	PX	FQ	1.0	3	90
M.Macroplast	M-MP	FH	1.5	3	90
Synthiplast	SY	FQ	0.5	3	50
Plastihide	PH	FQ	0.25	2	40
Plasticloth	PC	FQ	0.25	2	30
H.Plastisheet	HP	FQ	0.25	1	20
L.Plastisheet	LP	FQ	0.25	1	10

2.1.2 Natural Armour

N.A.Leaner	AL	FH	1.0	3	30
H.H.Leaner	H-HL	FH	0.25	3	30
H.Leaner	HL	FS	0.25	2	20
S.Leaner	SL	FH	0.25	2	20
N.A.Leaner	AH	FS	1.0	2	20
L.Leaner	LL	FS	0.25	2	20
H.Hide	HH	FS	0.25	2	20
S.Hide	SH	FS	0.25	2	20
H.Cloth	HC	FQ	0.25	1	10
L.Hide	LH	FS	0.25	1	10
L.Cloth	LC	FQ	0.25	1	5

2.1.3 Ballistic Armour

				* * *	
Empilon	BC5	FQ	0.25	0/5/1	1000
Fabulon	BC10	FQ	0.25	0/10/1	1500
Armorlon	BC20	FH	0.5	0/20/2	2500
Shieldweave	BC30	FH	1.0	0/35/4	5000
Reflec	RF	FQ	0.25	10/0/0	10000
Combat Armour	CA	SR	0.5	10/20/10	20000
TL13 B.Dress	BD13	SR	0.5	10/30/20	40000
TL15 B.Dress	BD15	SR	0.5	20/30/30	100000

* - Energy/Ballistic/Normal armour values.

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2.2 Metal Armour Types and Costs

2.2.1 Metal Armour

<u>Material</u>	<u>Code</u>	<u>Format</u>	<u>Enc./Loc.</u>	<u>Armour</u>	<u>CR/Loc.</u>
Carballoy	CA	R	3.0	10	2100
P.Carballoy	LP-CA	SR	3.0	10	2000
Macrosteel	MS	R	3.0	9	1800
M.Carballoy	M-CA	FH	3.0	9	1700
H.Q.Steel	QS	R	3.0	8	1500
P.Macrosteel	LP-MS	SR	3.0	8	1500
Steel	SP	R	2.0	8	900
P.H.Q.Steel	LP-QS	SR	3.0	8	900
M.Macrosteel	M-MS	FH	2.0	8	900
L.F.Metal	FP	R	2.0	7	800
P.Steel	LP-SP	SR	2.5	7	800
Alum. Alloy	AA	R	2.0	6	700
P.F.Metal	LP-FP	SR	3.0	6	700
M.H.Q.Steel	M-QS	FH	2.5	6	700
Bronze	BP	R	2.0	6	600
P.Alum. Alloy	LP-AA	SR	2.0	6	600
M.Steel	M-SP	FH	2.5	5	600
M.F.Metal	M-FP	FH	2.5	5	600
P.Bronze	LP-BP	SR	3.0	5	500
M.Alum. Alloy	M-AA	FH	1.5	4	500
M.Bronze	M-BP	FH	1.5	4	400

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3.0 Ammunition

3.1 Bullet Type and Damage

3.1.1 Centrefire Pistol Ammunition

<u>Calibre</u>	<u>Damage</u>	<u>Recoil %</u>	<u>Example Weapons</u>
22 JET	d6	0	American 180
5mm	d6	0	Arno 5-15
221 Fireball	d6+1	5	
22 ACP (6.35)	d6	0	
256 Magnum	d6+1	5	
30 (7.62mm)	d6+1	5	
32 Short	d6	0	
32 Long	d6	0	
32 ACP	d6	0	Colt Ace
32-20	d6	0	
357 Magnum	2d4+1	10	Colt Detective, Colt Python
9mm Parabellum	d6	0	UZI, MAC10, Sterling
9mm Short	d6	0	
38 Long	d6	0	
38 Special	d6+1	5	S&W 38 Special
38 Short	d6	0	
38 ACP	d6	0	Colt Ace
38 Super Auto	d6+1	5	
38-40	d6	0	
41 Magnum	d8+2	15	
44 Special	d6+1	5	S&W 44 Special
44 Magnum	d10+2	20	S&W Automag
44-40	d6+1	5	
45 Long Colt	d6+1	5	Colt Service
45 ACP	2d4+1	10	Colt Government
11mm	d10+2	20	Stracher P-11m

3.1.2 Rimfire Ammunition

22 Short	d6	0
22 Auto	d6	0
22 LR	d6	0
22 Stinger	d6+1	5
22 Long	d6	0
22 RF Magnum	d6+1	5
5mm Magnum	d6	0

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3.1.3 Centrefire Rifle Ammunition

<u>Calibre</u>	<u>Damage</u>	<u>Recoil %</u>	<u>Example Weapons</u>
22 JET	d6+1	5	AR-7
4.5mm Gauss	d10+2	0	FAM-90, AS-89
222	2d4+1	10	
223 (5.56mm)	d8+2	15	ICW, FN, M18, M22
222 Magnum	2d4+1	10	
243	d10+2	20	
6mm	d10+2	20	
25-06	d10+2	20	
25-20	d6+1	5	
25-35	2d4+1	10	
250	d8+2	15	
256 Magnum	d8+2	15	
257	d8+2	15	
6.5mm Magnum	d10+2	20	
264 Magnum	d10+2	20	
270	d10+2	20	
280	d10+2	20	
284	d10+2	20	
7mm Mauser	d10+2	20	Mauser
7mm Magnum	2d6+2	25	
30 Carbine	2d4+1	10	M1 Garand
30-30	d10+2	20	
30-06	d10+2	20	Winchester Model 70
30-40 Krag.	d10+2	20	
300 Magnum	2d6+2	25	Walther WA-2000N
303	d10+2	20	L.E. Mk4 (Early)
308 (7.62NATO)	d10+2	20	M16, FN, Bren, L.E. Mk4, AR15
32 Special	d10+2	20	
32	d8+2	15	
32-30	d6+1	5	
8mm Mauser	d10+2	20	Vz 54
8mm Magnum	2d6+2	25	
338 Magnum	2d6+2	25	
35	d8+2	15	
357 Magnum	d10+2	20	
9mm BP	d10+2	20	SK-19
351	d6	0	
375	2d6+2	25	Colt Sauer Grand Alaskan
358	d10+2	20	
38-40	d6+1	5	
44 Magnum	2d6+2	25	
444 Marlin	2d6+2	25	
44-40	2d4+1	10	
45-70 Govt.	d8+2	15	
458 Magnum	2d6+2	25	Colt Sauer Grand African
460 Magnum	2d8+2	30	Weatherby 460 Magnum Deluxe
0.50 BMG	2d8+2	30	Barret Model 82, M2HB
0.50 SLAP	2d10+2	30	Barret Model 82, M2HB

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3.1.4 Shot Shell Amunition

<u>Shot Size</u>	<u>Gauge :</u>	<u>10</u>	<u>12</u>	<u>16</u>	<u>20</u>	<u>.401</u>	<u>28</u>
12-9		2d4+1	d6+1	d6+1	d6+1	d6	d6
8-5		d8+2	2d4+1	2d4+1	2d4+1	d6+1	d6+1
4-BB		d8+2	d8+2	d8+2	d8+2	d8+2	2d4+1
4-3 Buckshot		d10+2	d10+2	d10+2	d8+2	-	-
2-1 Buckshot		d10+2	d10+2	d10+2	d8+2	-	-
00 Buckshot		2d6+2	d10+2	d10+2	-	-	-
Solid Slug		-	d10+2	d10+2	d8+2	d6+1	-

3.1.5 New Types of Ammunition

<u>Calibre</u>	<u>Damage</u>	<u>Recoil %</u>	<u>Example Weapons</u>
4.7mm HK	d8+2	15	HK 6-11
0.455 Webley	2d4+1	10	Webley Scott Mk6
0.01mm Gauss	d10+2	*	L.E. Electroneedler Mk1
2mm	d8+2	*	L.E. Mk12, L.E. Mk20 SW
5mm	d10+2	*	L.E. Mk15 Defeater
5mm APNC	2d6+2	*	L.E. Mk15 Defeater
7.62mm M43 **	d8+2	15	AK-47, AK-47 SW
7.62mm 54R **	d10+2	20	SVD, PKS Gpmg
7.62mm M30 **	d6	0	PPD/40, PPSH/41
9mm SSP **	d6	0	SSP, Makarova
5.45mm M74	d8+2	15	AK/AKS-74, RPK-74
3mm M93 Gauss	d8+2	*	AKGM-93, RPKG-93, APG
	*	- Gauss weapons have no recoil due to linear accelerator.	
	**	- Specific weapons only. Incompatible with Nato ammunition.	

3.1.6 Machine Gun Ammunition

0.30 Browning	d8+2	mounted	M1918A2, BAR
7.62mm NATO	d10+2	mounted	M60, Bren, ICW SW, M134, MAG, HK21
5.56mm	d8+2	mounted	M22 SW, M214, M249 SAW, LSW
7.62mm x 39mm	d10+2	mounted	
0.40" Calibre	2d6+2	mounted	0.4" HMG
0.50" Calibre	2d8+2	mounted	0.5" HMG
20mm AC	2d10+2	mounted	Vulcan cannon
30mm AC	2d10+6	mounted	Aden, Rarden, PIVAD, Chain Gun
Possible to be tripod, bipod or vehicle mounted.			
MG can only be operated for SR = hitpoints or it will jam.			
It takes 1 full round unused to cool down.			
Full Automatic - 600 rounds/minute	:	<u>ROF = 120</u>	
120 rounds in 12 seconds	:	1 round	
12 rounds in 1 SR	:	1 second	
Other rates of fire can be calculated using the above method.			

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4.0 Heavy Weapons

4.1 Special Anti-Vehicle Weapons

4.1.1 Anti-Tank Guided Missiles

<u>Type</u>	<u>Damage</u>	<u>Min(m)</u>	<u>Max(m)</u>	<u>300</u>	<u>500</u>	<u>1000</u>	<u>1500</u>	<u>Max</u>
Swatter	16d10+16	60	2200	-15	-10	0	0	+5
Sagger	15d10+15	300	3000	N/A	-10	0	0	0
Spigot	10d10+10	75	2000	-25	0	0	0	-5
Spandrel	12d10+12	75	2500	-20	-5	0	0	-5
TOW	18d10+18	65	3000	-10	0	0	0	+5
TOW II	20d10+20	75	4000	-5	0	0	0	+5
Swingfire	18d10+18	80	5000	-5	0	0	0	+5
Hellfire	20d10+20	75	6000	-5	0	0	+5	+10

4.1.2 Infantry Weapons

C.G. AT	8d10+8 0	600	As per normal rules.
RPG-7	8d10+8 0	500	"
RPG-8	8d10+8 0	600	"
M-72 LAW	6d10+6 0	300	"

4.1.3 Tank and APC Rounds

<u>Type</u>	<u>Damage</u>	<u>Maximum Range (m)</u>
20mm AP	2d10+2	1500 +
20mm APNC	4d10+4	1500 +
30mm AP	3d10+3	2000 +
30mm APNC	5d10+5	2000 +
76mm AP	7d10+7	2000 +
76mm HESH	6D10+6	2000 +
76mm APDS	6d10+6	1500 +
73mm AP	7d10+7	1500
90mm HEAT	8d10+8	2000 +
100mm HEAT	7d10+7	2500 +
100mm APDS	8d10+8	2500 +
105mm APDS	9d10+9	2500 +
105mm HEAT	10d10+10	2500 +
115mm HEAT	10d10+10	3000 +
115mm APFSDS	10d10+10	3000 +
120mm APDS	11d10+11	3000 +
125mm HEAT	11d10+11	3000 +
125mm APFSDS	12d10+12	3000 +
152mm HEAT	10d10+10	3500 +

+ = Accuracy limit of rangefinding equipment.

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5.0 Explosives

5.1 Explosives and Grenades

5.1.1 Simple Explosives

<u>Type</u>	<u>Blast/Frag</u>	<u>Form</u>	<u>Enc.</u>	<u>Primary</u>	<u>Secondary</u>
Dynamite	3d6/-	stick	0.2	3.0	6.0
TNT	3d6+1/-	stick	0.2	3.0	6.0
Nitro	4d6/-	1 deciliter	0.2	4.0	8.0
Nitrocell.	3d6/-	1kg.	0.5	3.0	6.0
Gunpowder	2d6/-	1kg.	0.5	2.0	4.0
Amm.Nitr.	2d6/-	1kg.	0.5	2.0	4.0

5.1.2 Complex Explosives

Plastique	1-21d6/-	1kg.	0.5	1 - 21.0	2 - 42.0
Blast Pdr.	5d6/-	1kg.	0.5	5.0	10.0
Mer. Ful.	10d6/-	50g.	0.1	10.0	20.0

5.1.3 Hand Grenades

<u>Type</u>	<u>Blast/Frag</u>	<u>Frag%</u>	<u>Enc.</u>	<u>Primary</u>	<u>Secondary</u>
US Type 1	2d6/2d6	50%	0.25	4.0	8.0
US Type 6	3d6/2d6	50%	0.25	5.0	10.0
US Type 7 O	3d6/3d6	100%	0.25	6.0	12.0
US Type 8 D	2d6/1d6	20%	0.25	3.0	6.0
Concussion	4d6/-	-	0.25	4.0	8.0
Smoke/Gas	As Type	-	0.5	20.0	40.0
Thermal 1	5d6/5d6	100%	0.25	8.0	16.0
Thermal 2	6d6/6d6	150%	0.25	10.0	20.0
Torc 1	9d6/9d6	200%	0.5	14.0	28.0

5.1.4 Rifle Grenades and Grenade Launchers

M-1 Adap.	3d6/2d6	50%	0.25	5.0	10.0
M-14 Adap.	4d6/2d6	50%	0.25	6.0	12.0
22mm RG	4d6/3d6	100%	0.25	7.0	14.0
40mm GL	5d6/5d6	200%	0.5	10.0	20.0
40mm RGL	5d6/5d6	150%	0.5	9.0	18.0
Thermal GL	9d6/9d6	400%	1.0	18.0	36.0

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6.0 Energy Weapons

6.1 HiTech Weapons

6.1.1 Plasma, Fusion and Neutron Weapons

<u>TL</u>	<u>Type</u>	<u>DR</u>	<u>MP</u>	<u>Damage</u>	<u>Enc.</u>	<u>Action</u>
12	PGMP-12	3.5	4	d10+2	9.0	AL
13	PGMP-13	4.0	4	d12	7.9	AL
14	PGMP-14	4.5	4	d12+4	11/0.2	AL
14	FGMP-14	5.0	4	3d6	10	AL,AB
15	FGMP-15	5.5	4	3d6+4	3/0.16	AL,AB
15	NGMP-15	6.0	4	4d6	3/0.16	AL,AB
16	NGMP-16	6.5	4	4d6+4	2/0.1	AL,AB,FA

6.1.2 Laser Weapons

<u>TL</u>	<u>Type</u>	<u>DR</u>	<u>MP</u>	<u>Damage</u>	<u>Enc.</u>	<u>Action</u>
9	FM-XLW-1A	1.5	1	d6+2	2.5	SS
9	FM-XLW-1B	2.0	2	d8	3.0	SS
10	FM-XLW-2A	2.0	3	d8	3.5	SS
10	FM-XLW-2B	2.0	3	d8	3.5	DA
11	FM-XLW-2C	1.5	2	d6+2	4.0	AL,AB
12	FM-XLW-3A	3.0	4	d10	4.5	AL,AB
12	FM-XLW-3B	3.0	5	d10	4.5	AL,AB
12	FM-XLAR-4	3.0	5	d10	5.0	AL,AB,FA

6.1.3 Notes for Energy Weapons

All energy weapons have the following features :

- 1) Built-in Power-Link to Back-Power-Pack.
- 2) Built-in Laser -Sighting System with ranged fire to 2000m.
- 3) Infra-Red-Sighting System with ranged fire to 500m.
- 4) Safety overrides on Power-Link and Back-Power-Pack.
- 5) Lightweight Anti-Grav-System on all TL15+ weapons.

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6.1.4 Range/Skill Modifier for all Energy Weapons

<u>Range Band</u>		<u>Affect on Skill</u>
Long Range	-	Skill -5%
Medium Range	-	No change
Short Range	-	Skill +5%
Point Blank	-	Skill +20%

6.1.5 Range/Damage Modifier for all Energy Weapons

<u>Distance Range</u>	<u>Maximum Power</u>
500m	Full Power
501m - 1000m	-1 MP
1001m - 1500m	-2 MP
1501m - 2000m	-3 MP
2001m - 2500m	-4 MP
2501m - 3000m	-5 MP
3001m - 3500m	-6 MP

No bonuses to skill% for correct stance, rest etc. But there is no effective recoil from any laser weapons.
Note : There is a % chance equal to damage done to target, of starting a fire if target is flammable.

6.1.6 Damage Rating (DR) for all Energy Weapons

<u>DR</u>	<u>Damage</u>	<u>DR</u>	<u>Damage</u>
1	1d6	4.0	d12
1.5	d6+2	4.5	d12+4
2.0	d8	5.0	3d6
2.5	d8+2	5.5	3d6+4
3.0	d10	6.0	4d6
3.5	d10+2	6.5	4d6+4

- Lasers - Handheld and support weapons recharge immediately.
- Lasers - Heavy equipment, etc. recharge at variable rates.
- Plasma - Recharge immediately.
- Fusion - Recharge immediately.
- Neutron - Recharge immediately.

6.1.7 Example TL12 Laser Cannon

MP : 5 ACTION : AL, AB(3)
 DR : 5.0 ENCUMBRANCE : N/A (50)
 HP : 40 No Recoil Pad, Anti-Grav Mount

IR Scope Sights Type 3C : +5% Target/Defense Computer.
 Power Points : 50 - Rechargeable Power-Pack built-in.
 Energy Shield : 20 Point Energy Shield, Armour 20/20/20

7.0 Spotting People/Vehicles

7.1 Urban and Rural

<u>Range</u>	<u>50m</u>	<u>250m</u>	<u>500m</u>	<u>1000m+</u>
Open (U)	auto	50%	25%	5%
Open (R)	auto	75%	50%	10%
Hidden in cover (U)	- every 20m = -10% on Scan%			
Hidden in cover (R)	- every 20m = -5% on Scan%			
Moving (U or R)	+20% on Scan%, not cumulative.			
Note : If not hidden in cover, person/vehicle is assumed to be in open.				

7.1.1 Modifiers to Scan% skill

Camouflage, Urban or Rural	: -25%
Firing gun, no flash suppressor	: +20%
Using lights, torch etc.	: automatic
At night, or in complete darkness	: -75%
In vehicle, stationary	: -50%
In vehicle, moving	: +15%/20kph

8.0 Special Weapons Rules

8.1 Reloading Timetable for Weapons Table

Swing or Snap Cylinder	2SR to open cylinder 1/2SR per round to load 2SR to close cylinder
Port Cylinder	1/2SR per round to empty 1/2SR per round to load
Port-Mag or Port-Tub	1/2SR per round to reload
Falling Block	2SR to open and eject rounds 2SR to reload a new round 2SR to close gun
Break Action	2SR to open gun 1/2SR per round to load 2SR to close gun
Box or Magazine	2SR to remove empty magazine 2SR to insert full magazine
Strip Insert	2SR to insert full strip 2SR to ready weapon

8.2 Quick Draw

Pistol from belt or shoulder holster	DEX x 3 (unfastened)
Pistol from belt	DEX x 1
Rifle from shoulder or back	DEX x 1

If successful, one shot or burst can be made in Base SR for character. This is always assumed to be "hip fire". If failed, the wait for 3SR + Base DEX SR, the fire as normal.

Note : "Hip Fire" = 1/2 normal attack %.

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9.0 Technical Weapon Details

9.1 Anti-Aircraft Weapons and Missiles

<u>Weapon</u>	<u>Damage</u>	<u>Hor</u>	<u>Ver</u>	<u>Moving</u>	<u>Evading</u>	<u>Hovering</u>
0.5" HMG	2d8+2	400	low	-85%	-95%	-50%
20mm AA	2d10+2	750	low	+5%	-30%	+30%
Vulcan	2d10+2	1000	low	+20%	+10%	+100%
Chapparall	16d10	1000	med	+20%	+5%	+15%
Hawk AAM	80d10	U	high	+30%	+5%	+25%
Redeye	4d10	500	med	+10%	-15%	+25%
I/Redeye	5d10	500	med	+10%	0	+5%
30mm AA	2d10+6	1500	med	+10%	+5%	+60%
Stinger	6d10	375	med	+10%	+5%	+10%
Roland	20d10	2000	med	+30%	+5%	+25%
ATGM/1	Variable	500	low	-90%	N/A	-80%
ATGM/2	Variable	500	low	-75%	-95%	+5%
SAM 2 AAM	240d10	U	high	+10%	-85%	N/A
SAM 3 AAM	80d10	U	med	+15%	-70%	+10%
SAM 4 AAM	120d10	U	high	+20%	-70%	N/A
SAM 6 AAM	160d10	U	med	+30%	+5%	+25%
SAM 7 AAM	4d10	375	med	+10%	-85%	+5%
SAM 8 AAM	40d10	U	med	+40%	+5%	+35%
SAM 9 AAM	12d10	750	med	+20%	-70%	+10%
SAM10 AAM	50d10	U	high	+30%	+30%	+50%

Examples of Weapon Firing Rates

Vulcan 20mm Cannon	ROF/6000 rpm	100 shots/SR
Automatic Fire	ROF/600 rpm	10 shots/SR
20mm or 30mm AC	ROF/300 rpm	5 shots/SR

9.2 Example Weapons

CG 84mm AT Weapon.

Damage	: 8d10	Hit Points	: 10
Action	: SS	Enc.	: 6.0

1. 7lb HEAT round, maximum range of 500m (moving) Enc. = 1.0
2. 7lb HEAT round, maximum range of 600m (static) Enc. = 1.0
3. 6lb HE+Smoke round, maximum range of 1,100m Enc. = 0.8
4. 5.5lb Flare with Chute, maximum range of 2,200m Enc. = 0.6

TL12 Plasma Cannon

Anti-Grav mounting or Fixed mounting in vehicle.

Damage	: 2d10+6/shot	Hit Points	: 40
Action	: AL/AB (3)	Enc.	: N/A (75)

1. No recoil due to Anti-Grav mounting.
2. IR Scope fitted with built-in Target/Defense computer.
3. Computer linked to gunner giving +25% to attack%.
4. VDU Sight IR/UV/Radar/Visual scanning for target aquisition.
5. Power source from 50 unit rechargeable Power-Pack built-in.
6. Defensive armour and shields equivalent to 20/20/20

10.0 Vehicle Combat

10.1 Dodge for Vehicles and Accidents

Dodge

For a vehicle, Dodge = 5% for every 10kph of speed.

The driver can also dodge if he makes his Auto Driving skill roll. If successful, divide skill% by 10, round up, then for each point add 5% to vehicle dodge%.

10.2 Barrier Effects for Non-Armoured Vehicles

<u>Type of Material</u>	<u>Armour Value</u>
Safety Glass window	4.0
Light metal, small cars	6.0
Medium metal, average cars, trucks etc.	10.0
Heavy metal, large cars, heavy trucks etc.	14.0
Engine blocks	33.0

10.3 Accident Causes

1. Movement over maximum safe speed for terrain and weather conditions.
Roll must be made for each hour, modified by 5%/5kph over safe speed.
2. Not altering speed, when terrain and weather conditions change.
Modifications as (1).
3. Slamming on the brakes, and failing Auto Driving skill%.
4. When driver attempts a high speed manouvre or any which exceeds drivers DEX x 5. Skill% is modified by -5% for every 10kph over this value.
5. When driver takes any damage.
Modifier of -5% for every point of damage to the driver.
6. When the vehicle takes any damage.
Modifier of -5% for every 5 points of damage to the vehicle.
7. When the driver is killed or unconscious.
Speed in kph% of an accident occuring. Check every 4SR with the accident %chance cumulative each check.

If an accident occurs use the following table (d100) :

01-20	Fishtail, no serious effect. If no driver use <i>Accident Cause 7</i> .
21-60	Stall, lose power 5kph/m. Also lose 1d6 hit points randomly from vehicle.
61-85	Spin out, face random direction, then treat as 21-60.
86-00	Vehicle crashes! (<i>See next page</i>)

$$\text{CRASH FACTOR} = \text{KPH} - (\text{HIT POINTS}) - (\text{AUTOSKILL}\% / 50)$$

This is then multiplied by the Terrain Factor (*See over page*).

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10.4 Terrain Factor Table

<u>Terrain</u>	<u>Factor</u>	<u>Terrain</u>	<u>Factor</u>
Good Road	d3-2	Hills	d10/2
Poor Road	d2-1	Desert	d2-1
Ruins	d10/2	Mountains	2d6/2
Open	d3-2	Marsh	d2-1
Scrub/Rough	d3-1	Swamp	d3-1
Woods	d6/2	Forest	d10/2

10.5 Effects of Crash Factor on Vehicles

1. Vehicles hit points are reduced by *Crash Factor*.
2. *Crash Factor* x d6 damage to all passengers. If vehicle has 0 hit points or less, then it is critical damage.
3. *Crash Factor* % chance of fuel ignition. It will then burn at a rate depending on fuel type, then explode. Anybody still in the vehicle is dead.

10.5.1 Fuel Burn Rates

Petrol	d10 hit points/round	Explosive
Alcohol	d8 hit points/round	Explosive
Hydrogen	d6 hit points/round	Explosive

4. Seat belts reduce *Crash Factor* by 1. DEX x 3 to release them in 2SR otherwise 4SR.
5. Crash Suit or blast buffering will reduce *Crash Factor* by 1 point for each level of protection.
6. Crash Bags will cancel the effects of 2d6 points of *Crash Factor*. Passengers can escape in 1 round if DEX x 1 roll is made. If within DEX x 3 it will take 2 rounds. They will deflate within 3 rounds.
7. Average armour value will reduce the *Crash Factor* by 1 point for every 2 points of normal armour the passenger is wearing.

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10.7 Firing on Vehicles

<u>Area of Vehicle</u>	<u>Effect on Weapon Skill</u>
Small Parts e.g. lights, mirrors etc.	-50%
Wheel or tyre	-25%
Petrol Tanks	Critical Hit only.

Decide to aim at vehicle or driver/passengers. They will probably have cover from chest downwards, or the window will be in the way. Shot must go through vehicle body or window first. Every time total armour points of the vehicle are exceeded, the total hit points of the vehicle are reduced by 1.

10.8 Random Firing on Vehicles

<u>d20 for Hit Location</u>	<u>%Split on Target</u>
1-3 Tyre Front/Rear	50/50
4-9 Upper body/Windscreen	75/25
10-15 Lower body/Cargo space	50/50
16-19 Middle body/Lights etc.	80/20
20 Driver/Passengers	equal split%

Vital Vehicle Systems can only be damaged as follows :

10.9 Critical Hits on Vehicles

01-20	No significant effect.
21-60	Extra hit point loss of 1d6 hit points to vehicle
61-00	As above plus additional effects as detailed below.

61-65	Steering loss, no control.
66-70	No braking systems, no deceleration, dive, dive, dive...
71-75	All electrical systems out, no lights radio etc.
76-80	Driver and/or passengers hit. Normal hit on victim.
81-85	Engine hit. Accident result as 21-60.
86-95	Motive system hit. If still moving, accident at +10%.
96-99	Fuel system hit. %ignition = %damage, accident at +20%.
00	Explosion = %damage, otherwise fuel ignites, treat as 96-99 result.

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Appendix - 1A - Special Types of Ammunition

<u>Type</u>	<u>Code</u>	<u>TL</u>	<u>Damage</u>	<u>Calibre</u>	<u>Special Notes</u>
Normal		7	-	All	Standard ammunition
Steel Jacket	S	9	+d4	All	All armour x 0.5 ru
Armour Piercing	AP	9	+d6	All	All armour x 0.5 ru
Explosive	E	9	+d6+2	5+	All armour x 0.5 ru
Fragmenting	FR	9	+d4+2	5+	All armour x 2
Hollow Point	HP	9	+d6+2	5+	All armour x 2
Soft Point	SP	9	+d6+1	5+	All armour x 2
Wadcutter	W	9	+d6+3	All	All armour x 3
Discarding Sabot	DS	9	-	7+	Range x 2
Incendiary	I	9	+d3/round	7	Check armour damage
Depleted Uranium	DU	10	+2d6	All	+ RADS=Damage done
Californium	CA	10	+3d6	7+	+ RADS=Damage done
Smart Warhead	SW	12	-	7+	Battle/Comp. +100%
Thermal	T	11	+4d6+4	7+	All armour x 0.5 ru
Rocket	R	10	-	7+	Range x 3
Heat Seeker	HS	10	-	7+	Lock/Track +50%
Radar Guided	RG	11	-	7+	Lock/Track +75%
Homer	H	14	-	7+	LifeSig/Lock +100%
Biological	B	14	special	7+	Short Life Virus
Gas System	G	10	special	7+	Nerve Gas etc.
Fire & Wait	FW	14	-	7+	Can be combined.
Multi Warhead	MW	15	-	10+	1-8 any type
Nuclear	NC	15	+10d6+10	10+	+ RADS=Damage done

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Appendix 2A - Mid Technology Weapons - "Twilight 2000"

2A.1 Automatic Pistols

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
AMT Backup	.380 ACP	0.5	6	AL	5	460
AMT Hardballer	.45 ACP	1.0	6	AL	10	1100
Astra Constable	.380 ACP	0.7	6	AL	5	800
Auto-Mag 44	.44 AM	1.7	6	AL	10	8000
Beretta 70S	.22 LR	0.5	9	AL	5	600
Beretta 92S	9mm Para	1.0	15	AL	10	1090
Beretta 84	.380 ACP	0.6	12	AL	5	1070
Beretta 951	9mm Para	0.9	12	AL	10	1000
Browning HP-35	9mm Para	0.9	12	AL	10	1070
Browning HP-DA	9mm Para	0.9	15	DA	10	1000
Browning BDA-380	.380 ACP	0.6	12	DA	5	700
Browning Buck Mk.22	.22 LR	0.9	9	AL	10	600
Charter Arms Exp. 2	.22 LR	0.6	9	AL	10	220
Colt Combat Cmdr.	.45 ACP	1.0	6	AL	10	1100
Colt Light Cmfr.	.45 ACP	0.75	6	AL	10	1100
Colt M1911A1	.45 ACP	1.1	6	AL	10	1300
Colt Government M380	.380 ACP	1.0	6	AL	5	750
Czech CZ-75	9mm Para	0.9	15	AL	10	1100
Detonic D/A/9mm	9mm Para	0.6	6	DA	5	930
Detonic Scoremaster	.45 ACP	1.15	6	AL	10	2000
H&K HK4	variable	0.3	var	AL	5	1200
H&K P7 M8	9mm Para	0.8	6	AL	5	1200
H&K P7 M13	9mm Para	0.95	12	AL	5	1350
H&K P9S	9mm Para	0.88	9	DA	10	1400
H&K VP70Z	9mm Para	0.8	18	AL	5	1600
Glock 17A	9mm Para	0.7	18	AL	5	1800
IMI M91	9mm Para	1.0	18	AL	10	1700
IMI Desert Eagle	variable	1.75	var	AL	var	6000
Llama LF Automatic	variable	1.12	var	AL	var	670
Llama SF Automatic	variable	0.64	var	AL	var	520
Luger P-08	9mm Para	0.9	6	AL	5	2200
MAB-P15	9mm Para	1.09	15	AL	10	1100
Makarov PM	9mm Mak	0.5	9	AL	10	300
M-Walther PPK/S	variable	0.64	var	AL	5	870
Mauser M1896	.32 ACP	1.13	10	AL	10	2000
Metzger Arms S-15	9mm Para	0.55	15	AL	5	2000
Ruger Mk 11	.22 LR	1.0	9	AL	10	450
Ruger P-85	9mm Para	0.85	15	AL	5	1000
Tokarev	7.62mm T	0.5	9	AL	10	200
SIG/Sauer P 226	9mm Para	0.84	15	AL	10	1170
SIG/Sauer P 230	.380 ACP	0.45	6	AL	5	800
S&W M439,639,39	9mm Para	0.82	9	AL	10	970
S&W M459,659,59	9mm Para	0.85	15	DA	5	970
Walther PPK	.32 ACP	0.65	6	DA	5	1000
Walther P-38	9mm Para	0.77	9	DA	10	1500
Steyr GB-80	9mm Para	0.88	18	DA	10	1500

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2A.2 Revolvers

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Astra Model 357	.357 Mag	1.12	6	DA	10	570
Astra Model 44	.44 Mag	1.23	6	DA	10	700
Charter Arms B-45	.45 ACP	0.56	6	DA	10	530
Colt Python	.357 Mag	1.06	6	DA	10	1500
Llama Commanche	.357 Mag	0.86	6	DA	10	650
Llama S-Commanche	.44 Mag	1.4	6	DA	10	1070
Ruger Security Six	.357 Mag	0.924	6	DA	10	700
Ruger Redhawk	variable	1.47	6	DA	10	900
S&W M-19 Combat	.357 Mag	1.0	6	DA	10	700
S&W M-25	.45 LC	1.0	6	DA	10	900
S&W M-27	.357 Mag	1.25	6	DA	10	900
S&W M-28	.357 Mag	1.25	6	DA	10	900
S&W M-29	.44 Mag	1.35	6	DA	10	2500
S&W M-36 Chiefs	.38 Spec	0.6	6	DA	10	630
S&W M-38 Body	.38 Spec	0.39	6	DA	10	750
S&W M-57	.41 Mag	1.0	6	DA	10	700

2A.3 Submachine Guns

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
AKR	5.45 B	4.0	30	FA	15	600
Beretta PM-12	9mm Para	3.0	40	FA	15	1100
Colt CAR-15	5.56 Nato	2.75	30	FA	15	1500
Colt CAR-15A1	9mm Para	2.75	30	FA	15	1900
H&K MP-5	9mm Para	3.0	30	FA	15	800
H&K 54	5.56 Nato	3.05	30	FA	15	1300
H&K MP-5SD	9mm Para	3.0	30	FA	15	2000
H&K G11	4.7mm CS	4.0	60	FA	15	800
HM-3	9mm Para	3.0	32	FA	15	1500
MAC-10	9mm Para	3.5	32	FA	15	700
M3A1	.45 ACP	3.47	30	FA	15	700
M-45 Swedish K	9mm Para	3.43	36	FA	15	800
Madson M50	9mm Para	3.15	32	FA	15	900
MP-40	9mm Para	4.03	32	FA	15	2400
Walther MPK	9mm Para	2.75	30	FA	15	800
M231	5.56 Nato	4.0	30	FA	15	600
PM-63	9mm Para	1.55	12	FA	15	700
S&W M76	9mm Para	3.28	32	FA	15	1600
Sterling SMG	9mm Para	3.0	32	FA	15	1200
Sten Mk II	9mm Para	2.8	32	FA	15	400
Thompson M1A1	.45 ACP	4.9	30	FA	15	2000
Uzi SMG	9mm Para	4.0	32	FA	15	1000
Mini Uzi SMG	9mm Para	3.0	32	FA	15	1200
Vz-24	7.62mm T	4.0	32	FA	15	600
Vz 61 Scorpion	.32 ACP	2.0	20	FA	15	500

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2A.4 Assault Rifles

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Australian Leader	5.56 Nato	3.15	30	SA	20	1600
AK-74	5.45 B	4.0	30	SA	20	600
AKM	7.62 S	4.0	30	SA	20	600
AKMR	5.45 B	4.0	30	SA	20	600
AR-7	.22 LR	1.13	6	SA	15	400
AR-18	5.56 Nato	3.17	30	FA	20	900
Beretta AR-70	5.56 Nato	3.41	30	SA	20	1000
CETME Model L	5.56 Nato	3.6	30	SA	20	1100
FA-MAS	5.56 Nato	4.0	24	SA	20	1000
FN-CAL	5.56 Nato	3.0	30	SA	20	1050
Galil ARM	5.56 Nato	4.0	32	SA	20	1200
H&K 33A2	5.56 Nato	3.65	36	FA	20	1000
H&K 93	5.56 Nato	3.65	30	SA	20	1000
Individual Weapon	5.56 Nato	4.0	30	SA	20	1000
M1 Carbine	.30	2.5	15	SA	20	1000
M2 Carbine	.30	2.5	15	FA	20	1000
M16	5.56 Nato	3.0	30	SA	20	800
Ruger Mini-14	5.56 Nato	2.9	30	SA	20	1000
Ruger AC-556	5.56 Nato	2.9	30	FA	20	1000
SIG SG 540	5.56 Nato	3.55	30	SA	20	1200
SAR-80	5.56 Nato	3.7	30	SA	20	1200
Steyr AUG	5.56 Nato	2.8	30	SA	15	1600

2A.5 Battle Rifles

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
FN-FAL	7.62 Nato	5.0	20	FA	25	1200
H&K G3	7.62 Nato	5.0	20	FA	25	1000
H&K 91	7.62 Nato	5.0	20	SA	25	1000
M1 Garand	variable	4.3	6	SA	25	1200
M14	7.62 Nato	4.12	20	FA	25	800
Beretta BM-59	7.62 Nato	4.6	20	FA	25	550
SIG 510-4	7.62 Nato	4.36	20	FA	25	1700
SKS	7.62 Nato	3.85	6	SA	25	700
FN-LAR	7.62 Nato	3.9	20	FA	25	1200

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2A.6 Sniper Rifles

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Barret Model 82	.5 BMG	15.0	12	SA	25	4000
SMLE L42	7.62 Nato	4.0	9	BA	25	800
M21	7.62 Nato	5.0	20	SA	25	800
M40	7.62 Nato	3.0	6	BA	25	1400
Parker Hale C3	7.62 Nato	4.0	4	BA	25	800
PSG 1	7.62 Nato	8.0	20	FA	25	1200
SVD	7.62 L	4.0	9	SA	25	1000
Steyr SSG-69	7.62 Nato	4.37	9	BA	25	2000
Walther WA-2000N	.300 WM	7.8	6	SA	25	4000
Vz 54	8mm Maus	4.5	6	BA	25	600

2A.7 Sporting Rifles

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Browning BBR	.30-06	3.6	3	BA	20	1000
BSA CF-2	7.62 Nato	3.5	3	BA	20	1500
BSA CF-2	.30-06	3.5	3	BA	20	1500
Colt Sauer Sporting	.300 WM	3.65	3	BA	20	2600
Colt Sauer Alaskan	.375 Mag	3.8	3	BA	20	2600
Colt Sauer African	.458 WBM	3.8	3	BA	20	3000
Mauser Mark X	7.62 Nato	3.8	5	BA	20	2400
Mauser Mark X	.30-06	3.8	3	BA	20	2400
Mauser Mark X Carb	7.62 Nato	3.4	5	BA	20	1100
Remington Model 700	7.62 Nato	3.5	5	BA	20	1500
Ruger Model 77	5.56 Nato	4.0	3	BA	20	1000
Sako Standard	5.56 Nato	3.6	3	BA	20	1550
Savage Model 110-C	.30-06	3.5	3	BA	20	700
Savage Model 110-C	.300 WM	3.5	3	BA	20	700
Weatherby .460 Mag	.460 Mag	4.8	3	BA	20	2400
Winchester Model 70	.30-06	3.65	5	BA	20	1400
Winchester Model 70	7.62 Nato	3.65	5	BA	20	1400
Winchester 70 XTR	.458 WBM	3.85	3	BA	20	1600

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2A.8 Shotguns

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Dae Woo Assault 12	12g	4.5	20	SA	15	2400
Browning Auto-5M	12g	3.75	5	AL	15	1300
Franchi SPAS-12	12g	4.3	8	SA	15	1800
High Standard M-10	12g	3.9	7	SA	15	1900
Ithaca Model 37	12g	3.0	8	SA	15	900
Mossberg 500	12g	3.15	5	SA	15	700
Mossberg M590	12g	3.15	5	SA	15	700
Manufrance RPS	12g	2.78	8	SA	15	1000
Remington M-870P	12g	3.4	7	SA	15	1150
Remington M-1100	12g	3.4	7	AL	15	800
Savage Model 69-RKL	12g	2.95	7	SA	15	400
Winchester Stainless	12g	3.18	7	SA	15	750
Winchester Defender	12g	2.5	8	SA	15	900
H&K CAW	12g	4.0	10	FA	20	1600

2A.9 Automatic Rifles

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
M1918A2 BAR	.30-06	8.8	20	FA	20	1900
Individual Wpn. LSW5.	56 Nato	4.5	30	FA	20	3000
M249 SAW	5.56 Nato	7.0	150	FA	20	3000
RPK-74	5.45 B	4.5	36	FA	20	2000

2A.10 Machineguns

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
AAT-52 MG	7.5 MAS	11.0	100	FA	20	800
Bren Mk.II LMG	7.62 Nato	10.5	100	FA	20	1700
H&K HK21 MG	7.62 Nato	8.0	100	FA	20	5000
MAG MG	7.62 Nato	12.0	100	FA	20	3000
MG3 MG	7.62 Nato	12.0	100	FA	20	3000
M134 Gatling MG	7.62 Nato	15.9	1500	FA	20	6000
M60 MG	7.62 Nato	10.0	100	FA	20	3000
M60E3 MG	7.62 Nato	8.0	100	FA	20	3000
Stoner Mk 23 Cmdr.	5.56 Nato	4.5	100	FA	20	5000
Japanese Type 62	7.62 Nato	10.7	100	FA	20	4000
PK MG	7.62 L	10.0	100	FA	20	4000
PKM MG	7.62 L	9.4	100	FA	20	4400
RPD MG	7.62 S	6.8	100	FA	20	1150
Czech Vz 59	7.62 L	9.0	100	FA	20	3000
DShK HMG	12.7 B	40.0	60	FA	25	4000
KPV HMG	14.7 B	50.0	60	FA	25	6000
M2HB HMG	.50 BMG	42.0	120	FA	25	3200
M214 Gatling MG	5.56 Nato	20.0	1000	FA	25	20000

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Appendix 2B - High Tech Weapons - Traveller 2300

2B.1 Current Service Weapons

<u>Name</u>	<u>Calibre</u>	<u>Weight</u>	<u>Mag</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
FAM-90 Gauss Rifle	4.5mm	4.8	60	AB	25	4900
AS-89 Gauss Rifle	4.5mm	4.3	60	AB	25	4200
SK-19 Binary Prop.	9mm BP	4.6	50	AB	25	4400
FTE-10 Gauss Rifle	10mm	12.7	10	AL	25	4500
Type-81 Storm Rifle	20mm BP	14.0	10	AL	25	5200

2B.2 Surplus Service Weapons

SG-77	5.5mm	3.3	40	AB	25	2800
Type-49 Assault Rifle	7.5mm BP	3.4	25	AB	25	2100
R-A BF-1 Binary Prop.	7.5mm BP	4.1	40	AB	25	2000
M-2 Assault Rifle	9mm	3.4	30	AB	25	2600

2B.3 Civilian and Hunting Weapons

Stracher SS-7	4mm	1.6	20	AL	25	1400
Giscard FC-68	5mm	1.3	70	AB	25	2400
Giscard FC-70	7.5mm	3.2	5	AL	25	2200
Rockwell 12-81 Mag.	12mm	14.5	6	AL	25	4000

2B.4 Shotguns

Traylor M-10 Riot	18mm	3.0	8	AL	25	3000
DunArmCo C.A.G.	18mm	4.5	10	AB	25	3300

2B.5 Handguns

Arno 5-15	5mm	1.1	14	AL	15	1300
Hancock 9-20-3 Enf.	9mm	0.6	6	DA	15	1700
Traylor Model 57	9mm	0.7	10	AL	15	1500
Stracher P-11 m	11mm	1.7	7	AL	15	3500

2B.6 Machineguns

Wu-Beijing Type 381	7.5mm	9.0	150	FA	25	8700
DunArmCo Mini-12	12mm	31.0	100	FA	25	9100
Type-12 Autocannon	25mm	615.0	50	AB	25	10000

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2B.7 Laser Weapons

<u>Name</u>	<u>DR/MP</u>	<u>Weight</u>	<u>Pow</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Mueller-Rivera P-3	2.0/2	2.0	10	AL	15	7500
Mueller-Rivera F-7	2.5/3	3.0	15	AL	20	7600
Rorttman LK-1	3.0/3	3.5	18	AL	20	8500
Luce-3	3.5/3	5.0	9	AL	20	6200
Luce-7B	4.0/3	4.0	12	AL	20	7200
Mueller-Rivera F-19	4.5/3	2.5	18	AL	20	7300
SVB	5.0/3	3.0	9	AL	20	7700

2B.8 Plasma Weapons

J.F. A-9 Sturm.	3.0/2	4.8	6	AL	25	16000
Type-1 H.E. Assault	2.5/4	12.4	12	AL	25	13000
Kurita Type-21F	3.5/4	9.4	12	AL	25	14000
Q.D. Mk 2-A2 PGMP	5.0/4	12.8	16	AL	25	18000

2B.9 Sonic Weapons

Brandt Audio AS-3	1d10	2.0	10	AL	15	1400
Q.D. Restraint	3d10	4.0	10	AL	20	1500

Appendix 2C - Ultra High Tech Weapons - MegaTraveller

2C.1 HighTech Weapons

<u>Name</u>	<u>DR/MP</u>	<u>Weight</u>	<u>Pow</u>	<u>Act</u>	<u>Hpt</u>	<u>Value</u>
Gauss Pistol-13	4mm	0.8	15	AB	15	6000
Laser Pistol-13	5.0/2	3.2	10	AL	20	30000
Laser Carbine-13	5.5/3	5.9	24	AL	25	40000
Laser Rifle-13	5.5/4	10.8	100	AL	25	80000
PGMP 13	5.5/5	16.0	-	AL	30	650000
PGMP 14	6.0/2	2.6	-	AL	30	1000000
FGMP 14	6.0/3	19.0	-	AL	30	1000000
FGMP 15	6.0/5	3.0	-	AL	30	4000000
FGMP-16	6.5/6	3.0	-	AL	30	5000000
Plasma Rifle	25/1/3	2.5	-	AB	25	1250000
Neural Pistol	Special	1.0	-	AL	30	2250000
Neural Rifle	Special	2.5	-	AB	30	1250000
Integral Laser-14	5.0/2	3.0	2	AL	20	20000

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Appendix 3A - Mid Tech Vehicles - Twilight 2000

3A.1 Unarmoured Military Vehicles

<u>Type</u>	<u>Arm</u>	<u>Klh</u>	<u>Tank</u>	<u>Con</u>	<u>Weight</u>	<u>Crew</u>	<u>Cost</u>
Bicycle	-	15	-	-	15kg	1	1k
Civilian Car	-	50	80	5	1	2+3	6k
HMMWV Squad	-	50	90	7.25	2	2+4	20k
HMMWV Ambulance	-	50	90	7.25	2	2+6	20k
HMMWV TOW	-	50	90	7.25	2	3	20k
HMMWV FSV	-	50	90	7.25	2	3	30k
UAZ-469	-	50	60	5	1.6	2+3	8k
Motorcycle	-	47.5	16	2	156kg	1+1	5k
2.5 ton truck	-	45	195	16.25	4	2	15k
5 ton truck	-	40	280	17.5	5	2	20k
8 ton truck	-	25	450	37.5	7	2	30k
3/4 ton truck	-	45	90	7.5	2	2	10k
5/4 ton truck	-	45	105	5	2	1+6	15k
F.A.V.	-	55	60	5	750kg	2	15k
M648 10 ton	-	35	650	50	22	1	250k
M548 6 ton	-	30	380	35	12	2	50k
Wagon and horses	-	5	-	-	500kg	1	1k
Horse and cart	-	5	-	-	250kg	1	500
5000L Tanker	-	40	280	17.5	5	2	15k
10000L Tanker	-	25	450	37.5	8.5	2	25k
1 ton trailer	-	-	-	-	500kg	-	1k
1000L trailer	-	-	-	-	500kg	-	1k

3A.2 Armoured Personnel Carriers

<u>Type</u>	<u>Arm</u>	<u>Klh</u>	<u>Tank</u>	<u>Con</u>	<u>Weight</u>	<u>Crew</u>	<u>Cost</u>
M2 Bradley	55	35	650	50	20	3+7	200k
M2A3 Bradley	55	35	650	50	20	3+7	200k
M3 Devers	55	35	650	50	20	3+3	200k
M113	30	30	360	30	11	2+11	75k
M113A3	30	30	360	30	11	2+11	75k
M113A3 ACCV	30	30	360	30	11	2+11	75k
M115A1 ACCV	30	30	360	30	12	3+6	75k
AAVP9	35	30	360	30	18	2+22	80k
BMP-B	50	30	440	27.5	12.5	3+8	150k
BMP-C	60	32	520	32.5	13	3+8	175k
BTR-70	20	40	290	20	10	3+14	75k
OT-64	40	45	290	17.5	14	3+15	80k

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Appendix 3A - Mid Tech Vehicles - Twilight 2000

3A.3 Light Combat Vehicles

<u>Type</u>	<u>Arm</u>	<u>Klh</u>	<u>Tank</u>	<u>Con</u>	<u>Weight</u>	<u>Crew</u>	<u>Cost</u>
LAV-25	40	45	290	17.5	12	3+8	100k
LAV-75	60	40	520	32.5	15	3	250k
M-750 AC	30	40	480	20	13	4	50k
Peacekeeper AC	25	50	280	10	5	3+3	35k
M577A1 CP	30	30	360	30	11	2+6	90k
M18 MC	55	35	650	50	20	3	200k
M106 MC	30	30	360	30	12	6	75k
M728 CEV	240	25	985	60	57	4	600k
M1 AVLB	1000	27.5	1800	150	47	2	200k
M60 AVLB	220	20	800	60	49	2	175k
BRDM-3	20	50	290	20	8	4	50k
OT-65	15	50	290	20	8	4	45k

3A.4 Main Battle Tanks

<u>Type</u>	<u>Arm</u>	<u>Klh</u>	<u>Tank</u>	<u>Con</u>	<u>Weight</u>	<u>Crew</u>	<u>Cost</u>
M60A4	240	25	900	52.5	53	4	400k
CG Stingray	240	35	1920	140	21	4	800k
Abrams M1	1000	35	1920	140	54	4	600k
Abrams M1A1	1000	35	1920	140	55	4	650k
Abrams M1A2	1000	32.5	1920	140	55	3	700k
T-55	300	25	1240	95	36	4	200k
T-62	350	25	912	95	36.5	4	300k
T-72	350	30	1360	60	40	3	400k
T-74	400	27.5	1360	60	41	3	400k
T-86	450	30	1360	60	40	3	500k
T-90	650	30	1360	60	40	3	600k
M-81	350	30	1360	65	39	4	350k

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Appendix 3A - Mid Tech Vehicles - Twilight 2000

Self-Propelled Artillery

<u>Type</u>	<u>Arm</u>	<u>Klh</u>	<u>Tank</u>	<u>Con</u>	<u>Weight</u>	<u>Crew</u>	<u>Cost</u>
MPGS-90	40	45	290	17.5	13	4	250k
LAV-PIVAD	40	45	290	17.5	12	3	100k
M17 LAVAA	40	45	290	17.5	12	3	100k
M48 Chaparral	-	30	380	35	13	6	150k
M109-A2 SP	50	27.5	450	37.5	25	6	300k
M110-A2 SP	50	23.8	704	45	31	6	375k
M691 Diana	1000	35	1920	140	44	3	700k
M741-A6 PIVAD	30	30	450	37.5	11	3	75k
M757 Blazer	55	35	650	50	21	4	200k
M901 ITV	30	30	360	30	11	3	75k
M917 ADATS	60	40	520	32.5	15	3	225k
M920 M2 AT	55	35	650	50	20	3+7	200k
M948 LARS	-	30	360	30	18	3	225k
M975-A3 Roland 2	50	27.5	450	37.5	26	4	300k
M988 DIVAD	100	25	1400	70	48	3	100k
M990 ADA	80	40	520	32.5	15	3	250k
M993 MLRS	-	35	650	50	22	3	250k
SAU-122	120	30	550	32.5	23	4	200k
SAU-152	120	25	500	42.5	28	5	250k
ZSU-30-6	30	22.5	250	20	14	4	100k

Appendix 4A - Mid Tech Equipment - Twilight 2000

Explosives

- **Dynamite Stick**

Common explosive used by civil engineers for demolitions. Relatively easy to manufacture.
30kg case of 100 sticks at 750Cr.
0.25kg stick at 10Cr.

- **Plastic Explosive**

Plastic explosive can be molded to a specific shape and will adhere to most surfaces. It will not explode if burned and can only be detonated by another explosion, usually a blasting cap.
30kg case of 20 blocks at 650Cr.
1kg block at 30Cr.

- **Anti-Personnel Mine**

Military issue only.
20kg case of 4 at 200Cr.
4kg mine at 50Cr.

- **Anti-Tank Mine**

Military issue only.
35kg case of 2 at 200Cr.
12kg mine at 100Cr.

- **Claymore Mine**

Military issue only.
25kg case of 6 at 800Cr.
2kg mine at 250Cr.

- **Engineer Demolitions Kit**

Contains an assortment of blasting caps, time fuses, fuse wires and detonators to enable a character to rig explosive charges and fuse them for a time delay, remote detonation, contact, movement, pressure or tamper detonation.
5kg kit at 750Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

Generators

- **1.5Kw Generator**

Standard issue generator, readily available.
Fuel consumption of 0.5L/hour
50kg generator at 200Cr.

- **5Kw Generator**

Standard issue generator, readily available.
Fuel consumption of 1.25L/hour
150kg generator at 700Cr.

- **10Kw Generator**

Standard issue generator, limited availability.
Fuel consumption of 1.8L/hour
250kg generator at 1,200Cr.

- **60Kw Generator**

Standard issue generator, limited availability.
Fuel consumption of 10L/hour
600kg generator at 8,000Cr.

- **100Kw Generator**

Military issue generator, restricted availability.
Fuel consumption of 12.5L/hour
1,000kg generator at 15,000Cr.

- **500Kw Generator**

Military issue generator, restricted availability.
Fuel consumption of 42.5L/hour
2,500kg generator at 50,000Cr.

Alcohol Stills

- **Small Still**

Uses 30kg of organic material each day and will produce 5L of alcohol each day.
700kg still at 500Cr.

- **Medium Still**

Uses 80kg of organic material each day and will produce 35L of alcohol each day.
2,000kg still at 2,500Cr.

- **Large Still**

Uses 3,000kg of organic material each day and will produce 2,400L of alcohol each day.
83,000kg still at 200,000Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

Heaters and Coolers

- **Small Freezer**

A 1 cubic-foot freezer suitable for preserving food or medical supplies. It can only be powered either by a vehicle battery or a generator.

Power consumption of 0.12Kw

20kg freezer at 100Cr.

- **Large Freezer**

A 14 cubic foot freezer. It can only be powered by a generator.

Power consumption of 1.4Kw.

175kg freezer at 1,000Cr.

- **Portable Heater**

Suitable for one average sized room.

Power consumption of 4.75Kw.

3kg heater at 200Cr.

- **150L Water Heater**

Standard water heater, readily available.

Power consumption of 175Kw.

180kg heater at 1,500Cr.

- **Small Refridgerator**

A 1 cubic-foot fridge suitable for preserving food. It can only be powered by a vehicle or generator.

Power consumption of 0.1Kw.

20kg fridge at 100Cr.

- **Large Refridgerator**

A 14 cubic-foot fridge suitable for preserving food.

Power consumption of 1.3Kw.

150kg fridge at 1,000Cr.

- **Military Field Cooker**

Standard military issue.

Fuel consumption of 2L/hour.

250kg cooker at 1,000Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

Hand Tools

- **Basic Hand Tools Kit**

Small hand tools suitable for a variety of purposes, includes wrenches, pliers, screwdrivers, etc.
5kg kit at 200Cr.

- **Power Hand Tools Kit**

A selection of power tools including a chainsaw, 9" rotary saw, drill, and other electrical tools.
Power consumption of 4Kw. - (For whole kit).
35kg kit at 500Cr.

- **Wheeled Vehicle Tool Kit**

Specialised tools for repair and maintenance of wheeled vehicles. It includes spark plug wrenches, torque wrenches, a grease gun, etc.
10kg kit at 500Cr.

- **Tracked Vehicle Tool Kit**

As above, but for tracked vehicles.
15kg kit at 1,000Cr.

- **Aircraft Tool Kit**

As above, but for small aircraft.
22kg kit at 2,000Cr.

- **Excavating Tool Set**

Picks, shovels, mattocks, etc.
20kg set at 300Cr.

- **Construction Tool Set**

Hammers, saws, squares, hatchets, chisels, and other woodworking tools.
30kg set at 500Cr.

- **Small Arms Tool Set**

Specialised tools for the repair and maintenance of small arms.
5kg set at 200Cr.

- **Heavy Ordnance Tool Set**

As above, but for heavy weapons.
25kg set at 750Cr.

- **Electrical Tool Kit**

Specialised tools for work on electrical appliances, wiring, and non solid-state equipment.
3kg kit at 500Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

Hand Tools

- **Electronic Tool Kit**

As above, but for work on solid-state electronic devices such as radios, radar, etc.
3kg kit at 1,000Cr.

- **Arc Welding Unit**

Operates from an internal generator, which cannot be modified for any other use.
Fuel consumption of 10L/hour.
75kg unit at 500Cr.

- **Portable Machine Shop**

A trailer containing powered machine tools, including a bench grinder, horizontal and vertical boring machines, a milling machine, metal and woodworking lathes, and numerous other machine tools. It can be towed by any truck larger than a 3/4 ton truck.
Power consumption of 60Kw.
1.75ton shop at 75,000Cr.

- **Lockpick Tool Set**

Picks, torsion wrenches, shims, stethoscope, and other equipment to open all types of locks.
0.5kg set at 20Cr.

Radio Equipment

- **2klm Hand Unit**

Powered from internal RC batteries.
0.5kg unit at 250Cr.

- **5/25klm Backpack/Vehicle Unit**

Powered from either internal RC batteries - (5klm range), or a vehicle - (25klm range).
5kg unit at 500Cr.

- **50klm Vehicle Unit**

Powered by a vehicle.
10kg unit at 1,500Cr.

- **50klm Secure Vehicle Unit**

Powered by a vehicle, with an integral scrambler/descrambler unit.
10kg unit at 6,000Cr.

Range Finder Equipment

- **Portable Laser RF Unit**

Powered from internal RC batteries. Reads out the distance to a designated target.
0.2kg unit at 1,000Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

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- **Vehicle Laser RF Unit**

Powered from a vehicle. Reads out the distance to a designated target.
5kg unit at 1,500Cr.

- **Portable Coincidence RF Unit**

Powered from internal RC batteries. Reads out the distance to a designated target.
1kg unit at 500Cr.

- **Vehicle Coincidence RF Unit**

Powered from vehicle. Reads out the distance to a designated target.
3kg unit at 700Cr.

- **Vehicle Laser RF Unit with Ballistic Computer.**

Vehicle powered. Feeds target correction data directly into onboard targeting computer.
5kg unit at 10,000Cr.

- **Reticle Gunsight**

An old style, non-electrical range finder.
Unit at 10,000Cr.

Vision Devices

- **4x Binoculars**

Standard military issue, rubber armoured and gas filled.
0.5kg at 100Cr.

- **25x Image Intensifier Unit**

Standard military issue, restricted. Powered from internal RC batteries. Rubber armoured and gas filled. Can also function as normal binoculars.
1kg unit at 2,500Cr.

- **Starlight Scope Unit**

Powered from internal RC batteries.
2kg unit at 1,000Cr.

- **Infra-Red Goggles Set**

Powered from internal RC batteries.
0.5kg set at 250Cr.

- **Infra-Red Spotlight Unit**

Powered from a vehicle.
5kg unit at 150Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

- **White Light Spotlight**

Powered from a vehicle.
5kg unit at 100Cr.

- **Thermal Imaging Sight Unit**

Powered from internal RC batteries.
1kg unit at 5,000Cr.

Radar Equipment

- **Ground Surveillance Unit**

Vehicle powered, through a 100m cable to permit limited tactical mobility.
7kg unit at 40,000Cr.

- **Mortar Counter-Battery Unit**

Vehicle powered, through a 100m cable to permit limited tactical mobility.
7kg unit at 100,000Cr.

- **Artillery Counter-Battery Unit**

Vehicle powered, through a 100m cable to permit limited tactical mobility.
7kg unit at 200,000Cr.

Laser Designator Units

- **Man Portable LD Unit**

Powered from internal RC batteries.
3kg unit at 1,000Cr.

- **Vehicle LD Unit**

Vehicle powered.
5kg unit at 2,000Cr.

NBC Equipment

- **Chemical Sniffer Unit**

Powered from internal RC batteries.
2kg unit at 500Cr.

- **Optical Chemical Sniffer Unit**

Powered from internal RC batteries.
2kg unit at 2,000Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

- **Gieger Counter Unit**

Powered from internal RC batteries.
0.5kg unit at 500Cr.

- **Military Gas Mask**

Standard military issue gas mask.
1kg mask at 1500Cr.

- **Steam Decontamination Trailer**

Operates from integral 60Kw generator, requires fuel as 60Kw generator.
1 ton trailer at 5,000Cr.

- **Chemical Defense Suit**

Standard Military issue.
8kg suit at 1,000Cr.

Medical Supplies

- **General Anesthetic**

Available in two forms, liquid for injection, and gaseous.
100 units at 0.5kg for 1,000Cr.

- **Local Anesthetic**

Standard medical issue.
100 units at 0.5kg for 1,000Cr.

- **Antibiotic**

'+', '-', '+/-' varieties. Available in two forms; liquid which requires refrigeration, and oral. Oral costs 250Cr.
more per 100 units.
100 units at 0.2kg for 500Cr.

- **Anti-Fever**

Standard medical issue.
100 units at 0.5kg for 500Cr.

- **Atropine**

Liquid form, standard military issue.
100 units at 0.5kg for 500Cr.

- **Atropine Field Issue Pac**

Military issue, premeasured automatic injectors, which can be used by non-medical personnel.
10 units at 0.5kg for 75Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

- **Pain Reliever (Mild)**

Oral, pill form only.
100 pills at 0.1kg for 500Cr.

- **Sedative (Mild)**

Oral, pill form only.
100 pills at 0.1kg for 500Cr.

- **Sedative (Strong)**

Liquid, for injection only.
100 units at 0.5kg for 500Cr.

- **Whole Blood**

Standard human blood pack.
1 Unit at 0.5kg for 25Cr.

- **Blood Plasma**

Standard human plasma pack.
1 unit at 0.5kg for 10Cr.

- **Surgical Instruments Set**

Scalpels, forceps, haemostats, clamps and other tools for major surgery.
5kg set at 2,500Cr.

- **Personal Medical Kit**

An individual soldiers first aid kit. Includes bandages, 1 unit of +/- antibiotic, and other first aid materials.
0.2kg kit at 100Cr.

- **Doctors Medical Kit**

Medical equipment and drugs. Includes 10 units of each drug type, plus bandages and tools for minor surgery.
5kg kit at 1,000Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

Body Armour

- **Kevlar Flak Jacket**

Military issue. Equivalent to Fabulon armour for protection.
4kg jacket at 800Cr.

- **Plate Insert Jacket**

Military issue. Steel plate insert for protection.
8kg jacket at 400Cr.

- **Ballistic Nylon Helmet**

Military issue. Equivalent to Fabulon armour for protection.
0.5kg helmet at 50Cr.

- **Steel Helmet**

Military issue. Equivalent to Steel Plate armour for protection.
1kg helmet at 50Cr.

Personal Equipment

- **Fatigues**

Standard military issues. Includes boots and socks etc.
4kg set at 50Cr.

- **Rucksack**

Standard military issue. Weight given is empty.
2kg rucksack at 20Cr.

- **Flashlight**

Standard military issue. Powered by internal RC batteries. Waterproof and rubber armoured.
1kg light at 20Cr.

- **Combat Webbing**

Standard military issue.
2kg webbing at 10Cr.

- **Shelter Half**

Standard military issue.
0.5kg at 25Cr.

- **Sleeping Bag**

Standard military issue.
4kg bag at 50Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

- **Thermal Fatigues**

Standard Arctic military issue. Includes boots, socks etc.
3kg set at 100Cr.

- **Parka**

Standard arctic military issue.
3kg parka at 150Cr.

Other Equipment

- **20L Jerry Can**

For carrying fuel and other liquids.
1kg can at 25Cr.

- **4 Man Tent**

Standard military issue.
12kg tent at 100Cr.

- **10 Man Tent**

Standard military issue.
35kg tent at 250Cr.

- **Horse Tack**

Includes saddle, bridle, stirrups, saddle-blanket etc.
10kg set at 50Cr.

- **Aqualung Set**

2 O₂ tanks, fins, mask and regulator. One tank contains enough air for 30 minutes underwater, up to two tanks may be connected to a single regulator for use.
12kg set at 300Cr.

- **Rebreather**

A device which absorbs CO₂ from exhaled air and bleeds pure O₂ into it. One O₂ tank is used at a time, and contains enough for 30 minutes underwater. Fins and mask are included.
10kg set at 400Cr.

- **Rebreather Recharge Kit**

For use with the rebreather. Includes a can of CO₂ absorbent and a small can of pure O₂, enough to recharge a rebreather for 30 minutes underwater.
5kg kit at 100Cr.

Appendix 4A - Mid Tech Equipment - Twilight 2000

- **Air Compressor Kit**

For filling aqualung tanks, tires, rafts and other items requiring compressed air.
Fuel consumption of 0.5L/Hour
45kg kit at 200Cr.

- **Skis - Cross Country**

Includes poles, skis, boots and binders.
8kg set at 250Cr.

Roleplaying Systems used in the design of these rules

Fantasy RPG's

Runequest 2	Chaosium Inc.
Runequest 3	Avalon Hill & Chaosium Inc.

War/SF RPG's

Aftermath	?
Twilight 2000	Game Designers Workshop
Traveller	Game Designers Workshop
Traveller 2300	Game Designers Workshop
MegaTraveller	Game Designers Workshop