

Guns and Butter is the equipment e-sourcebook for Fuzion™, created by the Scope Team. This is the core G&B for modern military campaigns. Everything on this page exists and is in use by modern military forces. Additional G&B e-supplements will be created for several other time periods (Aliens, Vietnam, WWII). Comments, questions, missing items? Please email [Heckmanc@erols.com](mailto:Heckmanc@erols.com)

**Class I. Subsistence** – The basic supplies required to sustain life and health on a temporary basis.

**Class II. Clothing and Individual Equipment** – uniforms, combat equipment, tentage, tool sets and tool kits, administrative and cleaning equipment and supplies.

**Class III. Petroleum, Oils and Lubricants (POL)** – oils including preservatives, liquid and compressed gases, chemical products, coolants, deicing and antifreeze compounds.

**Class IV. Construction Materials** – installed equipment, fortification and barrier materials such as wood, wire, sandbags.

**Class V. Ammunition** – all types including chemical, biological, radiological and special weapons along with fuzes, detonators, pyrotechnics and associated items.

**Class VI. Personal Demand Items** – nonmilitary health, comfort and recreational items.

**Class VII. Major End Items** – end products that are considered principal items (tanks, vehicles, mobile machine shops, etc.)

**Class VIII. Medical / Dental Supplies** – includes medicines, drugs, major and minor pieces of equipment.

Class IX. Repair Parts – for all nonconsumable end items.

Class X. Non-military Programs – includes material used to support non-military / civic action programs such as agricultural and economic development.

#### **Class I. Subsistence**

**MRE** (Meal, Ready to Eat): Self contained meal packets. The meals come 12 to a case, consisting of an entree, cracker pack, cheese spread, mixed fruit, beverage powder, spoon, coffee, cream substitute, sugar, candy, matches and toilet tissue. Sample meals are chicken a la king, spaghetti, tuna casserole. Shelf life is 10 years. 0.6 kg per meal, Minimum 2 meals per day (1.2 kg)

**Energy Bars and Energy Gel** - High calorie, high carbohydrate food supplements. If packing Energy Supplements reduce required MRE weights to 1 kg per day, this mass includes the supplements. This assumes that the Energy supplements are accounting for a maximum of 1/3 of the caloric intake. If living off of Energy supplements alone figure 0.8 kg per day, however increase required daily water intake. GM's take note: living off Energy supplements for more than 2-3 days would be extreme and should have repercussions.

**Water** a minimum of two liters is required per day, increase to five liters every two days if using energy supplements. Increase to four liters per day in arid conditions. See canteens below to determine appropriate mass values.

## **Class II. Clothing and Individual Equipment**

Class IIB Ground Support Materials

Class IIE General Supplies

Class IIF Clothing and Textiles

Class IIM Weapons

Class IIT Industrial Supplies (cable, chain, bolts, etc.)

### **Class IIB Ground Support Materials**

#### **Canteens:**

**Canteen with cover** - 1 Liter. 1.3 kg full, 0.3 kg empty. 1 man requires 2 liters per day, 4 liters per day in the desert

**Canteen Cup & Stand** – for drinking, cooking, shaving, etc. 0.4 kg

**2 Liter Reserve Canteen and cover** - 2.5 kg full, 0.5 kg empty.

**5 Liter Reserve Canteen Bladder** - 5.2 kg full, 0.2 kg empty. Can also be used as a float or a pillow!

**Pack Canteen Bladder** - fits inside Alice Pack Frame with Drinking hose. 2 liters. 2.5 kg full, 0.5 kg empty.

#### **Load Bearing Equipment:**

**A.L.I.C.E. Suspenders & Pistol Belt** - 0.7 kg. Accessories: First Aid Dressing & Compass Pouch (0.1 kg), 6 Shotgun Shell Pouch (0.1 kg), 2 Pistol Magazine Pouch (0.1 kg), 3 Rifle or SMG Magazine & 2 Grenade Pouch (0.2 kg), GPMG or SAW ammo Pouch (0.2 kg).

**Pistol Holster** - hip or shoulder, with pouch for 1 extra magazine. 0.3 kg

**Tactical Load Bearing Vest (TLBV)** - 4 pre-formed, double stitched ammo compartments with both velcro and non-glare snap flaps. Lower fast access utility pockets. Two quick release buckles and 10 non-glare and velcro tie down straps for other mission required gear. 0.7 kg. ALICE accessories equivalents with weights listed above.

**Grenadier TLBV** - 4 pre-formed rifle magazine compartments with velcro / non-glare snaps. 20 40mm Grenade fast access pockets. Velcro and non-glare snap tie downs for additional accessories. 0.9 kg

**SAW Gunner TLBV** - 4 pre-formed ammo compartments (rifle) and 2 pre-formed SAW ammo compartments (SAW 200 rd Box) with velcro / non-glare snaps. Velcro and non-glare snap tie downs for additional accessories. 0.9 kg

**Rapelling Harness** - worn over trousers. 1.8 kg

**Load Bearing Equipment/Special Patrolling Insertion Extraction (LBE/SPIE) System** – "provides a modular load-bearing system capable of carrying an individual reconnaissance Marine's combat essential equipment while enhancing the capability to quickly and easily conduct rappelling insertions and SPIE operations." Essentially combines ALICE Suspenders, Pistol Belt and Rapelling Harness in one. 2 kg. ALICE Suspender/Pistol Belt accessories may be used with this system.

**Shotgun Bandolier** - 60 rounds, 0.5 kg

**40mm Grenade Bandolier** - 15 rounds, 0.5 kg

**6 Pack Ammo Bandolier** - with pockets for 6 rifle size magazines, 0.5 kg

**Shotgun Bandolier Sling** - holds 15 shells, 0.1 kg

**Day Pack** - – reduce mass of contents by 5% for purpose of calculating load, 0.9 kg

**Field Pack, Small (FPS)** - – reduce mass of contents by 10% for purpose of calculating load, 1.4 kg

**Field Pack, with Internal Frame (FPIF)** - – reduce mass of contents by 15% for purpose of calculating load, 3.2 kg

**Field Pack, Large, with Internal Frame (FPLIF)** – reduce mass of contents by 20% for purpose of figuring load, 3.6 kg

**Drag Bag** - heavily padded, ballistic cloth carry case for a rifle, particularly a sniping rifle with accessories. Back straps as well as "drag strap" for use while stalking. 0.9 kg

**Pack Liner** - Waterproof with drawstring closure, 0.1 kg

**Pack cover** - Arctic, desert, camouflage patterns, black. Waterproof. 0.1 kg

#### **Bedrolls:**

**Survival Blanket** - Super insulating metalized polyester fiber filled blanket. Waterproof and windproof, retains 80% of body heat. 0.1 kg

**Sleeping Pad** – folds or rolls for stowage. 0.5 kg

**Lightweight Sleeping Bag** - (-5 deg C) 1.4 kg

**Sleeping Bag** - (-15 deg C) 2.3 kg

**Heavyweight Sleeping Bag** - (-30 deg C) 2.7 kg

**Modular Sleeping Bag (MSB) System** is a two-bag system consisting of a lightweight outer patrol bag (temperature rated to 0° C) and an intermediate inner bag (temperature rated to -15° C). The bags can be used

independently or mated together to form the extreme cold weather bag rated to -25° C. The MSB incorporates the latest sleeping bag technology using lightweight polyester fibers for insulation. It comes with a compression stuff sack for easy stowage. Patrol Bag: 1.1 kg. Inner Bag: 2 kg

**Bivy Cover** is a waterproof, windproof bag designed to be used with the modular sleeping bag or by itself. It incorporates the same material that is used in the extended cold weather clothing system. It comes with a breakaway zipper that can completely enclose the occupant but still provides quick egress. 1 kg

#### **Tentage:**

**Infantry shelter** is made of 1.9 oz. ripstop nylon. It features a tent with an integrated waterproof floor and a waterproof, opaque free standing fly with vestibule. The tent will sleep two Marines with gear and provides protection from wind, rain and vectors. It can be quickly erected and struck using collapsible aluminum poles. 3.6 kg

**3 Man Dome Tent** - 2.7 kg

**4 Man Dome Tent** - 5.9 kg

**Extended Cold Weather Tent (ECWT)** is a dome structure with a waterproof, opaque, fly sheet. It is designed to be stable in high winds and durable in poor environmental conditions. The shelter has a vestibule entrance area with enough space for 2 men to shed their packs and cold weather clothing before entering the tent body. It can be assembled by one person. 9 kg

**Camouflage Net** - 10' x 20'. 5 kg

#### **Cold Weather Gear:**

**Snowshoes** - 2 kg

**Cross Country Skis** - 3 kg

Cross Country Ski Poles - ?? kg

#### **Mess Kits:**

**Field Stove** - This stove is a lightweight, portable commercial item that burns white gas, kerosene, unleaded and diesel fuel at altitudes up to 12,000 feet. It requires little maintenance, is durable and easy to use. It has a 8,500 BTU output and can be used to heat water, food, and in an emergency, the ECW tent. 1 kg. Fuel to cook with 0.3 kg per day.

#### **NBC Protective Equipment:**

**Gas Mask** - 0.9 kg

**Hooded Gas Mask** - with hood, hip pouch and strap. 1.2 kg

**Improved Chemical/Biological Protective Masks** These masks consist of a silicone rubber face piece with an in-turned peripheral face seal and binocular rigid lens system. A face-mounted canister (gas and aerosol filter) can be worn on either the left or the right cheek, and withstand a maximum of 15 nerve, choking, and blister agent attacks. It will also withstand a maximum of 2 blood agent attacks. Biological agents do not degrade the filter. The mask is furnished in small, medium, and large sizes. It provides the user with unobstructed and undistorted forward vision, and corrective lenses can be obtained. The mask also permits intelligible speech, does not interfere with hearing and provides for a drinking capability while being worn. Because of these features, the mask can be worn continuously for 8 to 12 hours. Microphone air adapters will be provided for combat vehicle and aircraft applications. 1.2kg

**HAZMAT Assault Mask** - with hood. It possesses enhanced communications and an expanded field of view over the standard protective mask. 1.2 kg

#### **Tool Kits:**

**Electrical Repair Kit** - specialized tools for working on electrical appliances, wiring and non-solid state equipment. 3 kg

**Electronic Repair Kit** - specialized tools for working on solid state electronics. Such as radios, radar, etc. 3 kg

#### **Miscellaneous:**

**Binoculars** - Standard, 4x. 0.5 kg

**Image Intensifier** - Battery powered, 25x. 1 kg

**Telescopic Weapon Sight** - Magnification varies. 0.5 kg

**Entrenching Tool** - 0.9 kg

**Handcuffs** - 0.3 kg

**Gun Cleaning Kit with roll up case** - .22 to .45 caliber brushes, etc, 0.5 kg

**Caltrops** - sharp pointed, four pronged spikes designed to always land with a spike up. Scatter in an area to slow pursuit. 0.2 kg each.

**Jelly Bearings** - Jellybean sized capsules filled with a low viscosity fluoro-carbon lubricant to slow down or trip pursuers. 0.1 kg per 50. (Used at about 20 per square meter)

**Lensatic Compass with lanyard** - 0.1 kg

**Supertool** - pliers/wire cutters, four screwdrivers, file, awl/punch, can and bottle opener, knife blade, electrical crimper, serrated blade, wire stripper, wood/bone saw and 9" ruler. 0.2 kg

**Knife Sharpener Kit with case** - includes knife clamp and angle guide. 0.5 kg

**Knife Sharpener** - 0.3 kg

**Grapnel** - 3 pronged climbing grapnel. 0.8 kg

**Padded Grapnels** - 3 pronged with plastic padding. 0.5 kg

**Leg Gaffs** - for climbing poles, tress, etc. 0.5 kg

**Magnetic Climbing Disks** - self explanatory. 0.6 kg per pair

**Rope Deployment Bag** - designed to store and deploy rope without tangling. 0.2 kg

**Revolver Speedloader** - negligible

**Mattax** has a two-sided metal head between 9-11 inches long: one side is a mattock and the other side is an ax. It comes with a carrying case which can be affixed to the equipment belt or pack. It has a 24-inch handle constructed of wood. The handle is replaceable and separable from the head. Normally one man in the fireteam will have this tool. 2 kg

**Crooked Flashlight** - 0.2 kg

**Mini-Mag Lite** - 0.1 kg

**Mag-Lite** - 0.4 kg

**Military Strobelight** - visible or IR. 15 mile visibility at 1500 feet. Strokes for 9 hours before battery needs replacement. 0.1 kg

**Combat Knife** - includes Kabar, Kukri, Gerber, Bowie, etc. 0.5 kg

**Machete** - 0.9 kg

**Earplugs** - negligible

**Weapon Cleaning Kit** - .22 - .50 caliber. 0.2 kg

**Handheld Mirror** - With 30cm handle to peak around corners, under equipment, etc. 0.2 kg

**Hand Tools** - wrenches, pliers, screwdrivers, etc. Wrapped in a black leather carry case. 5 kg

**Lockpick Tools** - 0.5 kg

**Tactical Drill** - Cordless, high quality, muffled drill. 2 kg

**Weapon Sound Suppressors** - suppresses weapon report. Not a silencer. Does not require subsonic ammo, although subsonic ammo will reduce the weapon's report further. **Pistol** 0.2 kg, **SMG** 0.6 kg, **Rifle** 0.8 kg

Sewing Kits

Pocketknives

AM Radios

FM Radios

Sunglasses

### **Class IIE General Supplies**

**Milspec "Speed Tape"** - 2" x 180' Roll of Duct Tape, etc. Olive Drab, Black, Camo, etc. 0.5 kg

**Camo Compact** - Dark Green, Light Green, Tan & White. 0.1 kg

**Para Cord** - 500 lb (225 kg) test. 100 ft coil (30m), 0.2 kg

**Rapelling Rope** - 6,500 lb (2,950 kg) 150' coil (45m), 3.6 kg

### **Class IIF Clothing and Textiles**

**1 set BDU's** - Battle Dress Utilities, includes blouse, trousers, cover, t-shirt, boxers, socks, web belt and boots. 3.2 kg. BDU can be numerous different colors and camouflage patterns and can be replaced by fire resistant coveralls or waterproof rainsuits. Cover (hat) can be a utility cap, beret, balaclava, watch cap, bush hat or ball cap. Boots can be combat, desert, jump or jungle. Replace with three-quarters, hot weather or GSG-9 boot at a mass savings of 0.4 kg. Replace with improved Jungle or tanker boots at a mass cost of +0.5 kg. Spare set of BDU's (no boots), 1 kg, spare set of skivvies including socks, 0.2 kg.

#### **Camouflage Items:**

**Ghillie Suit** – replace BDU blouse and trousers with an oversized set of coveralls that has had extensive camouflage material sewn onto it. The wearer looks like a walking bush and should receive a significant bonus to any attempt to hide or to stay hidden. Includes hood. +1 kg if replacing BDU blouse and trousers, 2 kg if carried or worn in addition to BDU's.

**Camo Body Veil** – Bonus to any attempt to hide or stay hidden. Includes limited infrared masking. 1 kg

**Overwhite Parka and Trousers** - oversize, with oversize hood. Infrared masking, intended for camouflage value only, minimal thermal protection. 0.9 kg

**Rainsuits:**

**Rain Poncho or Anorack** - 0.5 kg

**Cold Weather Gear:**

**Field Jacket with Liner** – numerous camouflage patterns and colors available. 2.1 kg

**Wep Jacket or Night Desert Parka** - Medium weight jacket or parka. Numerous colors available and desert camouflage pattern. 0.9 kg

**Cold Weather Parka** – white, gray or blue parka with fur lined deep hood. 1.8 kg

**Intermediate Cold Wet Boot** The ICW boot is a leather boot that features a waterproof liner, comfort liner and 200 grams of insulation. 2.5kg, +0.7 kg if replacing a standard pair of boots in the BDU package.

**Body Armor:**

**Kevlar Helmet** - includes chinstrap, sweatband, cover and helmet band. (Fuzion KD: 14, Scope SP:4) 1.5 kg. Protects head, other than face. Protects against 60% of head hits from the front.

**Riot Face Shield** - attaches to PASGT helmet. (Fuzion KD: 10, Scope SP: 3) 0.5 kg. Protects face.

**Visored Helmet** – looks like a skateboard helmet, has built in communication jacks (Fuzion KD: 10, Scope SP:3) 1.5 kg. Protects entire head.

**Flash Goggles** - protects from flash bang grenades, etc. Unnecessary if using a helmet visor. 0.5 kg

**Ear Protectors** - Already built into the Visored Helmet. 0.2 kg

**Ballistic T-Shirt** - (Fuzion KD: 3, Scope SP: 1) 0.9 kg. Protects Chest, Stomach and Shoulders.

**Ballistic T-Shirt** - (Fuzion KD: 4, Scope SP: 1) 1.4 kg. Protects Chest, Stomach and Shoulders.

**Ballistic Coveralls** - (Fuzion KD: 3, Scope SP:1) 3.4 kg. Protects all but head, hands and feet.

**The Assault Vest** - (Fuzion KD: 6, Scope SP: 2) with pockets for steel / ceramic inserts, 6 rifle magazines, and accessories 2.7 kg. Protects Chest and Stomach.

**Ranger Body Armor, RBA** - (Fuzion KD: 8, Scope SP: 2) with breast pocket for ceramic insert 3.6 kg. Protects Chest and Stomach.

**Steel Insert** - (Fuzion KD: 14, Scope SP:4). 4.3 kg each (1 can be worn on chest and / or 1 on back) Protects against 80% of Torso hits from the appropriate direction.

**Ceramic Insert** - (Fuzion KD:17, Scope SP:5). 3.6 kg (1 can be worn on chest and / or 1 on back) Protects against 70% of Torso hits from the appropriate direction.

**Ballistic Jackets** - Worn alone or under a Field Jacket. Ranges from Light, Medium, Heavy to Super Heavy (Fuzion KD: 4L, 5M, 6H, 7S, Scope SP: 1LM, 2HS) L:2.7 kg, M:3.6 kg, H:4.5 kg, S:5.5 kg. Protects Chest, Shoulders, Arms and Stomach

**NBC Protection:**

**Chemical Protective Overgarment** The suit consists of a coat and trousers. The coat features a full-length zippered opening covered by single protective flap, an integrated hood, hook, and pile sleeve closures. The trousers feature adjustable waist tabs, suspenders, and closures on the lower outside section of each leg. The suit can be worn over the duty uniform or undergarments. The suit is wearable in all environments and conditions and is compatible with the gloves, boots and mask. It is not degraded by fresh or salt water and is launderable. The suit employs spherical carbon technology to provide effective body protection from all known chemical/biological warfare agents while offering the best possible flow conditions for body heat dissipation, so that the suit is as cool as possible. The outside layer of material is cotton rip stop that has been corpel treated. The Saratoga Suit, Glove Set, M40 series mask, and Green Vinyl Overshoe (GVO) will provide a complete Chemical/Biological Protective ensemble. Protects versus Chemical agent vapors, aerosols, and droplets, and all known biological agents. Protection period: 24 hours Durability: 30 days continuous wear 2.3 kg including the Glove Set and the GVO.

## Class IIM Weapons

Most weapons within the following classifications are nearly interchangeable for game purposes. If you desire to carry a "Sig P226" instead of a "Pistol", knock yourself out! If you are so inclined, there are numerous sources on-line and in print to find the model specific mass and clip size. If you feel strongly about a specific weapon's stats, talk to your GM.

**The Great debate (9mm - .45 ACP):** The differences between these weapons (and the calibers in between) are not significant under the Fuzion damage scale. If you feel very strongly about it, (and don't mind adding a wrinkle of complication to your game) I would recommend the following alternative: lower a .45 ACP pistol's DC to 2, roll damage normally, reduce it by the target's Armor Value, then double the amount that penetrates.

Weapons in **bold** print are typically available to military and SWAT teams. Other weapons may require a special chit. Your GM can decide how tough these are to get.

The Cost column includes relative values only. This is not a catalog, retail or any other kind of price. Most of our Scope games involve military or paramilitary characters who do not have to buy their own weapons.

These weapon values were "created" using BTRC's **3G3** and the Fuzion conversion chapter from **More Guns! I** highly recommend them both! Website: <http://members.aol.com/btrc/index.html>

| Name                   | Caliber       | DC     | WA | Max.R. | Shots | ROF | Cost | Mass | Reload |
|------------------------|---------------|--------|----|--------|-------|-----|------|------|--------|
| Light Pistol           | .22 LR        | 1      | -2 | 10m    | 6     | 4   | 60   | 0.3  | 0.1    |
| Light Pistol           | 380 ACP       | 2      | -1 | 20m    | 7     | 4   | 270  | 0.7  | 0.2    |
| Pistol                 | 9mm - .45 ACP | 3      | 1  | 50m    | 15    | 3   | 720  | 1.2  | 0.3    |
| Revolver               | .357 Mag      | 3      | 1  | 50m    | 6     | 2   | 395  | 1.1  | 0.1    |
| Heavy Revolver         | .44 Mag       | 4      | 1  | 70m    | 6     | 2   | 585  | 1.9  | 0.2    |
| Heavy Pistol           | .44 Mag       | 4      | 1  | 70m    | 8     | 3   | 1030 | 1.8  | 0.3    |
| Machine Pistol         | .32 ACP       | 2      | 0  | 30m    | 20    | 20  | 360  | 2    | 0.4    |
| Machine Pistol         | .45 ACP       | 3      | -1 | 30m    | 30    | 18  | 245  | 3.5  | 0.8    |
| Machine Pistol         | 9mm           | 3      | 0  | 30m    | 30    | 15  | 270  | 2.5  | 0.5    |
| Sub-machinegun         | 9mm           | 3      | 2  | 150m   | 30    | 15  | 310  | 3.2  | 0.5    |
| Tommy Gun              | .45 ACP       | 3      | 1  | 70m    | 50    | 12  | 430  | 7.2  | 2.3    |
| Assault Carbine        | 5.56mm        | 5      | 2  | 150m   | 30    | 10  | 590  | 3.3  | 0.5    |
| Assault Rifle          | 5.56mm        | 6      | 2  | 200m   | 30    | 10  | 870  | 3.9  | 0.5    |
| Battle Rifle           | 7.62mm        | 7      | 2  | 300m   | 20    | 11  | 860  | 5    | 0.8    |
| Sniping Rifle BA       | 7.62mm        | 8      | 3  | 300m   | 10    | 1   | 1150 | 5.7  | 0.5    |
| Shotgun                | 12 ga – Slug  | 4      | 1  | 50m    | 7     | 2   | 410  | 4.1  | 0.5    |
|                        | 00 Shot       | 2*     | 0  | 20m    | 7     | 2   | 410  | 4.1  | 0.5    |
| Squad Automatic Weapon | 5.56mm        | 6      | 2  | 200m   | 200   | 14  | 730  | 10   | 3.1    |
| Light Machinegun       | 7.62mm        | 7      | 2  | 300m   | 200   | 9   | 975  | 16.3 | 5.8    |
| Grenade Launcher       | 40mm          | Varies | -1 | 30m    | 1     | 1   | 60   | 1.7  | 0.3    |
| <b>Unique Weapons:</b> |               |        |    |        |       |     |      |      |        |
| Name                   | Caliber       | DC     | WA | Max.R. | Shots | ROF | Cost | Mass | Reload |
| H&K CAW                | 12 ga         | 5      | 2  | 150m   | 10    | 6   | 610  | 4.3  | 0.6    |
| (Auto Shotgun)         | Flechette     | 3*     | 2  | 150m   | 10    | 6   | 610  | 4.3  | 0.6    |
|                        | Buckshot      | 1*     | 2  | 70m    | 10    | 6   | 610  | 4.3  | 0.6    |
| P90                    | 5.7mm         | 3      | 2  | 70m    | 50    | 15  | 320  | 3.2  | 0.4    |
| WA2000                 | .300 Mag      | 9      | 4  | 300m   | 6     | 2   | 4430 | 8.3  | 0.4    |
| Barrett Lt.50          | 12.7mm        | 11     | 3  | 400m   | 10    | 1   | 2390 | 17.9 | 1.1    |
| AK-47                  | 7.62mmS       | 6      | 1  | 200m   | 30    | 10  | 405  | 5.3  | 0.9    |
| AK-74                  | 5.45mm        | 5      | 1  | 150m   | 30    | 11  | 305  | 4.2  | 0.6    |
| Dragunov               | 7.62mmMN      | 8      | 3  | 300m   | 10    | 2   | 1740 | 4.6  | 0.3    |
| G-11                   | 4.73mm/c      | 6      | 2  | 200m   | 50    | 10  | 900  | 4.3  | 0.4    |

### **Class III. Petroleum, Oils and Lubricants (POL)**

Lubricants

RBC (Rifle Bore Cleaner)

### **Class IV. Construction Materials**

**Razor Wire Dispenser** - Mil-spec razor wire, 500 lb test, 3/4 inches wide, 55m /165 ft roll, dispenser separates razor as it is unrolled 2.3 kg

Cement

Nails

Copper Wire

Lumber

Electrical Hardware

### **Class V. Ammunition**

**Rubber Bullets** - reduced lethality rounds, normal mass, Stun damage.

**Special Shotgun Load: 12 ga Multiball** - rubber buckshot load, very low lethality but temporarily incapacitating impact, Stun damage.

**Special Shotgun Load: 12 ga Shok Lock** - ceramic / metal slugs designed to shoot locks and hinges off doors with no penetration through the door.

**Special Shotgun Load: 12 ga Starflash** - a small flashbang load which travels 50m or until impact and then performs similar to a flashbang grenade.

**Special Shotgun Load: 12 ga Tearblast** - a small CS load that explodes on impact and will fill a small room with CS (tear) gas

**Special Shotgun Load: 12 ga Teleshot** - a suppressed 000 shell. The shell consists of a rapidly expanding cylinder that drives the shot in a piston fashion while retaining the gases of the charge. Short range, but effective. (DC 2\*2), Range: 10m.

Mortar Rounds

**Claymore Directional Mine** – (HE 11, FRAG 3\*6) 2 kg

**Pursuit Deterrent Munition (PDM)** - approximately the size of a 9 volt battery, when thrown or dropped the M-86 deploys seven monofilament lines, each 6m long. If any of the lines is disturbed the mine is launched approximately 1m up before detonating. (HE 4, FRAG 2\*2) 0.5 kg

**Cordtex** - fast fuse burns at 20 m/sec. 0.5 kg per 15 m

**Engineer Demolitions Kit** - tools [4 kg ], 50 electric and 50 nonelectric blasting caps, 2 x 100m spools of Electrical Wire [5 kg each], 1 x 500m spool of trip wire [2 kg], Blasting Machine [0.5 kg], 2 x 100m coils of instant fuse [3 kg each], 2 x 100m coils of timed fuse [3 kg each], 50 Fuse Igniters, 5 Timers [0.25 kg each], 5 Booby Trap Igniters. Packed in a wooden chest. 30 kg. Weights of individual items are indicated above in brackets.

**Infiltration Alarm Flare** - Trip wire launched 20 second flare with airburst explosive device. 0.5 kg. (HE 4, FRAG 2\*2)

**Fuse** – various burn rates, anywhere from 1 cm/sec to 4 m/sec. 0.5 kg per 15m

**Illuminating Mine** - Trip wire or contact detonated, launches a 40 second flare. 0.2 kg

**Flares** - Handheld flare, 30 seconds at 500m. 0.2 kg

**Plastic Explosives** - C-4 (relative: 1) or TNAZ (relative: 1.5). 0.25 kg per Demo Unit

**Primercord** - detonates at 24,000 feet per second (relative: 0.1). 0.03 kg per meter

**TNT** - (relative: 0.75). 0.25 kg per Unit

**Various Igniters & Fuses** - negligible weight.

**Incendiary Grenade.** (Thermite) 0.9 kg

**Smoke Grenade** 0.7 kg

**Anti-Tank** - Shaped charge with fin stabilizers. 1 kg

**CS Grenade** - Non-lethal Powder Grenade. (CS powder) 0.2 kg

**Fragmentation Grenade.** (HE 7, FRAG 2\*3). 0.4 kg

**Incendiary / Smoke Grenade.** (White Phosphorous) 0.7 kg (HE 4, FRAG 4\*3).

**CN/DM Grenade** - Non-lethal Gas Grenade. (CN/DM) 0.6 kg

**CS Gas Grenade** - Non-lethal Gas Grenade. (CS) 0.4 kg

**Offensive Concussion Grenade.** 0.4 kg (HE 7)

**Sound and Flash Grenade.** A series of strobes and ear shattering noise makers. Stuns and disorients victims. (DC 7, Stun Damage) 0.25 kg

**Blinding Grenade.** 0.1 kg

**Mini Defensive Fragmentation Grenade.** (HE 3, FRAG 1\*2) 0.1 kg

**Penetrating CS 40mm grenade.** Penetrates up to 25mm solid wood before releasing liquid CS. Non-explosive, no danger of fire. 0.12 kg

**HEAT Rifle Grenade** - High explosive, Anti-Tank Rifle Grenade. 0.7 kg

**High explosive, airburst fragmentation 40mm Grenade.** On impact, initial charge propels grenade 0.5m above ground before primary charge spreads shrapnel 0.23 kg (HE 5, FRAG 2\*3)

**High Explosive / Fragmentation 40mm Grenade.** 0.23 kg (HE 5, FRAG 2\*2)

**HEAP 40mm Grenade** - High Explosive / Armor Piercing. 0.23 kg (HEAP 1K, HE 5, FRAG 3\*1)

**40mm Buckshot Round** - Antipersonnel. 0.12 kg (DC 2\*5)

**40mm Signal Flares** - Parachute Signal / Illumination Flares. 0.21 kg

**40mm CS** - Tear Gas Round. 0.3 kg

**Disorienting Rifle Grenade** - Flashbang Rifle Grenade designed to penetrate light structures before multiple flash detonations. 0.36 kg

**RAW HE** - Rifle Assault Weapon, High Explosive, Rocket propelled rifle grenade. 3 kg

**RAW HEAT** - Rifle Assault Weapon, High Explosive Anti Tank, Rocket propelled rifle grenade. 3 kg

**WP Rifle Grenade** - White Phosphorous Rifle Grenade. 0.7 kg



## **Class VI. Personal Demand Items**

**Watches** - 0.1 kg

Liquor

Candy

Soap

Lotion

Insect Repellent

Sunscreen

Toiletries

Toys

## **Class VII. Major End Items**

Class VIIA – Air

Class VIIB – Ground Support Material

Class VIID – Administrative Vehicles

Class VIIG – Electronics

Class VIIK – Tactical Vehicles

Class VIIL – Missiles

Class VIIM – Weapons

Class VIIN – Special Weapons

## **Class VIIIB – Ground Support Material**

### **SCUBA Gear:**

**Semi-Closed Circuit SCUBA Gear** - oxygen tank, nitrogen tank, regulator and mouthpiece, 2 hour endurance. 180' max depth. 40 kg

**Rebreather** is an Underwater Breathing Apparatus (UBA) that is the central item of equipment necessary to perform closed-circuit diving. The UBA provides a combat diver with enough oxygen to stay under the water for up to four hours. The exact time will depend on the individual diver's rate of breathing and his depth in the water. The UBA decreases a diver's chance of detection by its ability to prevent any exhaust bubbles from escaping to the surface. 25' safe depth, 40' max depth Weight: 12kg

**Wet Suit** - 2 kg (3 kg wet)

**Accessories** - Compass, depth gauge 0.2 kg

**Mask** - 0.2 kg

**Fins** - 0.5 kg

**Inflatable Life Jacket** - 0.4 kg

**Diving Belt** - 3-7 kg

### **Parachute Gear:**

**Parachute** – classic, main parachute. 15 kg.

**Parawing** – higher difficulty, more maneuverable and capable of more precision. 5 kg

**Reserve** – for emergencies. 5 kg

**Oxygen Mask & System** - required for jumps over 16,000 ft (5,000m). 5 kg

**Altimeter** - 0.5 kg

**Cold Weather Gear** - required for jumps over 10,000 ft (3,000 m). 3 kg

### **Heavy Tool Kits:**

**Carpentry Tools** - hammers, saws, squares, hatchets, chisels, etc. 30 kg

**Excavating Tools** - picks, shovels, mattocks, etc. 20 kg

**Power Hand Tools** - a chainsaw, rotary saw, drill, etc. Packed in a metal case. 35 kg

**Heavy Ordnance Tools** - specialized tools for repair of Heavy Weapons. 25 kg

**Small Arms Tools** - specialized tools for repair of small arms. 5 kg

**Vehicle Tools, Tracked** - specialized tools for repair and maintenance of tracked vehicles. 15 kg

**Vehicle Tools, Wheeled** - specialized tools for repair and maintenance of wheeled vehicles. 10 kg

**Explosives Detector Kit** - Packed in carry case. 13.5 kg

## **Class VIIG – Electronics:**

### **Communications:**

**Survival Radio** - survival radio and homing beacon. If the frequency and ID code of the search transmitter burst is correct, the beacon sends back a 0.4 second reply to the searcher that provides range and steering information to the pilot. The survival radio uses encrypted voice, beacon and transponder modes. 0.2 kg.

**Milspec Radio** a short range, handheld tactical radio for use primarily at the squad/platoon level. It is a lightweight, militarized transceiver providing two-way, voice-communications. Its nominal range for reliable communications over rolling, slightly wooded terrain is 3,000 meters. This radio enables small unit leaders to adequately control the activities of subordinate elements in carrying out the unit's mission. 1.2kg

**Light Radio** is a short range, hand-held, non-militarized radio for use primarily by support troops. It is a small, lightweight, Very High Frequency (VHF) radio capable of providing two-way voice communications at ranges up to three kilometers. This radio will be employed at the lowest echelon of command to control squad and teamsized elements of Combat Service and Combat Service Support units whose mission requires the use of a radio for control of supply areas, construction areas, convoys, base defense and dismounted rear battle operations. 0.7kg

**Tactical Radio** - "walkie-talkie", range 1 km. Includes throat mike and bone induction headset. 0.5 kg

**Secure Radio** - Capable of transmitting voice and analog or digital data up to 16 kbps. Employs electronic counter-countermeasures (ECCM) to minimize vulnerability to enemy electronic warfare and provides secure communications with an integrated communications security (ICOM) device. Range 20-30 km. 7 kg

**Pack Radio** - medium manpack radio with headset. Range 40 km. 15 kg

**Heavy Pack Radio** - long range manpack radio. Range LOS (to the horizon). 18 kg

**Satellite Downlink System** - with recorder for burst transmissions, use with any conventional radio replaces normal antennae. 4 kg

### **Electronic Navigation Systems:**

**Milspec GPS** is a small, handheld, Global Positioning System (GPS) receiver featuring selective availability/antispoofing (SA/A-S) 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, Universal Transverse Mercator, British National Grid and Irish Transverse Mercator Grid coordinates. It contains 49 map datums, and can be programmed to support navigation. It has a built-in-test feature, and is Night Vision Goggles (NVG) compatible. 1.3 kg

**Commercial GPS** - similar to the Milspec version without antijam capability, NVG compatibility or military hardening. 0.3 kg

### **Night Vision Devices:**

**Night Scope** - handheld, 450' range (135m), 0-4x Mag. 0.9 kg

**Night Vision Goggles (NVG)** - are a self-contained, passive, image intensifying, night vision viewing system worn on the head with or without the standard battle helmet or aviator helmet. The built-in infrared light source provides added illumination for close-up work such as map reading. **Magnification:** 1x; **Range, Man-Sized Target:**

**Starlight:** 50 meters, **Moonlight:** 150 meters. 0.9 kg

**Monocular Night Vision Goggles (NVG)** - is a single-tube night vision goggle, Generation III image intensifier which uses prisms and lenses to provide the user with simulated binocular vision. **Magnification:** 1x; **Range:**

**Starlight: Man-Sized Target:** 100 meters, **Vehicle-Sized Target:** 500 meters; **Moonlight: Man-Sized Target:** 300 meters. 0.7 kg

**Individual Weapon Night Sight** - a portable, battery operated, electro-optical instrument used for observation and aimed fire of weapons at night. It amplifies reflected light such as moonlight, starlight, and sky glow so that the viewed scene becomes clearly visible to the operator. **Magnification:** 3.6x **Range, Man-Sized Target: Starlight:** 350 meters); **Moonlight:** 550 meters. 1.8 kg

**Sniper Day/Night Sight (SD/NS)** - a portable, direct view system with a switch on, battery operated, electro-optical instrument used for observation and aimed fire of weapons at night. The Night Sight amplifies reflected light such as moonlight, starlight, and sky glow so that the viewed scene becomes clearly visible to the operator. **Magnification:** 8.5x **Amplification Range, Man-Sized Target: Starlight:** 350 meters); **Moonlight:** 550 meters). 2.2 kg

**Starlight Viewer** - Range 600m. Hand held. 1.5 kg

**Heavy Night Vision Sight** is a portable, battery operated, electro-optical instrument used for observation and aimed fire of weapons at night. It amplifies reflected light such as moonlight, starlight, and sky glow so that the viewed scene becomes visible to the operator. An eye guard prevents visible and infrared light from being emitted from the eyepiece. Weight: 3.6 kilograms. **Magnification:** 6.5x **Range, Vehicle-Sized Target: Starlight:** 900 meters **Moonlight:** 1100 meters

**Electronic IR Binoculars** - Infra-red device, 4x. 0.5 kg

**IR Laser Aim Device** - Infra-red Laser Aiming Device. Projects a 70cm tall laser line on target visible only with IR vision devices. Shooter determines height of line to use based on estimated range. 0.3 kg

**IR Aiming Light** - The Infrared Aiming Light is a lightweight, battery powered, pulsating infrared-emitting target marking beam, invisible to the naked eye. It allows the user to accurately engage targets at night while wearing night vision goggles. It marks targets out to a minimum of 100 meters and a maximum of 200-300 meters depending on the ambient light available. 0.3 kg

**Infra-Red Detector** - Range 1 km. Can detect human body heat through the skin of an aircraft. Requires 10 minutes to set up / dismantle. 15 kg

**Hand Held Thermal Imager** - Range 500m. 3.6 kg

**Infra-Red Viewer** - helmet mount ready. 0.5 kg

**Nightsight Viewer** - IR illuminator and sight. Range 100m. 2 kg

#### **Miscellaneous Electronics:**

**Laser Rangefinder** is a lightweight, hand-held, binocular-like laser rangefinder used for observation and target acquisition. It contains a panel assembly, optical assembly, and laser transmitter module. It can use either battery or vehicle power (using an adapter cable). The rangefinder provides the operator with the capability to accurately determine range to targets. Special features include: 7 x 15 sighting optics, a multiple target indicator, and minimum range adjustment. The rangefinder can take one ranging per second. It can take approximately 100 rangings before requiring a new battery. 2.3 kg. Max Range 9,900m

**Mine Detector** is a light weight, hand held, metallic mine detector. It is capable of detecting very small metallic objects such as small firing pins in plastic and wooden mines. The Mine Detector is capable of detecting mines in fresh or salt water, and objects buried up to 50 cm in the ground. 3.9 kg

**Surveillance Microphones / Transmitters** - "bugs" mass negligible.

**Portable Radio Jammer** - Range 1 km. 45 kg.

**Transponder** - emits homing beacon or message. Range 1 km, 10 km with antennae deployed. 1 kg.

**Radio Direction Finder** - returns bearing to radio transmitter. 2 kg.

**Chemical Agent Monitor** The CAM is a hand-held, man-operated device for monitoring chemical agent contamination on personnel and equipment. The CAM has two controls: an on/off push button switch and a mode select push button switch which selects the blister or nerve-agent mode of operation. The CAM detects vapors of chemical agents by sensing molecular ions of specific mobilities (time of flight) and uses timing and microprocessor techniques to reject inferences. It can detect and discriminate between vapors of nerve and blister agents and display the relative concentration. 3.2kg

**Fibre Optic Viewer** - 0.5 to 10m length. Insert through small holes, down chimneys or ductwork, etc. 1 kg per 5m.

**Mini Video Camera** - 0.75 kg

**Laser Sight** - visible laser aiming device, pistol 0.1 kg

**Laser Sight** - rifle. 0.5 kg

**Laser Sound Detector** - Range 10 km. 45 kg

**Portable Laser Range Finder** - Range LOS. 0.2 kg

**Shotgun Sonic Detector** - Range 1 km. 8 kg

**Platoon Early Warning System** - An operational system consists of ten detector anti-intrusion devices, two radio receivers, two interface wire links and other accessories packaged in two carrying bags. The system will operate in a variety of different types of terrain and under extreme temperature and climatic conditions with a very low false alarm rate. 5kg

**Perimeter Intrusion Device** - 8000' ultra thin trip wire connected to a sensor box with audible alarm or ear phone. 0.5 kg

**Laptop Computer** - 200MHz P6, 3.5 GB HD, 64MB-128MB RAM, CD-ROM, DVD, 12 hour rechargeable power supply, active color screen 3.5 kg. Hardened for Mil-Specs: 7 kg

**Portable ink jet color printer** 2 kg. Hardened for Mil-Specs: 4 kg

## Class VIIM – Weapons

**Heavy Tripod** - for Heavy Machineguns or equivalent. 22 kg

**Light Tripod** - for General Purpose Machineguns or equivalent. 7 kg

Most weapons within the following classifications are nearly interchangeable for game purposes. If you desire to carry an "M72 LAW" instead of a "LAW", knock yourself out! If you are so inclined, there are numerous sources on-line and in print to find the model specific mass and clip size. If you feel strongly about a specific weapon's stats, talk to your GM.

Weapons in **bold** print are typically available to military and SWAT teams. Other weapons may require a special chit. Your GM can decide how tough these are to get.

The Cost column includes relative values only. This is not a catalog, retail or any other kind of price. Most of our Scope games involve military or paramilitary characters who do not have to buy their own weapons.

These weapon values were "created" using BTRC's **3G3** and the Fuzion conversion chapter from **More Guns!** I highly recommend them both! Website: <http://members.aol.com/btrc/index.html>

| Name              | Caliber | DC        | WA | Max.R. | Shots | ROF | Cost | Mass | Reload |
|-------------------|---------|-----------|----|--------|-------|-----|------|------|--------|
| Heavy Machine Gun | 12.7mm  | 11        | 3  | 400m   | 200   | 10  | 2480 | 60   | 20     |
| Minigun           | 7.62mm  | 7         | 1  | 200m   | 4000  | 100 | 1370 | 120  | 102    |
| LAW               | 66mm    | <b>3K</b> | 0  | 70m    | 1     | 1   | 165  | 2.15 | N/A    |

## Class VIIN – Special Weapons

Most weapons within the following classifications are nearly interchangeable for game purposes. If you desire to carry an "M72 LAW" instead of a "LAW", knock yourself out! If you are so inclined, there are numerous sources on-line and in print to find the model specific mass and clip size. If you feel strongly about a specific weapon's stats, talk to your GM.

Weapons in **bold** print are typically available to military and SWAT teams. Other weapons may require a special chit. Your GM can decide how tough these are to get.

The Cost column includes relative values only. This is not a catalog, retail or any other kind of price. Most of our Scope games involve military or paramilitary characters who do not have to buy their own weapons.

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| Name                                  | Caliber | DC        | WA | Max.R. | Shots | ROF | Cost | Mass | Reload |
|---------------------------------------|---------|-----------|----|--------|-------|-----|------|------|--------|
| <b>Scorpion Urban Fighting Weapon</b> | 52mm    | <b>3K</b> | -1 | 30m    | 1     | 1   | 90   | 2.1  | 1.2    |

**Scorpion Urban Fighting Weapon** - under rifle add-on uses standard Grenade Launcher mounting slide. Fires a 52mm rocket up to an absolute maximum of 300m. Standard warhead is a HEAP "breacher" that will create a man sized hole through up to 20cm of reinforced concrete (3K). Also fires smoke, HE (DC5) & CS rockets.

**Anschutz Model 380 Tranquilizer Rifle** - CO2 single shot. Max Range 80m. 3 kg

**Crossbow** - Max Range 110m. 2.2 kg

**Crossbow Bolts** - 3 kg per 24 bolts

**Shotgun Grenade Launching System** - 12 ga shotgun adapter attaches to shotgun barrel and launches 40mm Grenade equivalents up to 200m. Requires special blank shotgun loads. 0.5 kg. WA:-2, Range: 30m

**Laser Target Designator** - attaches to rifle. "Paints" a target with laser at ranges up to 500m. 2 kg

**Laser Finder Scope** - sees targets "painted" with a laser. 0.6 kg

## **Class VIII. Medical / Dental Supplies**

### Drug Kits

**Personal Medical Kit** - Expended by one first aid operation. 0.2 kg

**Boxed First Aid Kit** - Supplies 2 first aid operations. Bandages, antiseptics, cotton balls, tape, gauze, scissors, aspirin, ultraviolet sun screen, chapstick, iodine, sponge, airway, arm and leg splints, safety pins, eyekit, suture kit, forceps, surgical knife, insect repellent and instruction sheets 0.9 kg

**M-5 Medical Bag** - reinforced with a steel grid and dividers. Resuscitation valve, 2 Ace bandages, 2 Tourniquets, 6 sterile pads, 6 eye pads, surgical detergent, tongue depressors, large quantity of gauze bandages, ammonia inhalant, 14 alcohol prep pads, 17 gauze sponges, bandaids, 9 pack of band gauze rollers, 2" x 6 yards of bandages, surgical mask, 5 rolls of 3" x 5 yards elastic gauze bandages, iodine solution, first aid dressing, 3 packages of compressed muslin bandages and dressing first aid field camouflages. Supplies 20 first aid operations. 4 kg

**Field Surgical Kit** - suture set, scissors, scalpels, forceps, tweezers, etc. 0.9 kg

**Tranquilizer Pistol** - CO2 pump action. Max Range 50m. 0.6 kg

**Tranquillizer Autoinjector** - similiar to atropine autoinjector. Uses fast acting tranq agent. 0.1 kg per set of three.

**Tranquillizer Darts** - for rifle or pistol. 0.1 kg per 5 darts

**Powdered CS crystals** - in squeeze bottles. 0.2 kg. Good for 4 applications

**Water Purification Tablets** - in plastic bottle 0.2 kg. Good for 25 liters

**Water Purifier Pump** - 0.6 kg. Level 1 treatment (the best), removes viral contaminants and pollutants. Approx 1 liter per minute. Good for approx 500 liters before filters must be replaced.