

# STARGATE SG-1 EQUIPMENT INDEX

Communications Gear	Picks	SR	Range	Duration	Qualities	Wt.
Cell phone*	-	+1	Special	24 hrs	BT	-
GDO*	-	+2	15 ft (max 150 ft)	1 week	BT	-
Line tap*	1 per 4	-	-	-	-	-
Line tracer*	1	-	-	4 days	BT	-
Radio headset	1	+2	1000 ft (max 10000 ft)	2 hrs	BT	-
Signal mirror*	1	+0	Special	-	-	-
Tactical Radio	1	+2	2000 ft (max 20000 ft)	2 hrs	BT	2 lb
SATCOM terminal*	2	+3	Special	-	PW	8 lb

Computers	Picks	PR	Range	Duration	Qualities	Wt.
Computer, Desktop	2	+2	-	-	PW	10 lb
Computer, Desktop	3	+3	-	-	PW	10 lb
Computer, Desktop	4	+4	-	-	PW	12 lb
Computer, Desktop	5	+5	-	-	PW	12 lb
Computer, Laptop	2	+2	-	4 hrs	BT	3 lb
Computer, Laptop	3	+3	-	4 hrs	BT	3 lb
Computer, Laptop	4	+4	-	4 hrs	BT	4 lb
Computer, PDA	1	+1	-	12 hrs	BT	-
Computer, PDA	2	+2	-	12 hrs	BT	-

Computer Peripherals	Picks	PR	Range	Duration	Qualities	Wt.
Audio/Video Feed*	2	-	5 ft (max 25 ft)	Special	PW	2 lb
Black box*	2	-	-	-	-	1 lb
Dual processor*	2	-	-	-	-	-
Expanded hard drive*	1	-	-	-	-	-
Fax, portable*	1	-	-	-	PW	2 lb
Frag switch*	2	-	-	-	-	-
High-speed modem*	1	-	-	-	-	-
Laser printer*	1	-	-	-	PW	5 lb
Network Hub*	1	-	-	-	PW	8 lb
Projector*	1	-	-	-	PW	6 lb
Scanner, flatbed*	1	-	-	-	PW	6 lb
Scanner, hand-held*	1	-	-	-	-	0.5 lb
Tape library*	1	-	-	-	-	1 lb

Computer Services	Picks	PR	Range	Duration	Qualities	Wt.
DSL connection*	1	-	-	-	-	-
T1 connection*	2	-	-	-	-	-
MMORPG*	1	-	-	-	-	-

Computer Software	Picks	PR	Range	Duration	Qualities	Wt.
Anti-virus*	2	-	-	-	-	-

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Auto-dialer*	1	-	-	-	-	-
CAD/CAM*	1	-	-	-	-	-
Code-cracker*	2	-	-	-	-	-
Firewall*	1 per level	-	-	-	-	-
Global mapping*	1	-	-	-	-	-
Hacker mask*	2	-	-	-	-	-
Image processing*	2	-	-	-	-	-
Information database*	1	-	-	-	-	-
Navigation, atmospheric*	1	-	-	-	-	-
Navigaton, space*	1	-	-	-	-	-
Stargate dialing, master*	4	-	-	-	-	-
Stargate dialing, personal*	2	-	-	-	-	-
Translator*	2	-	-	-	-	-
Virus, cookie sampler*	4	-	-	-	-	-
Virus, Infinite loop*	4	-	-	-	-	-
Virus, lethal*	4	-	-	-	-	-
Virus, lockout*	4	-	-	-	-	-
Virus, Trojan horse*	4	-	-	-	-	-
Virus, worm*	4	-	-	-	-	-

Computer Suites	Picks	PR	Range	Duration	Qualities	Wt.
Audio/Video*	8	-	-	-	PW, MP	10 lb
Entertainment*	6	-	-	-	PW, MP	10 lb
Hacking*	8	-	-	-	PW, MP	5 lb
Programming*	8	-	-	-	PW, MP	10 lb

Explosives	Picks	Damage	Range	Error Range	Qualities	Wt.
Breaching charge*	2	2d8**	5 ft (none)	1-2	-	1 lb
C4*	2	4d6	10 ft (radius)	1	-	¼ lb
Claymore*	3	4d8	10 ft (none)	1-2	-	3 lb
Dynamite*	1	2d6	5 ft (radius)	1-3	-	½ lb/stick
Satchel charge*	2	3d6	5 ft (radius)	1-2	-	2 lb
Thermite*	2	2d8 per round*	-	1	-	¼ lb

Medical Supplies	Picks	PR	Range	Duration	Qualities	Wt.
Kit, first aid*	1	-	-	-	-	2 lb
Kit, medical*	2	-	-	-	-	4 lb
Liquid skin patch*	1	-	-	-	-	1/4 lb
Shot, antibiotics*	1 per 2	-	-	-	-	-
Shot, antidote*	1	-	-	-	-	-
Shot, anti-venom*	1 per 2	-	-	-	-	-
Shot, knockout*	3	-	-	Special	-	-

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Shot, stimulant*	1	-	-	-	-	-
Stretcher*	1	-	-	-	-	6 lb
Stretcher, collapsible*	2	-	-	-	-	5 lb

Power Sources	Picks	PR	Range	Duration	Qualities	Wt.
Batteries*	1 per 10	-	-	4 hrs each	-	½ lb each
Battery bank*	2	-	-	12 hrs	MP	40 lb
Gasoline, 5 gal can	1 per 4	-	-	5 gallon	-	2 lb empty 30 lb full
Generator, portable*	3	-	-	12 hrs per 5 gallons	-	55 lb
Generator, vehicular*	5	-	-	4 hrs per 5 gallons	-	300 lb
Solar panel*	3	-	-	-	-	15 lb

Sensors	Picks	Check Cap	Range	Duration	Qualities	Wt.
Altimeter*	1	-	-	-	-	-
ARM*	3	-	Special*	90 minutes	BT	1 lb
Binoculars*	1	-	-	-	-	1 lb
Binoculars, Light amplification*	2	-	-	-	-	2 lb
Bomb sniffer*	2	-	5 ft (max 20 ft)	2 hrs	BT	1 lb
Camera, digital professional*	3	25	50 ft	6 hrs/storage	BT	2 lb
Camera, digital standard*	1	22	40 ft	6 hrs/storage	BT	1 lb
Camera, disposable*	1 per 2	15	30 ft	Per film	-	1/4 lb each
Camera, miniature*	2	20	15 ft	12 exposure	-	1/2 lb
Camera, professional*	2	25	50 ft	Per film	-	2 lb
Camera, standard*	1	22	30 ft	Per film	-	1 lb
Camera, underwater*	+1	As camera	As camera	Per film	+WP	Per camera
Camera, video professional	4	25	50 ft	4 hrs/tape	BT	10 lb
Camera, video standard	2	22	30 ft	4 hrs/tape	BT	5 lb
Chemical analyzer*	1	-	10 ft (max 40 ft)	1 day	BT	3 lb
Earplugs*	1 per 10	-	-	-	-	-
Film/tape, commercial grade*	1	20	-	36 exposure	-	-
Film/tape, professional grade*	2	24	-	2 hours	-	-
Geiger counter*	1	-	1000 ft (max 1000 ft)	3 days	BT	1 lb
Goggles, flash*	2	-	-	5 days	BT	1/2 lb
Goggles, UV/IR*	2	-	-	12 hrs	BT	1/2 lb
Goggles, night vision*	2	-	-	12 hrs	BT	1/2 lb
GPS receiver*	1	-	-	4 days	BT	2 lb
Lens, Infrared (IR)*	2	+5	-	-	-	1 lb
Lens, super telephoto*	1	-	Camera x5	-	-	1 lb
Lie detector, hand-held*	2	-	-	2 days	BT	1 lb
Lie detector, polygraph*	3	-	-	-	PW	10 lb

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Light source, candle*	1 per 20	-	5 ft (radius)	1 hr	-	-
Light source, emergency strobe*	1 per 2	-	1 mi/2 mi night (cone)	10 hr	BT	1/2 lb each
Light source, flare*	1 per 10	-	30 ft (radius)	10 min	-	1/4 lb each
Light source, flare gun*	1	-	50 ft	-	-	1 lb
Light source, flashlight	1 per 2	-	60 ft (cone)	24 hrs	BT	1/2 lb
Light source, flashlight, tactical*	1	-	60 ft (cone)	12 hrs	BT	1/2 lb
Light source, Floodlight	1	-	120 ft (cone)	4 hrs/tape	BT	4 lb
Light source, Floodlight, IR/UV*	2	-	180 ft (cone)	2 hrs	BT	10 lb
Light source, glowstick	1 per 10	-	10 ft (radius, max 40 ft)	4 hrs/tape	-	-
Light source, lantern	1	-	30 ft (radius)	6 hrs	BT	2 lb
Light source, lighter	-	-	5 ft (radius, max 20 ft)	1 rd	-	-
Light source, match	-	-	5 ft (radius, max 10 ft)	1 rd	-	-
Light source, torch	1 per 20	-	20 ft (radius, max 60 ft)	1 hr	-	1 lb each
Fiberscope, 10 ft*	1	18	10 ft	6 hrs	BT	4 lb
Metal detector*	1	-	5 ft (max 20 ft)	6 hrs	BT	5 lb
Microphone, parabolic*	1	20	100 ft	6 hrs	BT	5 lb
Microscope*	1	-	-	-	-	2 lb
Tape recorder	1	15	5 ft (max 25 ft)	5 days	BT	1/2 lb
Thermal Imager*	2	-	50 ft (max 200 ft)	4 hrs	BT	-
Weather sensor*	1	-	-	10 days	BT	1/2 lb
<b>Survival Equipment</b>	<b>Picks</b>	<b>PR</b>	<b>Range</b>	<b>Duration</b>	<b>Qualities</b>	<b>Wt.</b>
Air conditioner, portable*	1	-	-	12 hrs	BT	25 lb
Air conditioner, vehicular*	2	-	-	6 hrs	PW	120 lb
Ascenders*	1 per 4	-	-	-	-	1 lb each
Backpack*	1	-	-	-	-	4 lb
Bag, diving*	1	-	-	-	WP	2 lb
Boots, combat*	1	-	-	-	-	3 lb
Boots, ice*	1	-	-	-	-	4 lb
Cam*	1 per 6	-	-	-	-	½ lb each
Camelback*	1	-	-	2 days	-	1 lb empty 5 lb full
Camouflage netting*	1	-	-	-	CM	8 lb
Canteen*	1	-	-	1 day	CM	¼ lb empty 3 lb full
Chain, 10 ft coil*	1 per 2	-	-	-	-	10 lb
Chemical body warmer*	1 per 2	-	-	4 hrs/use	-	½ lb each
Compass, inertial*	1	-	-	1 day	BT	1 lb
Compass, magnetic*	1	-	-	-	-	-
Dye marker*	1 per 4	-	-	-	-	-
Face paint*	1	-	-	6 uses	-	½ lb

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Fatigues, camouflaged*	1	-	-	-	CM	2 lb
Fins*	1	-	-	-	-	2 lb
Gas mask*	1	-	-	-	-	5 lb
Gloves, insulated*	1 per 2	-	-	-	-	-
Gloves, surgical*	1 per 10	-	-	-	-	-
Gloves, work*	1	-	-	-	-	½ lb
Harness, climbing*	1	-	-	-	-	2 lb
Harness, load bearing*	1	-	-	-	-	4 lb
Heater, portable*	1	-	-	2 days	PW	20 lb
Maps, regional*	1 per 4	-	-	-	-	-
Meal, Ready to Eat (MRE)*	1 per 5	-	-	-	Special	1 lb each
Path tag*	1 per 50	-	-	-	-	-
Rope, 50 ft coil*	1 per 3	-	-	-	-	4 lb each
Snow shoes*	1	-	-	-	-	3 lb
Suit, asbestos*	2	-	-	-	-	15 lb
Suit, dry*	3	-	-	2 hrs	-	15 lb
Suit, Gore-Tex*	2	-	-	-	-	4 lb
Suit, Ghillie*	1	-	-	-	-	6 lb
Suit, NBC*	2	-	-	6 hrs	-	20 lb
Suit, SCUBA*	2	-	-	2 hrs	-	18 lb
Suit, Space*	1 RP	-	-	4 hrs/use	-	25 lb
Tent, large*	2	-	-	-	-	15 lb
Tent, quarantine*	4	-	-	-	PW	30 lb
Tent, small*	1	-	-	-	-	5 lb
Trap, bear*	1	-	-	-	-	6 lb
Trap, cage*	1	-	-	-	-	40 lb
Water drum	1	-	-	150 days	-	20 lb empty 500 lb full
Water filtration tablets*	1/bottle	-	-	10 days	-	½ lb
Water purifier*	1	-	-	-	PW	5 lb

Tools	Picks	PR	Range	Duration	Qualities	Wt.
Barbed wire, 100 ft coil*	1 per 2	-	-	-	-	8 lb each
Cargo net*	1 per 2	-	-	-	-	15 lb each
Crowbar*	1	-	-	-	-	8 lb each
Fence, chain-link, 40 ft coil*	1	-	-	-	-	60 lb
Hand cuffs	1 per 2	-	-	-	-	1/2 lb
Kit, appraisal*	1	-	-	-	-	1 lb
Kit, climbing*	1	-	-	-	-	5 lb
Kit, craftsman's*	1	-	-	-	-	5 lb
Kit, demolitions, breaching*	1	-	-	Special	-	7 lb
Kit, demolitions, C4*	1	-	-	Special	-	7 lb
Kit, demolitions, claymore*	2	-	-	Special	-	9 lb

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Kit, demolitions, satchel*	1	-	-	Special	-	8 lb
Kit, demolitions, thermite*	1	-	-	Special	-	7 lb
Kit, disguise*	1	-	-	-	-	2 lb
Kit, electronics*	1	-	-	-	-	5 lb
Kit, forgery*	1	-	-	-	-	5 lb
Kit, lockpicking*	1	-	-	-	-	1 lb
Kit, mechanics*	1	-	-	-	-	5 lb
Kit, musical*	1	-	-	-	-	8 lb
Kit, science*	1	-	-	-	-	5 lb
Kit, survival*	1	-	-	-	-	8 lb
Kit, sweeper*	1	-	-	-	-	5 lb
Knife, Swiss Army*	1	-	-	-	-	1/2 lb
Lock, simple*	1 per 5	-	-	-	-	1/2 lb
Lockpick gun*	2	-	-	-	-	1 lb
Magnifying glass*	1	-	-	-	-	1/2 lb
Manual (any)*	1	-	-	-	-	1 lb
Safe, portable*	2	-	-	-	-	40 lb
Shovel, folding*	1	-	-	-	-	5 lb
Tripwire, 20 ft coil*	1 per 5	-	-	-	-	1 lb each
Winch, portable*	1	-	-	-	PW	35 lb
Zip ties	1 per 50	-	-	-	-	-

Weapon Accessories	Picks	PR	Range	Duration	Qualities	Wt.
Weapon holster, shoulder*	1	-	-	-	-	½ lb
Weapon holster, standard*	-	-	-	-	-	½ lb
Weapon holster, stealth*	2	-	-	-	-	½ lb
Weapon holster, tactical*	1	-	-	-	-	½ lb
Weapon sights, day/night*	4	-	Special	6 hrs	BT	½ lb
Weapon sights, laser*	2	-	-	6 hrs	BT	½ lb
Weapon sights, night vision*	2	-	-	6 hrs	BT	½ lb
Weapon sights, starlight*	1	-	-	-	-	-
Weapon sights, telescopic 2x*	1	-	Special	-	-	-
Weapon sights, telescopic 6x*	2	-	Special	-	-	½ lb
Weapon sights, telescopic 12x*	3	-	Special	-	-	½ lb
Weapon sights, telescopic 24x*	4	-	Special	-	-	1 lb
Shotgun side-saddle*	1	-	-	-	-	-
Sling, assault*	1	-	-	-	-	½ lb
Speed loader*	1 per 4	-	-	-	-	½ lb each
Suppressor*	1	-	-	-	-	1 lb

Equipment Qualities	Picks	Effect
Awkward (AK)	N/A	-2 initiative total at the start of each combat when holding/using item
Battery Operated (BT)	N/A	Special (see page 325)

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Camouflage (CM)	1	+2 to item concealment DC or character's Hide skills in appropriate environment
Composite body (CP)	2	Item invisible to metal detectors
Dependable (DP)	2	GM must spend 1 additional action die to cause mechanical failure
Engraved (EG)	1	Any text in any language is engraved into the item's surface
Illuminated markings (IM)	1	Item may be seen plainly with tactical flashlight or UV even in total darkness
Increased durability (ID)	1 per mod	+3 wounds/+4 wounds/+5 wounds to each respective threshold per modification; +1 lb
Multi-part (MP)	2	Item may be broken down into 2 or more parts, reducing size by one grade
Powered (PW)	N/A	Item must be plugged in to a generator or power grid to operate
Power grid (PG)	N/A	Item must be plugged in to a power grid to operate
Reduced weight (RW)	1 or 2	Item reduced by 10% (1 pick) or 25% (2 picks)
Rugged (RG)	1	Item gains +2 hardness
Superior tools (ST)	2	(kits only) +2 gear bonus with appropriate skills checks with kit
Sure-grip (SG)	1	+2 gear bonus when opposing disarm checks
Waterproof (WP)	1	Item is pressure resistant and water-tight to any practical depth

Armor	Picks	DM	DR	Weaknesses	MDB	ACP	Speed	Wt.
<i>Light Armor</i>								
Armored float vest*	2	+0	2	C, M	+4	-1	-	7 lb
Ballistic vest*	5	+1	4	C, E, M	+4	-1	-	8 lb
Hot weather vest*	3	+0	3	C, E, M	+5	-1	-	5 lb
Kevlar vest*	5	+1	4	C, E, M	+4	-1	-	8 lb
Plate carrier vest*	3	+0	2	C, E, M	+6	-1	-	2 lb
Rectangle vest	2	+0	2	C, E, M	+4	-1	-	8 lb
Tactical deployment vest	3	+0	3	C, E	+3	-1	-	5 lb
Undercover vest*	2	+1	2	C, E, S	+5	-1	-	5 lb
<i>Medium Armor</i>								
Chain shirt	5	+0	5	C, E, F	+3	-3	-	25 lb
Military flight suit*	4	+0	4	E, M, S	+2	-2	-5 ft	25 lb
Kevlar BDU	6	+1	5	E, M	+5	-2	-5 ft	15 lb
<i>Heavy Armor</i>								
Assault Vest*	8	+0	8	C	+1	-4	-10 ft	25 lb
Bomb squad suit	8	-1	11	-	+0	-6	-15 ft	30 lb
Door gunner vest	10	-2	14	C	+0	-7	-15 ft	40 lb
Flak vest	5	+0	7	C	+0	-6	-15 ft	35 lb
<i>Helmets</i>								
Aviator	1	+1	1	-	-	-1	-	3 lb
Ballistic**	1	+2	0	-	-	-1	-	4 lb
Motorcycle	1	+1	0	-	-	-	-	2 lb
Riot	3	+2	1	-	-	-2	-	3 lb
Sealed	2	+2	0	-	-	-	-	3 lb
<i>Other Armor</i>								
Riot shield	2	+2	-	-	-	-	-	6 lb
Standard insert	+2	-	+1	As armor	-1	-1	As armor	+4 lb

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Face cage (for helmet)	+1	+1	-	As helmet	-	-1	As helmet	+1/2 lb
Face shield (for helmet)	+1	-	+1	As helmet	-	-1	As helmet	+1/2 lb

Armor Weaknesses	Code	Effect
Chemical	C	Armor is vulnerable to attack involving fire, gas, or poison
Explosive	E	Armor is vulnerable to any attack with a blast radius (bombs, mines, mortars, etc.)
Firearms	F	Armor is vulnerable to any attack with a handgun, rifle, SMG, shotgun, or machine gun
Melee	M	Armor is vulnerable to any attack with a weapon from melee, hurled or exotic groups
Subdual	S	Armor is vulnerable to any attack that inflicts subdual damage

Table Description	Code	Meaning
Defense Modifier	DM	Applied to character's Defense when worn, replaces class Defense bonus ^
Damage Reduction	DR	When a character suffers damage, it is reduced by this number ^
Max Dexterity Bonus	MDB	Max bonus that a character may receive on Defense when wearing this armor
Armor Check Penalty	ACP	Modifier to appropriate skill checks when wearing this armor

^: Unless otherwise detailed in *Combat* descriptions.

Melee Weapons	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
<i>Personal Melee Weapons</i>										
T/S/M/L combatant*	-	-	1/1d2/1d3/1d4**	-	-	-	-	-	-	-
Brass Knuckles*	1	-	Special**	1	-	-	-	-	-	1/2 lb
<i>Small Melee Weapons</i>										
Bayonet*	1	-	1d6	1	20	-	-	1-h/2-h	S	1 lb
Butt, pistol	-	-	1d3+1**	1	20	-	-	1-h/2-h	-	~
Butt, rifle	-	-	1d6**	1-2	19-20	-	-	1-h/2-h	-	~
Club, small*	1	-	1d4**	1	20	15 ft (max 45 ft)	-	1-h/2-h	S	2 lb
Garrote*	1	-	Special	1-2	-	-	-	2-h	S	-
Hatchet*	1	-	1d6	1-2	19-20	5 ft (max 45 ft)	-	1-h/2-h	S	3 lb
Knife	1	-	1d4	1	20	5 ft (max 45 ft)	-	1-h/2-h	S	1 lb
Survival knife*	1	-	1d6	1	20	5 ft (max 45 ft)	-	1-h/2-h	S	3 lb
Sword, small	2	-	1d6+1	1	18-20	-	-	1-h/2-h	S	4 lb
Taser	2	-	1d8**	1	-	-	50	BT	S	2 lb
<i>Medium Melee Weapons</i>										
Club, medium*	1	-	1d6	1	20	10 ft (max 30 ft)	-	1-h/2-h	M	3 lb
Chain	1	-	2d4	1-3	20	-	-	1-h/2-h	M	10 lb
Machete	1	-	1d8	1-2	20	-	-	1-h/2-h	M	4 lb
Sword, medium	2	-	1d8	1	18-20	-	-	1-h/2-h	M	5 lb
<i>Large Melee Weapons</i>										
Baseball bat	1	-	1d8	1	20	5 ft (max 15 ft)	-	1-h/2-h	L	6 lb
Club, large*	1	-	1d8**	1-2	20	-	-	2-h	L	7 lb
Hammer, sledge*	1	-	1d12	1-2	20	-	-	2-h	L	15 lb
Quarterstaff*	1	-	1d6/1d6	1	20	-	-	2-h	L	8 lb



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Sword, large	2	-	1d12	1-2	20	-	-	2-h	L	15 lb
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## Improvised Melee Weapons

Common item*	-	-	1d3+2**	1-2	-	-	-	1-h/2-h	Varies	Varies
Dangerous item*	-	-	1d3+4**	1-2	-	-	-	1-h/2-h	Varies	Varies
Flexible item*	-	-	1d3**	1-2	-	-	-	1-h/2-h	Varies	Varies
Long item*	-	-	1d3**	1-2	-	-	-	1-h/2-h	Varies	Varies
Thrown item*	-	-	1d3**	1-2	-	15 ft (max 15 ft)	-	1-h/2-h	Varies	Varies

Hurled Weapons	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
Bow, compound*	2	-	Arrow +1	1	18-20	-20 ft/inc.*	-	2-h	M	7 lb
Bow, long*	2	-	Arrow	1	19-20	-20 ft/inc.*	-	2-h	L	5 lb
Bow, short*	1	-	Arrow	1	20	-40 ft/inc.*	-	2-h	M	3 lb
Arrow, standard	1 per 100	-	1d6	-	-	100 ft (max 500 ft)	-	-	-	1/10 lb
Arrow, signal*	1 per 100	-	1d6**	-	-	100 ft (max 500 ft)	-	-	-	1/10 lb
Crossbow*	2	-	bolt	1-2	20	Per bolt	-	2-h	M	6 lb
Crossbow, heavy*	3	-	bolt+2	1-2	19-20	+50 ft/inc.*	-	2-h	M	9 lb
Bolt, standard	1 per 100	-	1d8	-	-	80 ft (max 400 ft)	-	-	-	1/10 lb

Blast Inc.

Grenade, concussion	2	-	5d4**	1-4	-	15 ft (max 75 ft)	5 ft	-	S	1/2 lb
Grenade, CS gas*	2	-	Special	1-4	-	15 ft (max 75 ft)	Special	-	S	1/2 lb
Grenade, flash/bang*	2	-	Special	1-4	-	15 ft (max 75 ft)	-	-	S	1/2 lb
Grenade, fragmentation	2	-	2d10	1-4	-	15 ft (max 75 ft)	5 ft	-	S	1/2 lb
Grenade, smoke*	1	-	Special	1-4	-	15 ft (max 75 ft)	Special	-	S	1/2 lb

## Other Hurlled Weapons

Ball bearings*	1 per 3	+1	Special	1-3	-	5 ft (max 15 ft)	-	-	T	1/2 lb
Javelin	1	+1	1d6^	1-2	20	50 ft (max 250 ft)	-	1-h/2-h	M	3 lb
Knife, throwing	1 per 4	-	1d4^	1-2	20	20 ft (max 100 ft)	-	-	S	1 lb
Molotov cocktail	1	-	ad4+fire	1-4	-	5 ft (max 25 ft)	2 ft	-	S	2 lb
Netgun*	1	-	Special	1-2	20	10 ft (max 30 ft)	-	-	S	10 lb
Rock	-	-	1^	1	20	10 ft (max 50 ft)	-	-	S	1 lb
Spear	1	-	1d8^	1-2	19-20	15 ft (max 75 ft)	-	1-h/2-h	M	5 lb

Primitive Weapons	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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## Small Primitive Hand-to-Hand Weapons

Dagger	1	-	1d4	1	19-20	5 ft (max 50 ft)	-	-	S	1 lb
Kama	1	-	1d8	-	-	-	-	-	S	2 lb
Nunchaku	1	-	1d6	1-2	19-20	-	-	CL	S	2 lb
Sai	1	-	1d6	1	20	-	-	GD, TP	S	2 lb
Sickle	1	-	1d4+1	1-2	20	-	-	-	S	3 lb

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Tonfa	1	-	1d4+1	1	20	-	-	GD, TP	S	2 lb
Whip*	1	-	1d6**	1-2	-	15 ft (max 15 ft)	-	LR, RP	S	2 lb

## Medium Primitive Hand-to-Hand Weapons

Axe, broad	1	-	1d8	1-2	19-20	-	-	1-f/2-h	M	7 lb
Flail	1	-	1d6+1	1-2	20	-	-	-	M	5 lb
Scourge	1	+1	1d4	1-3	19-20	-	-	-	M	5 lb
Sword, broad	2	-	1d8	1	19-20	-	-	-	M	5 lb
Warhammer	2	-	1d8+1	1	20	-	-	1-h/2-h	M	5 lb

## Large Primitive Hand-to-Hand Weapons

Polearm	2	-	1d10	1-2	19-20	-	-	-	L	14 lb
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## Small Primitive Thrown Weapons

Atlatl (dart thrower)*	1	-	1d4+1	1-3	20	40 ft (max 200 ft)	-	-	S	2 lb
Boomerang*	1	-	1d8	1-2	20	20 ft (max 100 ft)	-	-	S	2 lb
Sling	1	-	1d4	1	-	20 ft (max 100 ft)	-	-	S	½ lb

## Medium Primitive Thrown Weapons

Blowgun*	1	-	1d3*	1	16-20	5 ft (max 25 ft)	-	-	M	2 lb
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## Notes

\*: See description for additional details

^: If character possesses Weapon Group Proficiency (Hurled,) Strength modifier is added to damage

\*\* : This is subdual damage. This weapon cannot inflict normal damage.

Pistols*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
<i>Berretta Model 92/92FS (Italy)</i>											
9mm	1	12	-	1d10+1	1-2	20	25 ft (max 250 ft)	15	-	S	2 lb
<i>Colt M1911A1 (USA)</i>											
.45 ACP	3	20	-	1d12	0	19-20	25 ft (max 250 ft)	7	RG, TD	S	2 lb
<i>FN Five-Seven (Belgium)</i>											
5.7x28mm	2	0	-	1d10+1	1	2-	25 ft (max 250 ft)	20	AP	S	2 lb
<i>Glock 17 (Austria)</i>											
9mm P	3	14	-	1d10+1	1	20	25 ft (max 250 ft)	19	AA, CP	S	1 lb
<i>H&amp;K SOCOM (USA)</i>											
.45 ACP	4	19	-	1d12	1	19-20	25 ft (max 250 ft)	12	TD, WL, IN laser sight	S	3 lb
.45 ACP Subsonic	4	15	-	1d12	1	19-20	25 ft (max 250 ft)	12	WL, IN laser sight, IN suppressor	S	4 lb
<i>Magnum Research Desert Eagle (USA)</i>											
.357 Magnum	3	15	-	3d4+1	1-2	19-20	30 ft (max 300 ft)	9	-	S	4 lb

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.44 Magnum	4	23	-	3d4+1	1-2	19-20	35 ft (max 350 ft)	8	TD, WL, IN laser sight	S	4 lb
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.50 AE	5	25	-	3d6+1	1-2	19-20	45 ft (max 450 ft)	7	TD	5	4 lb
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*Makarov (Russia)*

9mm Subsonic	1	0	-	2d4	1	20	20 ft (max 200 ft)	8	IN suppressor	S	2 lb
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\*: single-shot mode only

Revolvers*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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*S&W Model 10 (USA)*

.38 Special	2	10	-	1d8+1	0	20	20 ft (max 200 ft)	6	DP	S	2 lb
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*S&W Model 29 (USA)*

.44 Magnum	4	23	-	3d4+1	0	19-20	35 ft (max 350 ft)	6	TD	S	4 lb
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\*: single-shot mode only

Assault Rifles*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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*Colt CAR-15 (USA)*

5.56x45mm NATO	4	0	-	4d4	1-2	20	125 ft (max 1250 ft)	30	CS, no burst	L	7 lb
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*Colt M16A3 (Colt)*

5.56x45mm NATO	4	0	-	4d4	1-2	20	125 ft (max 1250 ft)	30	No strafe	L	9 lb
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*Kalashnikov AK-47 (Russia)*

7.62x39mm Soviet	6	0	-	3d6	1	19-20	150 ft (max 1500 ft)	30	DP, RG	L	9 lb
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*Kalashnikov AK-107 (Russia)*

5.45x39.5mm Soviet	6	13	+1	3d6+1	1-2	20	175 ft (max 1750 ft)	30	CS, DP	L	8 lb
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\*: single-shot, burst or strafe mode.

Sniper Rifles*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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*Barrett M82A1 Light 50 (USA)*

.50 BMG	8	17	-	2d12+2	1-2	17-20	375 ft (max 3750 ft)	10	AP, TD	L	28 lb
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*Dragunov SVU (Russia)*

.762x54mm Soviet	4	17	+1	1d8+2	1-2	19-20	75 ft (max 750 ft)	10	BP, IN 6x telescopic sight, IN suppressor	L	10 lb
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\*: single-shot mode only.

Shotgun*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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*Benelli M1 Super 90 (Italy)\**

20 gauge shot	5	0	-	4d4+1	1-3	20	15 ft (max 75 ft)	7	SS, burst, strafe	L	7 lb
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20 gauge slug	5	10	-	4d4+2	1-3	19-20	20 ft (max 100 ft)	7	SS, burst, strafe	L	7 lb
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## Franchi SPAS-15 (Italy)

12 gauge shot	5	16	-	5d4	1-2	20	30 ft (max 150 ft)	6	CS, DP, RG	L	9 lb
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12 gauge slug	5	19	-	2d12	1-2	19-20	30 ft (max 150 ft)	6	CS, DP, RG	L	9 lb
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## Gurza KS-23 (Russia)

23mm shot	7	25	-	6d4+1	1-2	18-20	35 ft (max 175 ft)	3	AD, AK, SG	L	9 lb
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23mm slug	7	25	-	5d6	1-2	18-20	40 ft (max 200 ft)	3	AD, AK, SG	L	9 lb
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## Ithaca MAG-10 Roadblocker (USA)\*

10 gauge shot	6	23	-	5d4+2	1-3	19-20	35 ft (max 175 ft)	2	-	L	11 lb
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10 gauge slug*	6	25	-	3d8+1	1-3	19-20	40 ft (max 200 ft)	2	AP*	L	11 lb
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## Winchester 1300 (USA)

12 gauge shot	5	22	-	5d4	1-2	20	30 ft (max 150 ft)	7	IN detachable bayonet	L	7 lb
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12 gauge slug	5	25	-	2d12	1-2	19-20	30 ft (max 150 ft)	7	IN detachable bayonet	L	7 lb
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\*: single-shot mode only.

Submachine gun*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.
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## CZ Scorpion (Czech Republic)

9mm Makarov	1	0	-1	2d4	1-2	20	35 ft (max 250 ft)	30	CS, single, burst, strafe	M	3 lb
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.380 ACP	1	0	-1	1d8	1-2	20	20 ft (max 200 ft)	30	CS	M	3 lb
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.32 ACP	1	0	-1	1d6+1	1-2	20	20 ft (max 200 ft)	30	CS	M	3 lb
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## FN P90 (Belgium)

5.7x28mm	5	0	-1	1d10+1	1-2	19-20	30 ft (max 300 ft)	30	AP, BP, RG, single, burst, strafe, IN day/night sight	M	6 lb
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## H&K MP5A3 (Germany)

9mm P	4	0	-1	1d10+1	1-2	20	30 ft (max 300 ft)	30	CP, CS, DP, single, burst, strafe, IN suppressor	M	5 lb
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Ingram MAC-10 (USA)

9mm P	1	0	-2	1d10+1	1-2	20	30 ft (max 300 ft)	30	-	M	6 lb
.45 ACP	2	13	-2	1d12	1-2	19-20	30 ft (max 300 ft)	30	TD	M	6 lb

\*: Burst or strafe mode.

Ammunition Type	Picks	Effect
Armor Piercing (AP)	3 per 100	Target's DR reduced by 2 (minimum 0)
Blank	1 per 200	1/2 damage for coup de grace (rounded down,) no damage otherwise
Full Metal Jacket (FMJ)	1 per 100	No modifiers
Hollow Point	1 per 50	Error range increased by 1, +3 damage per hit (no damage to hard targets)
Safety Slug (SS)	1 per 100	-2 damage per die (minimum 1,) target's DR is doubled, pistol or SMG error range increased by 1
Tracer (T)	1 per 50	+2 gear bonus with attack check, may only be used with rifles and SMGs
Shell, Blank	1 per 200	1/2 damage for coup de grace (rounded down,) no damage otherwise
Shell, Non-lethal	1 per 100	Inflicts subdual damage, shotgun gains takedown quality
Shell, Shot	1 per 100	Special*
Shell, Slug	1 per 100	Shotgun gains takedown quality

Weapon Qualities	Picks	Effects
Advanced Aim* (AA)	2	After aiming, a full round attack bonus is increased to +2
Armor-defeating* (AD)	N/A	Damage ignores the first 10 points of hardness/damage reduction, soft targets suffer 1/2 damage (rounded up)
Armor-piercing* (AP)	N/A	Damage ignores first three points of hardness/damage reduction
Awkward (AK)	N/A	-2 to initiative total at start of each combat when holding/using weapon
Battery Operated (BT)	N/A	Special
Bullpup* (BP)	N/A	DC of Spot/Search checks to notice are increased by 1; +1 gear bonus with auto-fire and strafe attack checks
Coil* (CL)	N/A	Reduces defense bonus for fighting defensively by 1/2, rounded down
Collapsible stock (CS)	1 (firearms only)	When folded, DC of Spot/Search checks to notice are increased by 1 and suffers a -3 gear penalty to attack checks and range increments are reduced by 10 ft.
Composite body (CP)	3	Weapon (not ammunition) invisible to metal detectors
Dependable* (DP)	2	GM must spend 1 additional action die to cause mechanical failure
Engraved (EG)	1	Any text in any language is engraved on the weapon's surface
Fast-load* (FL)	1 (firearms only)	+2 gear bonus to initiative count each time the character reloads
Guard* (GD)	N/A	+2 gear bonus to Defense against melee and unarmed attacks, Two-weapon fighting advantages
Hook* (HK)	3 (hurled or melee only)	+2 gear bonus to trip attacks
Illuminated markings (IM)	1	Weapon may be seen plainly with a tactical flashlight or UV goggles, even in total darkness
Increased durability (ID)	1	(Per modification) +3/+4/+5 wounds to each threshold, +1 lb
Integral (IN)	N/A	One or more accessories are built into the weapon at no cost
Long reach* (LR)	N/A	Special
Multi-part (MP)	3	Weapon may be broken into 2 or more parts, reducing the size by one grade
Reach* (RH)	N/A	Special
Reduced weight (RW)	2/3	Weapon's weight reduced by 10% or 25%

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Rugged (RG)	1	Weapon gains +2 hardness
Suppressed (SP)	1 (firearms only)	DCs to Spot/Listen checks to notice weapon increased by 15
Sure-grip (SG)	1	+2 gear bonus when opposing disarm attempts
Takedown* (TD)	N/A	Successful attack and target must succeed Fortitude save or be knocked prone
Trap* (TP)	3 (hurled or melee only)	+2 gear bonus with disarm checks
Waterproof (WP)	2	Weapon pressure resistant and water-tight to any practical depth
Whisper-lock* (WL)	4 (firearms only)	Special

Flamethrowers*	Picks	Acc	Damage	Error	Threat	Range	Blast	Ammo	Qualities	Size	Wt.
LPO-50 (Russia)	5	-	2d8+fire	1-3	20	15 ft (max 75 ft)	-	6	-	L	50 lb
M9A1 (USA)	4	-	2d6+fire	1-2	-	15 ft (max 75 ft)	-	10	-	L	50 lb

\*: single shot or strafe only

Grenade Launcher*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	
Colt M203 (USA)	4	-1	^	^	^	50 ft (max 500 ft)	^	1	-	L	4 lb

\*: single shot only; ^: Per grenade

Machine Guns*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	
Kalishnikov PK (Russia)	7	-	2d10+1	1-3	19-20	175 ft (max 1750 ft)	-	100	RG	L	20 lb
M60E4 LMG (USA)	6	-	4d4+2	1-4	19-20	150 ft (max 1500 ft)	-	100	-	L	23 lb

\*: burst or strafe only

Rocket Launcher*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	
Stinger IV (USA)	4	-2	3d10+2	1-3	-	400 ft (max 4000 ft)	10 ft	1	AP	L	13 lb

\*: single shot only

Ammunition Type	Picks	Effect
<i>Flamethrower</i>		
Fuel Canister	1 per 4	Each canister provides full ammunition capacity
<i>Grenade Launcher</i>		
- Concussion	1 each	Per concussion hand grenade, damage value 6d4
- CS Gas	1 each	Per CS gas hand grenade, 10 ft x 10 ft vapor cloud
- Flash/bang	1 each	Per Flash/bang hand grenade, Fortitude save DC 20
- Fragmentation	1 each	Per Fragmentation grenade, damage value 2d10+4
- Smoke	1 each	Per Smoke grenade with 10 ft x 10 ft vapor cloud
<i>Machine Gun</i>		
Bullets	per type	Per bullet type
<i>Rocket Launcher</i>		
Stinger IV rocket	2 each	Each rocket provides one reload for the Stinger IV only