

# Stargate SG-1 Equipment Index

Communications Gear	Picks	SR	Range	Duration	Qualities	Wt.	Pg.
Cell phone*	-	1	Special	24 hrs	BT	-	310
GDO*	-	2	15 ft (max 150 ft)	1 week	BT	-	315
Line tap*	1 per 4	-	-	-	-	-	317
Line tracer*	1	-	-	4 days	BT	-	317
Radio headset	1	2	1000 ft (max 10000 ft)	2 hrs	BT	-	-
Signal mirror*	1	0	Special	-	-	-	318
Tactical Radio	1	2	2000 ft (max 20000 ft)	2 hrs	BT	2 lb	-
SATCOM terminal*	2	3	Special	-	PW	8 lb	318

Computers	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
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.	Pg.
Audio/Video Feed*	2	-	5 ft (max 25 ft)	Special	PW	2 lb	310
Black box*	2	-	-	-	-	1 lb	310
Dual processor*	2	-	-	-	-	-	310
Expanded hard drive*	1	-	-	-	-	-	311
Fax, portable*	1	-	-	-	PW	2 lb	311
Frag switch*	2	-	-	-	-	-	311
High-speed modem*	1	-	-	-	-	-	311
Laser printer*	1	-	-	-	PW	5 lb	311
Network Hub*	1	-	-	-	PW	8 lb	311
Projector*	1	-	-	-	PW	6 lb	311
Scanner, flatbed*	1	-	-	-	PW	6 lb	311
Scanner, hand-held*	1	-	-	-	-	0.5 lb	311
Tape library*	1	-	-	-	-	1 lb	311

Computer Services	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
DSL connection*	1	-	-	-	-	-	311
T1 connection*	2	-	-	-	-	-	311
MMORPG*	1	-	-	-	-	-	311

Computer Software	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
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Anti-virus*	2	-	-	-	-	-	312
Auto-dialer*	1	-	-	-	-	-	312
CAD/CAM*	1	-	-	-	-	-	312
Code-cracker*	2	-	-	-	-	-	312
Firewall*	1 per level	-	-	-	-	-	312
Global mapping*	1	-	-	-	-	-	312
Hacker mask*	2	-	-	-	-	-	312
Image processing*	2	-	-	-	-	-	312
Information database*	1	-	-	-	-	-	312
Navigation, atmospheric*	1	-	-	-	-	-	313
Navigation, space*	1	-	-	-	-	-	313
Stargate dialing, master*	4	-	-	-	-	-	313
Stargate dialing, personal*	2	-	-	-	-	-	313
Translator*	2	-	-	-	-	-	313
Virus, cookie sampler*	4	-	-	-	-	-	313
Virus, Infinite loop*	4	-	-	-	-	-	313
Virus, lethal*	4	-	-	-	-	-	313
Virus, lockout*	4	-	-	-	-	-	313
Virus, Trojan horse*	4	-	-	-	-	-	313
Virus, worm*	4	-	-	-	-	-	313

Computer Suites	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Audio/Video*	8	-	-	-	PW, MP	10 lb	314
Entertainment*	6	-	-	-	PW, MP	10 lb	314
Hacking*	8	-	-	-	PW, MP	5 lb	314
Programming*	8	-	-	-	PW, MP	10 lb	314

Explosives	Picks	Damage	Range	Error Range	Qualities	Wt.	Pg.
Breaching charge*	2	2d8**	5 ft (none)	01 Feb	-	1 lb	314
C4*	2	4d6	10 ft (radius)	1	-	¼ lb	314
Claymore*	3	4d8	10 ft (none)	01 Feb	-	3 lb	314
Dynamite*	1	2d6	5 ft (radius)	01 Mar	-	½ lb/stick	-
Satchel charge*	2	3d6	5 ft (radius)	01 Feb	-	2 lb	314
Thermite*	2	2d8 per round*	-	1	-	¼ lb	314

Medical Supplies	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Kit, first aid*	1	-	-	-	-	2 lb	316
Kit, medical*	2	-	-	-	-	4 lb	316
Liquid skin patch*	1	-	-	-	-	1/4 lb	317
Shot, antibiotics*	1 per 2	-	-	-	-	-	318
Shot, antidote*	1	-	-	-	-	-	318

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Shot, anti-venom*	1 per 2	-	-	-	-	-	318
Shot, knockout*	3	-	-	Special	-	-	318
Shot, stimulant*	1	-	-	-	-	-	318
Stretcher*	1	-	-	-	-	6 lb	318
Stretcher, collapsible*	2	-	-	-	-	5 lb	318

Power Sources	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Batteries*	1 per 10	-	-	4 hrs each	-	½ lb each	309
Battery bank*	2	-	-	12 hrs	MP	40 lb	309
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	315
Generator, vehicular*	5	-	-	4 hrs per 5 gallons	-	300 lb	316
Solar panel*	3	-	-	-	-	15 lb	318

Sensors	Picks	Check Cap	Range	Duration	Qualities	Wt.	Pg.
Altimeter*	1	-	-	-	-	-	309
ARM*	3	-	Special*	90 minutes	BT	1 lb	309
Binoculars*	1	-	-	-	-	1 lb	309
Binoculars, Light amplification*	2	-	-	-	-	2 lb	309
Bomb sniffer*	2	-	5 ft (max 20 ft)	2 hrs	BT	1 lb	309
Camera, digital professional*	3	25	50 ft	6 hrs/storage	BT	2 lb	310
Camera, digital standard*	1	22	40 ft	6 hrs/storage	BT	1 lb	310
Camera, disposable*	1 per 2	15	30 ft	Per film	-	1/4 lb each	310
Camera, miniature*	2	20	15 ft	12 exposure	-	1/2 lb	310
Camera, professional*	2	25	50 ft	Per film	-	2 lb	310
Camera, standard*	1	22	30 ft	Per film	-	1 lb	310
Camera, underwater*	1	As camera	As camera	Per film	+WP	Per camera	310
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	-	-	-	-	-	314
Film/tape, commercial grade*	1	20	-	36 exposure	-	-	315
Film/tape, professional grade*	2	24	-	2 hours	-	-	315
Geiger counter*	1	-	1000 ft (max 1000 ft)	3 days	BT	1 lb	315
Goggles, flash*	2	-	-	5 days	BT	1/2 lb	316
Goggles, UV/IR*	2	-	-	12 hrs	BT	1/2 lb	316
Goggles, night vision*	2	-	-	12 hrs	BT	1/2 lb	316
GPS receiver*	1	-	-	4 days	BT	2 lb	-

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Lens, Infrared (IR)*	2	5	-	-	-	1 lb	317
Lens, super telephoto*	1	-	Camera x5	-	-	1 lb	317
Lie detector, hand-held*	2	-	-	2 days	BT	1 lb	317
Lie detector, polygraph*	3	-	-	-	PW	10 lb	317
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	317
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	317
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	315
Metal detector*	1	-	5 ft (max 20 ft)	6 hrs	BT	5 lb	317
Microphone, parabolic*	1	20	100 ft	6 hrs	BT	5 lb	317
Microscope*	1	-	-	-	-	2 lb	317
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	-

Survival Equipment	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Air conditioner, portable*	1	-	-	12 hrs	BT	25 lb	309
Air conditioner, vehicular*	2	-	-	6 hrs	PW	120 lb	309
Ascenders*	1 per 4	-	-	-	-	1 lb each	309
Backpack*	1	-	-	-	-	4 lb	309
Bag, diving*	1	-	-	-	WP	2 lb	309
Boots, combat*	1	-	-	-	-	3 lb	310
Boots, ice*	1	-	-	-	-	4 lb	310
Cam*	1 per 6	-	-	-	-	½ lb each	310
Camelback*	1	-	-	2 days	-	1 lb empty 5 lb full	310
Camouflage netting*	1	-	-	-	CM	8 lb	310
Canteen*	1	-	-	1 day	CM	¼ lb empty 3 lb full	310
Chain, 10 ft coil*	1 per 2	-	-	-	-	10 lb	310

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Chemical body warmer*	1 per 2	-	-	4 hrs/use	-	½ lb each	310
Compass, inertial*	1	-	-	1 day	BT	1 lb	310
Compass, magnetic*	1	-	-	-	-	-	310
Dye marker*	1 per 4	-	-	-	-	-	314
Face paint*	1	-	-	6 uses	-	½ lb	315
Fatigues, camouflaged*	1	-	-	-	CM	2 lb	315
Fins*	1	-	-	-	-	2 lb	315
Gas mask*	1	-	-	-	-	5 lb	315
Gloves, insulated*	1 per 2	-	-	-	-	-	316
Gloves, surgical*	1 per 10	-	-	-	-	-	316
Gloves, work*	1	-	-	-	-	½ lb	316
Harness, climbing*	1	-	-	-	-	2 lb	316
Harness, load bearing*	1	-	-	-	-	4 lb	316
Heater, portable*	1	-	-	2 days	PW	20 lb	316
Maps, regional*	1 per 4	-	-	-	-	-	317
Meal, Ready to Eat (MRE)*	1 per 5	-	-	-	Special	1 lb each	317
Path tag*	1 per 50	-	-	-	-	-	317
Rope, 50 ft coil*	1 per 3	-	-	-	-	4 lb each	318
Snow shoes*	1	-	-	-	-	3 lb	318
Suit, asbestos*	2	-	-	-	-	15 lb	318
Suit, dry*	3	-	-	2 hrs	-	15 lb	318
Suit, Gore-Tex*	2	-	-	-	-	4 lb	319
Suit, Ghillie*	1	-	-	-	-	6 lb	319
Suit, NBC*	2	-	-	6 hrs	-	20 lb	319
Suit, SCUBA*	2	-	-	2 hrs	-	18 lb	319
Suit, Space*	1 RP	-	-	4 hrs/use	-	25 lb	319
Tent, large*	2	-	-	-	-	15 lb	319
Tent, quarantine*	4	-	-	-	PW	30 lb	319
Tent, small*	1	-	-	-	-	5 lb	319
Trap, bear*	1	-	-	-	-	6 lb	319
Trap, cage*	1	-	-	-	-	40 lb	319
Water drum	1	-	-	150 days	-	20 lb empty 500 lb full	319
Water filtration tablets*	1/bottle	-	-	10 days	-	½ lb	319
Water purifier*	1	-	-	-	PW	5 lb	319

Tools	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Barbed wire, 100 ft coil*	1 per 2	-	-	-	-	8 lb each	309
Cargo net*	1 per 2	-	-	-	-	15 lb each	310
Crowbar*	1	-	-	-	-	8 lb each	314
Fence, chain-link, 40 ft coil*	1	-	-	-	-	60 lb	315
Hand cuffs	1 per 2	-	-	-	-	1/2 lb	-

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Kit, appraisal*	1	-	-	-	-	1 lb	316
Kit, climbing*	1	-	-	-	-	5 lb	316
Kit, craftsman's*	1	-	-	-	-	5 lb	316
Kit, demolitions, breaching*	1	-	-	Special	-	7 lb	316
Kit, demolitions, C4*	1	-	-	Special	-	7 lb	316
Kit, demolitions, claymore*	2	-	-	Special	-	9 lb	316
Kit, demolitions, satchel*	1	-	-	Special	-	8 lb	316
Kit, demolitions, thermite*	1	-	-	Special	-	7 lb	316
Kit, disguise*	1	-	-	-	-	2 lb	316
Kit, electronics*	1	-	-	-	-	5 lb	316
Kit, forgery*	1	-	-	-	-	5 lb	316
Kit, lockpicking*	1	-	-	-	-	1 lb	316
Kit, mechanics*	1	-	-	-	-	5 lb	316
Kit, musical*	1	-	-	-	-	8 lb	316
Kit, science*	1	-	-	-	-	5 lb	316
Kit, survival*	1	-	-	-	-	8 lb	316
Kit, sweeper*	1	-	-	-	-	5 lb	316
Knife, Swiss Army*	1	-	-	-	-	1/2 lb	316
Lock, simple*	1 per 5	-	-	-	-	1/2 lb	317
Lockpick gun*	2	-	-	-	-	1 lb	317
Magnifying glass*	1	-	-	-	-	1/2 lb	317
Manual (any)*	1	-	-	-	-	1 lb	317
Safe, portable*	2	-	-	-	-	40 lb	318
Shovel, folding*	1	-	-	-	-	5 lb	318
Tripwire, 20 ft coil*	1 per 5	-	-	-	-	1 lb each	319
Winch, portable*	1	-	-	-	PW	35 lb	320
Zip ties	1 per 50	-	-	-	-	-	320

Weapon Accessories	Picks	PR	Range	Duration	Qualities	Wt.	Pg.
Weapon holster, shoulder*	1	-	-	-	-	½ lb	316
Weapon holster, standard*	-	-	-	-	-	½ lb	316
Weapon holster, stealth*	2	-	-	-	-	½ lb	316
Weapon holster, tactical*	1	-	-	-	-	½ lb	316
Weapon sights, day/night*	4	-	Special	6 hrs	BT	½ lb	319
Weapon sights, laser*	2	-	-	6 hrs	BT	½ lb	319
Weapon sights, night vision*	2	-	-	6 hrs	BT	½ lb	319
Weapon sights, starlight*	1	-	-	-	-	-	319
Weapon sights, telescopic 2x*	1	-	Special	-	-	-	319
Weapon sights, telescopic 6x*	2	-	Special	-	-	½ lb	319
Weapon sights, telescopic 12x*	3	-	Special	-	-	½ lb	319

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Weapon sights, telescopic 24x*	4	-	Special	-	-	1 lb	319
Shotgun side-saddle*	1	-	-	-	-	-	318
Sling, assault*	1	-	-	-	-	½ lb	318
Speed loader*	1 per 4	-	-	-	-	½ lb each	318
Suppressor*	1	-	-	-	-	1 lb	319

Equipment Qualities	Picks	Effect	Pg.
Awkward (AK)	N/A	-2 initiative total at the start of each combat when holding/using item	308
Battery Operated (BT)	N/A	Special ( <i>see page 325</i> )	308
Camouflage (CM)	1	+2 to item concealment DC or character's Hide skills in appropriate environment	308
Composite body (CP)	2	Item invisible to metal detectors	308
Dependable (DP)	2	GM must spend 1 additional action die to cause mechanical failure	308
Engraved (EG)	1	Any text in any language is engraved into the item's surface	308
Illuminated markings (IM)	1	Item may be seen plainly with tactical flashlight or UV even in total darkness	308
Increased durability (ID)	1 per mod	+3 wounds/+4 wounds/+5 wounds to each respective threshold per modification; +1 lb	308
Multi-part (MP)	2	Item may be broken down into 2 or more parts, reducing size by one grade	308
Powered (PW)	N/A	Item must be plugged in to a generator or power grid to operate	309
Power grid (PG)	N/A	Item must be plugged in to a power grid to operate	309
Reduced weight (RW)	1 or 2	Item reduced by 10% (1 pick) or 25% (2 picks)	309
Rugged (RG)	1	Item gains +2 hardness	309
Superior tools (ST)	2	(kits only) +2 gear bonus with appropriate skills checks with kit	309
Sure-grip (SG)	1	+2 gear bonus when opposing disarm checks	309
Waterproof (WP)	1	Item is pressure resistant and water-tight to any practical depth	309

Armor	Picks	DM	DR	Weaknesses (Qualities)	MDB	ACP	Speed	Wt.	Pg.
<i>Light Armor</i>									
Armored float vest*	2	0	2	C, M	4	-1	-	7 lb	322
Ballistic vest*	5	1	4	C, E, M	4	-1	-	8 lb	322
Hot weather vest*	3	0	3	C, E, M	5	-1	-	5 lb	322
Kevlar vest*	5	1	4	C, E, M	4	-1	-	8 lb	322
Plate carrier vest*	3	0	2	C, E, M	6	-1	-	2 lb	322
Rectangle vest	2	0	2	C, E, M	4	-1	-	8 lb	322
Tactical deployment vest	3	0	3	C, E	3	-1	-	5 lb	322
Undercover vest*	2	1	2	C, E, S	5	-1	-	5 lb	322
<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	322
Kevlar BDU	6	1	5	E, M	5	-2	-5 ft	15 lb	-
Jaffa Armor, Standard	10 RP	1	8	C, E	2	-4	-	25 lb	*
<i>Heavy Armor</i>									
Assault Vest*	8	0	8	C	1	-4	-10 ft	25 lb	-

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Bomb squad suit	8	-1	11	-	0	-6	-15 ft	30 lb	322
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	-

## Helmets

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	-
Jaffa Helm, standard	4 RP	2	1	F (C, IN, LV, NV, PW, PS)	-	-2	-5 ft	20 lb	*
Jaffa Helm, Horus	4	2	1	F (C, IN, LV, PS)	-	-2	-5 ft	20 lb	*
Jaffa Helm, Serpent	4	2	1	F (C, IN, LV, NV, PW, PS)	-	-2	-5 ft	20 lb	*
Jaffa Helm, Setesh	4	1	1	F (C, IN, LV, NV, PS)	-	-1	-	20 lb	*

## Other Armor

Riot shield	2	2	-	-	-	-	-	6 lb	-
Standard insert	2	-	1	As armor	-1	-1	As armor	+4 lb	-
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	Pg.
Chemical	C	Armor is vulnerable to attack involving fire, gas, or poison	320
Explosive	E	Armor is vulnerable to any attack with a blast radius (bombs, mines, mortars, etc.)	320
Firearms	F	Armor is vulnerable to any attack with a handgun, rifle, SMG, shotgun, or machine gun	320
Melee	M	Armor is vulnerable to any attack with a weapon from melee, hurled or exotic groups	320
Subdual	S	Armor is vulnerable to any attack that inflicts subdual damage	320

Table Description	Code	Meaning	Pg.
Defense Modifier	DM	Applied to character's Defense when worn, replaces class Defense bonus <sup>^</sup>	322
Damage Reduction	DR	When a character suffers damage, it is reduced by this number <sup>^</sup>	322
Max Dexterity Bonus	MDB	Max bonus that a character may receive on Defense when wearing this armor	322
Armor Check Penalty	ACP	Modifier to appropriate skill checks when wearing this armor	322

<sup>^</sup>: Unless otherwise detailed in *Combat* descriptions.

Melee Weapons	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
<i>Personal Melee Weapons</i>											
T/S/M/L combatant*	-	-	1/1d2/1d3/1d4**	-	-	-	-	-	-	-	-
Brass Knuckles*	1	-	Special**	1	-	-	-	-	-	½ lb	327
<i>Small Melee Weapons</i>											
Bayonet*	1	-	1d6	1	20	-	-	1-h/2-h	S	1 lb	327
Butt, pistol	-	-	1d3+1**	1	20	-	-	1-h/2-h	-	~	-
Butt, rifle	-	-	1d6**	1-2	19-20	-	-	1-h/2-h	-	~	-

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Club, small*	1	-	1d4**	1	20	15 ft (max 45 ft)	-	1-h/2-h	S	2 lb	327
Garrote*	1	-	Special	1-2	-	-	-	2-h	S	-	328
Hatchet*	1	-	1d6	1-2	19-20	5 ft (max 45 ft)	-	1-h/2-h	S	3 lb	328
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	328
Sword, small	2	-	1d6+1	1	18-20	-	-	1-h/2-h	S	4 lb	-
Taser	2	-	1d8**	1	-	-	50	BT	S	2 lb	328
<i>Medium Melee Weapons</i>											
Club, medium*	1	-	1d6	1	20	10 ft (max 30 ft)	-	1-h/2-h	M	3 lb	327
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	327
Hammer, sledge*	1	-	1d12	1-2	20	-	-	2-h	L	15 lb	328
Quarterstaff*	1	-	1d6/1d6	1	20	-	-	2-h	L	8 lb	328
Sword, large	2	-	1d12	1-2	20	-	-	2-h	L	15 lb	-
<i>Improvised Melee Weapons</i>											
Common item*	-	-	1d3+2**	1-2	-	-	-	1-h/2-h	Varies	Varies	328
Dangerous item*	-	-	1d3+4**	1-2	-	-	-	1-h/2-h	Varies	Varies	328
Flexible item*	-	-	1d3**	1-2	-	-	-	1-h/2-h	Varies	Varies	328
Long item*	-	-	1d3**	1-2	-	-	-	1-h/2-h	Varies	Varies	328
Thrown item*	-	-	1d3**	1-2	-	15 ft (max 15 ft)	-	1-h/2-h	Varies	Varies	328

Hurled Weapons	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
Bow, compound*	2	-	Arrow +1	1	18-20	-20 ft/inc.*	-	2-h	M	7 lb	330
Bow, long*	2	-	Arrow	1	19-20	-20 ft/inc.*	-	2-h	L	5 lb	330
Bow, short*	1	-	Arrow	1	20	-40 ft/inc.*	-	2-h	M	3 lb	330
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	329
Crossbow*	2	-	bolt	1-2	20	Per bolt	-	2-h	M	6 lb	330
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	-

# Stargate SG-1 Equipment Index

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	330
Grenade, flash/bang*	2	-	Special	1-4	-	15 ft (max 75 ft)	-	-	S	1/2 lb	330
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	330

## Other Hurlled Weapons

Ball bearings*	1 per 3	1	Special	1-3	-	5 ft (max 15 ft)	-	-	T	1/2 lb	329
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	330
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.	Pg.
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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	-
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	331

## 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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# Stargate SG-1 Equipment Index

## Small Primitive Thrown Weapons

Atlatl (dart thrower)*	1	-	1d4+1	1-3	20	40 ft (max 200 ft)	-	-	S	2 lb	331
Boomerang*	1	-	1d8	1-2	20	20 ft (max 100 ft)	-	-	S	2 lb	331
Sling	1	-	1d4	1	-	20 ft (max 100 ft)	-	-	S	½ lb	331

## Medium Primitive Thrown Weapons

Blowgun*	1	-	1d3*	1	16-20	5 ft (max 25 ft)	-	-	M	2 lb	331
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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.	Pg.
<i>Berretta Model 92/92FS (Italy)</i>												332
9mm	1	12	-	1d10+1	1-2	20	25 ft (max 250 ft)	15	-	S	2 lb	
<i>Colt M1911A1 (USA)</i>												332
.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>												333
5.7x28mm	2	0	-	1d10+1	1	2-	25 ft (max 250 ft)	20	AP	S	2 lb	
<i>Glock 17 (Austria)</i>												333
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>												333
.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>												333
.357 Magnum	3	15	-	3d4+1	1-2	19-20	30 ft (max 300 ft)	9	-	S	4 lb	
.44 Magnum	4	23	-	3d4+1	1-2	19-20	35 ft (max 350 ft)	8	TD, WL, IN laser sight	S	4 lb	
.50 AE	5	25	-	3d6+1	1-2	19-20	45 ft (max 450 ft)	7	TD	5	4 lb	
<i>Makarov (Russia)</i>												333

# Stargate SG-1 Equipment Index

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.	Pg.
<i>S&amp;W Model 10 (USA)</i>												333
.38 Special	2	10	-	1d8+1	0	20	20 ft (max 200 ft)	6	DP	S	2 lb	
<i>S&amp;W Model 29 (USA)</i>												333
.44 Magnum	4	23	-	3d4+1	0	19-20	35 ft (max 350 ft)	6	TD	S	4 lb	

\*: single-shot mode only

Assault Rifles*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
<i>Colt CAR-15 (USA)</i>												333
5.56x45mm NATO	4	0	-	4d4	1-2	20	125 ft (max 1250 ft)	30	CS, no burst	L	7 lb	
<i>Colt M16A3 (Colt)</i>												333
5.56x45mm NATO	4	0	-	4d4	1-2	20	125 ft (max 1250 ft)	30	No strafe	L	9 lb	
<i>Kalashnikov AK-47 (Russia)</i>												333
7.62x39mm Soviet	6	0	-	3d6	1	19-20	150 ft (max 1500 ft)	30	DP, RG	L	9 lb	
<i>Kalashnikov AK-107 (Russia)</i>												333
5.45x39.5mm Soviet	6	13	1	3d6+1	1-2	20	175 ft (max 1750 ft)	30	CS, DP	L	8 lb	

\*: single-shot, burst or strafe mode.

Sniper Rifles*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
<i>Barrett M82A1 Light 50 (USA)</i>												335
.50 BMG	8	17	-	2d12+2	1-2	17-20	375 ft (max 3750 ft)	10	AP, TD	L	28 lb	
<i>Dragunov SVU (Russia)</i>												335
.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	

\*: single-shot mode only.

Shotgun*	Picks	Recoil	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
<i>Benelli M1 Super 90 (Italy)*</i>												336

# Stargate SG-1 Equipment Index

20 gauge shot	5	0	-	4d4+1	1-3	20	15 ft (max 75 ft)	7	SS, burst, strafe	L	7 lb	
20 gauge slug	5	10	-	4d4+2	1-3	19-20	20 ft (max 100 ft)	7	SS, burst, strafe	L	7 lb	
<i>Franchi SPAS-15 (Italy)</i>											336	
12 gauge shot	5	16	-	5d4	1-2	20	30 ft (max 150 ft)	6	CS, DP, RG	L	9 lb	
12 gauge slug	5	19	-	2d12	1-2	19-20	30 ft (max 150 ft)	6	CS, DP, RG	L	9 lb	
<i>Gurza KS-23 (Russia)</i>											336	
23mm shot	7	25	-	6d4+1	1-2	18-20	35 ft (max 175 ft)	3	AD, AK, SG	L	9 lb	
23mm slug	7	25	-	5d6	1-2	18-20	40 ft (max 200 ft)	3	AD, AK, SG	L	9 lb	
<i>Ithaca MAG-10 Roadblocker (USA)*</i>											336	
10 gauge shot	6	23	-	5d4+2	1-3	19-20	35 ft (max 175 ft)	2	-	L	11 lb	
10 gauge slug*	6	25	-	3d8+1	1-3	19-20	40 ft (max 200 ft)	2	AP*	L	11 lb	
<i>Winchester 1300 (USA)</i>											336	
12 gauge shot	5	22	-	5d4	1-2	20	30 ft (max 150 ft)	7	IN detachable bayonet	L	7 lb	
12 gauge slug	5	25	-	2d12	1-2	19-20	30 ft (max 150 ft)	7	IN detachable bayonet	L	7 lb	
*: single-shot mode only.												
<b>Submachine gun*</b>	<b>Picks</b>	<b>Recoil</b>	<b>Acc</b>	<b>Damage</b>	<b>Error</b>	<b>Threat</b>	<b>Range</b>	<b>Ammo</b>	<b>Qualities</b>	<b>Size</b>	<b>Wt.</b>	<b>Pg.</b>
<i>CZ Scorpion (Czech Republic)</i>											336	
9mm Makarov	1	0	-1	2d4	1-2	20	35 ft (max 250 ft)	30	CS, single, burst, strafe	M	3 lb	
.380 ACP	1	0	-1	1d8	1-2	20	20 ft (max 200 ft)	30	CS	M	3 lb	
.32 ACP	1	0	-1	1d6+1	1-2	20	20 ft (max 200 ft)	30	CS	M	3 lb	
<i>FN P90 (Belgium)</i>											336	
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	
<i>H&amp;K MP5A3 (Germany)</i>											336	

# Stargate SG-1 Equipment Index

9mm P	4	0	-1	1d10+1	1-2	20	30 ft (max 300 ft)	30	CS, DP, single, burst, strafe, IN suppressor	M	5 lb
<i>Ingram MAC-10 (USA)</i>											336
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	Pg.
Armor Piercing (AP)	3 per 100	Target's DR reduced by 2 (minimum 0)	337
Blank	1 per 200	1/2 damage for coup de grace (rounded down,) no damage otherwise	337
Full Metal Jacket (FMJ)	1 per 100	No modifiers	337
Hollow Point	1 per 50	Error range increased by 1, +3 damage per hit (no damage to hard targets)	337
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	337
Tracer (T)	1 per 50	+2 gear bonus with attack check, may only be used with rifles and SMGs	337
Shell, Blank	1 per 200	1/2 damage for coup de grace (rounded down,) no damage otherwise	337
Shell, Non-lethal	1 per 100	Inflicts subdual damage, shotgun gains takedown quality	338
Shell, Shot	1 per 100	Special*	338
Shell, Slug	1 per 100	Shotgun gains takedown quality	338

Weapon Qualities	Picks	Effects	Pg.
Advanced Aim* (AA)	2	After aiming, a full round attack bonus is increased to +2	324
Armor-defeating* (AD)	N/A	Damage ignores the first 10 points of hardness/damage reduction, soft targets suffer ½ damage (rounded up)	324
Armor-piercing* (AP)	N/A	Damage ignores first three points of hardness/damage reduction	324
Awkward (AK)	N/A	-2 to initiative total at start of each combat when holding/using weapon	325
Battery Operated (BT)	N/A	Special	325
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	325
Coil* (CL)	N/A	Reduces defense bonus for fighting defensively by ½, rounded down	325
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.	325
Composite body (CP)	3	Weapon (not ammunition) invisible to metal detectors	325
Dependable* (DP)	2	GM must spend 1 additional action die to cause mechanical failure	325
Engraved (EG)	1	Any text in any language is engraved on the weapon's surface	325
Fast-load* (FL)	1 (firearms only)	+2 gear bonus to initiative count each time the character reloads	325
Guard* (GD)	N/A	+2 gear bonus to Defense against melee and unarmed attacks, Two-weapon fighting advantages	325
Hook* (HK)	3 (hurled or melee only)	+2 gear bonus to trip attacks	325

# Stargate SG-1 Equipment Index

Illuminated markings (IM)	1	Weapon may be seen plainly with a tactical flashlight or UV goggles, even in total darkness	325
Increased durability (ID)	1	(Per modification) +3/+4/+5 wounds to each threshold, +1 lb	325
Integral (IN)	N/A	One or more accessories are built into the weapon at no cost	325
Long reach* (LR)	N/A	Special	325
Multi-part (MP)	3	Weapon may be broken into 2 or more parts, reducing the size by one grade	326
Reach* (RH)	N/A	Special	326
Reduced weight (RW)	02 Mar	Weapon's weight reduced by 10% or 25%	326
Rugged (RG)	1	Weapon gains +2 hardness	326
Suppressed (SP)	1 (firearms only)	DCs to Spot/Listen checks to notice weapon increased by 15	326
Sure-grip (SG)	1	+2 gear bonus when opposing disarm attempts	326
Takedown* (TD)	N/A	Successful attack and target must succeed Fortitude save or be knocked prone	326
Trap* (TP)	3 (hurled or melee only)	+2 gear bonus with disarm checks	326
Waterproof (WP)	2	Weapon pressure resistant and water-tight to any practical depth	326
Whisper-lock* (WL)	4 (firearms only)	Special	326

Flamethrower*	Picks	Acc	Damage	Error	Threat	Range	Blast	Ammo	Qualities	Size	Wt.	Pg.
LPO-50 (Russia)	5	-	2d8+fire	1-3	20	15 ft (max 75 ft)	-	6	-	L	50 lb	339
M9A1 (USA)	4	-	2d6+fire	1-2	-	15 ft (max 75 ft)	-	10	-	L	50 lb	339

\*: single shot or strafe only

Grenade Launcher*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
Colt M203 (USA)	4	-1	^	^	^	50 ft (max 500 ft)	1	-	L	4 lb	339

\*: single shot only; ^: Per grenade

Machine Guns*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.
Kalishnikov PK (Russia)	7	-	2d10+1	1-3	19-20	175 ft (max 1750 ft)	100	RG	L	20 lb	339
M60E4 LMG (USA)	6	-	4d4+2	1-4	19-20	150 ft (max 1500 ft)	100	-	L	23 lb	339

\*: burst or strafe only

Tactical weapons are not subject to the rules for recoil. Those tactical weapons capable of fully automatic fire are sufficiently heavy to have effective recoil values of 0.

# Stargate SG-1 Equipment Index

Rocket Launcher*	Picks	Acc	Damage	Error	Threat	Range	Ammo	Qualities	Size	Wt.	Pg.	
Raytheon FIM-92 Stinger (USA)	4	-2	3d10+2	1-3	-	400 ft (max 4000 ft)	10 ft	1	AP	L	5 lb	340

\*: single shot only

Ammunition Type	Picks	Effect	Pg.
<i>Flamethrower</i>			340
Fuel Canister	1 per 4	Each canister provides full ammunition capacity	
<i>Grenade Launcher</i>			340
- 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>			340
Bullets	per type	Per bullet type	
<i>Rocket Launcher</i>			340
Stinger IV rocket	2 each	Each rocket provides one reload for the Raytheon FIM-92 Stinger only and weighs 23 lb.	

Alien Weapon	RP	Recoil	Acc	Damage	Error	Threat	Range	Blast	Ammo	Qualities	Wt	Pg.
Glider cannon*	11	16	-4	10d8	1-3	20	350 ft (max 3500 ft)	-	6	AD, AK	90 lb	346
Staff Weapon^	6	12	-4	6d6	1-2	18-20	30 ft (max 300 ft)	-	50	-	8 lb	*
„Tac“ *	8	-	-	4d6	1	20	20 ft (max 100 ft)	-	100	AP	6 lb	348
TER*	6	-	2	3d6	1	Special	10 ft (max 100 ft)	-	20	-	4 lb	348
Zat'nik'tel*	5	-	-	3d6	1-2	20	10 ft (max 100 ft)	-	50	ZTD*	3 lb	349

\*: see description ^: weapon updated IAW Alderac.com