

Colonial Marines

CMC Ranks

Seeing how the CMC is suppose to be from of the old American Marine Corps, I thought it best to use the existng rank structure of today's Marine Corps, or at least something based on it.

Commissioned Officers

O-10 General
 O-9 Lieutenant General
 O-8 Major General
 O-7 Brigadier General
 O-6 Colonel
 O-5 Lieutenant Colonel
 O-4 Major
 O-3 Captain
 O-2 First Lieutenant
 O-1 Second Lieutenant

Enlisted Personnel

E-9 Sergeant Major of the Marine Corps
 E-9 Master Gunnery Sergeant
 E-9 First Sergeant
 E-8 Master Sergeant
 E-7 Gunnery Sergeant
 E-6 Staff Sergeant
 E-5 Sergeant
 E-4 Corporal
 E-3 Lance Corporal
 E-2 Private 1st class
 E-1 Private

Warrant Officers

Chief Warrant Officer
 Senior Warrant Officer
 Junior Warrant Officer

Weapons

M40 Carbine – This is a carbine version of the M42 pulse rifle without the integrated grenade launcher.

M42 Pulse Rifle – This is the standard Marine Corps. Infantry weapon. It comes with an integrated 30mm grenade launcher.

M42 Scoped Rifle – This is the Corps. sniper rifle. It is an accuracized M42 Pusle Rifle with an integrated bipod and telscopic sight, which can increase the Accuracy by an additional -1 if used.

VP70 Pistol – This is a light 9mm pistol that can be used, with an attached shoulder stock, allowing it to fire in Burst mode. Officers tend to prefer this to the M4 pistol.

M240 Flamethrower – This is a hand-held flamethrower requiring no backpack as those of previous ages. Can “bounce” a burst off a corner or wall to attack anythingaround the corner, but at a +4 penalty.

M4 Pistol – This is a large-caliber pistol and the preferred sidearm for marines.

M56 Smartgun — This is a heavy machinegun mounted on a motorized swivel-arm. It has an integrated tracking system that when used provides a -2 Accuracy bonus to anything detected within the infrared spectrum, or by movement.

M5 RPG — This is a rocket-propelled grenade launcher with an internal 3-round magazine.

M402 Mortar — This is an 80mm remote-operated mortar system capable of launching multiple rounds from a rotary magazine.

M78 "PIG" — This is the Phased Plasma Infantry Gun, or PIG. It is a man-portable anti-armor energy weapon with tremendous penetration characteristics.

M83A2 SADAR — This is a single-shot shoulder-launched missile weapon system.

UA571C Sentry — This is a computerized sentry unit with heavy machineguns attached to it. The “skill” of the unit depends on the system's computer core (Ordinary has skill rank of 12/6/3, Good 14/7/3, and Amazing 16/8/4) when set up.

Weapon	Skill	Damage	Acc	Range	Type	Md
M40 Carbine	Mod-smg	d4+1w/d6+1w/d4m	+1	20/40/100	HI/O	F/B/A
M41 Pulse Rifle	Mod-rifle	d6+1w/d6+3w/d6+1m	0	80/160/400	HI/O	F/B/A
grenade launcher	Hvy-indirect	As load	0	50/150/300	As load	F
M42 Scoped Rifle*	Mod-rifle	d6+1w/d6+3w/d6+1m	-1	200/800/2000	HI/O	F
M4 Pistol	Mod-pistol	d4+1w/d6+1w/d4m	0	8/16/50	HI/O	F
VP70 Pistol	Mod-pistol	d4+1w/d6+1w/d4m	0	8/12/40	HI/O	F
w/ shoulder stock	-	-	-1	-	-	B
M56 Smartgun*	Hvy-direct	d6+1w/2d4+2w/d8m	0*	200/600/1200	HI/O	B/A
M5 RPG	Hvy-direct	d8+1w/d8+2w/d8m	+1	50/100/400	HI/G	F
M240 Flamethrower	Hvy-direct	d6w/d6+3w/d8+3w	0	6/12/30	En/O	F
M402 Mortar	Hvy-indirect	As load	+1	100/800/2000	As load	F
M78 “PIG”	Hvy-direct	d8w/d8+3w/d12+3w	0	50/100/400	En/G	F

M83 SADAR	Hvy-indirect	d4w/d6w/d6+4w	0	100/400/1000	HI/G	F
UA571C Sentry*	Special*	d8w/d4+1m/d6+2m	-2	100/200/1500	HI/G	B/A

* See weapon entry for further details.

Weapon	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
M40 Carbine	4	-/10	150	+1	3	Mil	1500
M41 Pusle Rifle	4	30/10	60	-	4	Mil	1500
grenade launcher	3	4	As load	-	-	-	-
M42 Scoped Rifle*	4	30	60	-	4	Mil	2000
M4 Pistol	4	15	50	+3	1	Com	500
VP70 Pistol*	4	12/3*	50	+4	1	Com	400
M56 Smartgun*	4	-/50	3000	-	45	Res	10000
M5 RPG	1	1	500	-	4	Mil	1200
M240 Flamethrower	2	12	200	-	3	Mil	500
M402 Mortar	2	10	As load	-	70	Mil	4000
M78 "PIG"	2	8	100	-	6	Mil	12000
M83 SADAR	1	1	1000	-	15	Res	3500
UA571C Sentry*	4	20	200	-	10	Mil	10000

* See weapon entry for further details.

Armor

M3 Armor — This is the standard combat armor of the marines. Treat as *Attack armor*.

M3 Combat Harness — This is the armored vest used with the smartgun. Treat it as *Battle Jacket*.

Equipment

BDUs

Mass: 2.5 kg.

Availability: Military.

Cost: 25.

Standard USCM battledress utilities (BDUs) are two-piece, lightweight, poly-cotton coveralls with pockets secured by silent fasteners. BDUs are issued in several patterns for deployment to temperate, desert, and jungle zones. The disruptive pattern is printed in at least 3 colors, dependant on the design, and the different high-temperature dyes used in the print process are each designed to absorb infrared radiation at different frequencies, effectively breaking up the wearer's IR signature (+1 Sit. Die penalty to opponent's IR sensors). The dyes' IR properties start to break down after awhile, especially with repeated washing, and the uniform must be replace every now and then.

Portable Hand Welder

Mass: .5 kg.

Availability: Uncommon.

Cost: 30.

This hand-held welder is small enough for use with one hand. It has a small darkened flip screen for when its in use. It can either cut through objects or weld them together within a minute or so.

Helmet Mounted Sight System

Mass: .2 kg

Availability: Military

Cost: 175

This set of headphones, video camera, microphone stalk, and infrared sighting system if fitted under the helmet. It provides communication and video feedback to the APC and the officer onboard. The infrared sighting system is used in dark areas, reducing penalties from darkness by -2 Sit. Die bonus, and can easily upto a distance of 500 meters on a moonless night.

Motion Tracker

Skill: Knowledge-Computer Op.

Mass: 1.5 kg

Availability: Military

Cost: 1,000

The Motion Tracker is a small hand-held surveillance system. It emits high ultrasound bursts to locate targets on the Tracker's display. It is capable of sensing small-sized animal movements upto 1,000 meters away in open terrain. In areas with tight walls the range may be reduced to less than 20 meters. Its made so that small disturbances won't be detected (such as a bug crawling or plants waving in the wind, etc.), so it is possible to seek pass the sensor's range.

Avoiding Motion Trackers

Any character can try to move in the detection area, but needs to move at 1 meter per round and make a Stealth check every 2 rounds. If they fail then they are caught by the sensor.

Personal Data Transmitter (PDT)

Mass: Nil

Availability: Controlled

Cost: 0

Personal Data Transmitters, or PDTs, are tiny microchips that sends out a beacon so they may be located by sensors within 20 kilometers. They are surgically implanted under the skin and are for any colonists on distant planets.

PDT Locator

Mass: 0 kg

Availability: Common

Cost: 20

The PDT Locator is a small light weight cylinder made of hardened plastic and alloy. It can sense a PDT, upto 500 meters, but doesn't tell what direction to it is. It only has a meter display showing how far the PDT is and a beeping sound so when the PDT gets closer its beeps are faster.

Wrist Transponder

Mass: 0 kg

Availability: Common

Cost: 20

This is a watch-like device that has a transponder similar to that of the PDT. It can be picked up by the PDT Locator as well. It is usually given to all marines as part of their standard equipment.

Shoulder Lamp

Mass: .5 kg

Availability: Uncommon

Cost: 25

The Shoulder Lamp is a high-powered portable lighting source that is located on the shoulder. It can light up a 20 meter long line and has a life of 1 week if constantly left on. It is a small 5" tall, 3" wide and 1" thick and can be pulled out by the handle over the shoulder.

Vehicles and Starships

M577 Armored Personal Carrier (APC)

The M577A1 through M577A4 have the following game statistics and equipment.

Skill: Vehicle Operation-Land.

Drive Rating: +2.

Acceleration: 30.

Cruise Speed: 50.

Max Speed: 90.

Armor (L/H/E): Good-quality Moderate Alloy d4+1/d4+1/d4.

Durability (S/W/M): 16/16/8.

Availability: Military.

Cost: 320k.

Standard Accessories

Airtight Configuration, Comm Suite, ECM Pod, EM Detector, IR Detector, Medical Suite, Air/Space Radar, Remote Console, Stealth Configuration, Thermal Imager, Video Scanner.

Unique Accessories

Tactical Operations Center: Inside the M577-series of APCs is a series of computers where the commanding officer resides. The TOC is a standard military computer with various programs suited for the battlefield; 3D terrain display, positions of marines, etc. Along with that, the TOC has both video and audio links connecting upto 8 marines and a medical monitor for each marine, featuring the marines' heart rate, blood pressure, body temperature, etc.

Processor: Ordinary Mainframe.

Active Memory: 8.

Typical Programs: 3D Terrain Display, Marine Position Locator, Medical Monitor, Video and Audio Connection, Sensor Control, Encode, Decode, Reference, Trace, Alarm, Assist, Control, Grid Log, and Transfer.

Combat Accessories

Defensive Measures: Chaff, Flares, and a Jammer.

25mm Chain Gun: Has 1,700 ammo count with High-Explosive, High-Explosive Armor Piercing, Armor Piercing, and Fletchette rounds. The rounds can be switched every phase if wanted. Guns only have a 60 degree forward-facing arc.

Weapon	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
25mm Chain Gun	-1	200/800/2000	2d4+2w/3d4+1w/d6+1m	HI (p)/G	4	B/A	40

M577-series ACP Variations

Since the M577A ACP has become the standard vehicle for the USCMC, there have been a few variations of the standard M577. Each variation had the M577 designation and is virtually identical to the base version, the M577A1. With each variation, the main turret weapon is changed; the M577A2 has plasma cannons, the M577A3 has laser cannons, and the M577A4 has particle cannons.

Weapon System	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
A2 Plasma Cannon	0	500/1500/4000	2d8w/2d8+2w/d8+1m	En (e)/A	2	B/A	30
A3 Laser Cannon	-1	400/1200/3000	d6+2w/d8+2w/d4+1m	En (e)/G	2	B/A	20
A4 Particle Cannon	-1	400/1000/3000	d6+3w/d4+1m/d4+3m	En (e)/G	2	B/A	20

M34A2 Longstreet Light Tank

The M34A2 Longstreet is the USCM's light tank. The USCM relies heavily on the M32 and M22 tanks.

Skill: Vehicle Operation-Land.

Drive Rating: +1.

Acceleration: 10.

Cruise Speed: 40.

Max Speed: 60.

Armor (LI/HI/En): Amazing-quality Moderate Alloy d4+1/d4+1/d4.

Durability (S/W/M): 20/20/10.

Availability: Military.

Cost: 380k.

Standard Accessories

Airtight Configuration, Comm Suite, ECM Pod, EM Detector, IR Detector, Air/Space Radar, Surface Radar, Thermal Imager, Video Scanner.

Combat Accessories

Weapon Systems: 76mm Cannon

Weapon	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
76mm Cannon	-1	100/400/1500	d6w/d4+1m/d6+2m	HI (p)/G	2	F	20

M22A3 Jackson Medium Tank

The M22A3 Jackson is the USCM's medium tank. The Jackson is being phased out by the newest USCM tank, the M40.

Skill: Vehicle Operation-Land.

Drive Rating: +1.

Acceleration: 10.

Cruise Speed: 40.

Max Speed: 60.

Armor (LI/HI/En): Amazing-quality Moderate Alloy d4+1/d4+1/d4.

Durability (S/W/M): 20/20/10.

Availability: Military.

Cost: 420k.

Standard Accessories

Airtight Configuration, Comm Suite, ECM Pod, EM Detector, IR Detector, Air/Space Radar, Surface Radar, Thermal Imager, Video Scanner.

Combat Accessories

Weapon Systems: 120mm Cannon

Weapon	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
120mm Cannon	-1	150/500/2000	d8w/d6+1m/d6+3m	HI (p)/A	2	F	20

M40 Ridgeway Heavy Tank

The M40 Ridgeway is the USCM's heavy tank.

Skill: Vehicle Operation-Land.

Drive Rating: +1.

Acceleration: 10.

Cruise Speed: 40.

Max Speed: 60.

Armor (LI/HI/En): Amazing-quality Moderate Alloy d4+1/d4+1/d4.

Durability (S/W/M): 20/20/10.

Availability: Military.

Cost: 540k.

Standard Accessories

Airtight Configuration, Comm Suite, ECM Pod, EM Detector, IR Detector, Air/Space Radar, Surface Radar, Stealth Configuration, Thermal Imager, Video Scanner.

Combat Accessories

Defensive Measures: Point-defense Gun, Smokescreen.

Weapon Systems: 120mm Cannon, 60mm Mortar, Mines.

Weapon	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
120mm Cannon	-1	150/500/2000	d8w/d6+1m/d6+3m	HI (p)/A	2	F	20
60mm Mortar	+1	400/1000/3000	2d4w/2d6w/2d4m	HI (p)/A	1	F	10

Weapon	Type	Amazing	Good	Ordinary
Mines	HI/G	d8+2w (contact)	d8w (out to 4m)	d8-1w (out to 8m)

Catepillar P-5000 Powerloader

Selected by USCMC as their primary loader vehicle for logistic and support operations. The P-5000 offers unprecedented flexibility when handling ordnance and cargo during rough field operations or when conducting heavy maintenance away from fixed workshops.

The P-5000 Catepillar is configured as an anthropomorphic exoskeleton power frame and is kept upright with gyrostabilizers. Capable of fine manipulating loads of 4,000 kg, the P-5000 is a rugged and reliable alternative to conventional forklifts, rigs and cranes.

Training in the operation of a loader requires 6 weeks for civilian work or 8 weeks for the USCMC, which also covers using rough terrain training. The operation of a loader in the USCMC, requires a Class 2 civilian cargo handling license (Rank 2 in Vehicle Op-Loader Operation).

Game Information

The power loader has no armor protection. Any unarmed attack has a +2 Sit. Die penalty and does 2d4s/d6w/d6+1w for a swinging attack and does d6w/d6+1w/d6+2w for a grip attack. The loader has a movement rate of 3 meters per phase.

Loader Operation

Broad Skill: Vehicle Operation.

Cost: 3.

Profession: Tech-Op.

This skill allows a person to control any mechanical vehicle that humanoid in shape, ie. a giant robot, with precise movement. A skill check is required for any action that isn't a basic action (ie. grabbing something, etc.).

UD-4 L 'Cheyenne' Dropship

Skill: Vehicle Operation-Air.

Drive Rating: +1.

Acceleration: 300.

Cruise Speed: 1500.

Max Speed: 5000 (atmosphere only).

Armor: Amazing-grade Moderate Cerametal d4+1 LI / d4+1 HI / d4+1 En.

Durability: 24/24/12.

Availability: Military.

Cost: 4.2 mil.

Standard Accessories

Airtight Configuration, Comm Suite, ECM Pod, EM Detector, Hi-power Engine, IR Detector, Air/Space Radar, Surface Radar, Stealth Configuration (not useable against IR), Thermal Imager, Video Scanner.

Combat Accessories

Weapon Systems: 25mm Chain Gun, AA Missiles, AT Missiles, ARN Missiles, Rockets, both heavy and light.

Weapon	Acc	Range	Damage	Type	Ac/Rd	Md	Clip
25mm Chian Gun	-1	200/800/2000	2d4+2w/3d4+1w/d6+1m	HI [p]/G	4	B/A	-/15
AA Missiles	-2	1 km/3 km/10 km	d8s/d8+1w/d6m	HI [g]/G	1	F	4
AT Missiles	-2	500/1500/5000	d6+2w/d6+4w/d4+2m	HI [g]/A	1	F	6
ARN Missiles	-2	500/2000/6000	d6+1w/d6+3w/d4+1m	HI [g]/G	1	F	4
Rockets, heavy	+2	400/800/2400	d8w/d8+2w/d6+1m	HI [p]/G	2	B	-/4
Rockets, light	+1	500/1000/3000	d4+2w/d6+1w/d6+3w	HI [p]/G	2	B	-/20

CONESTOGA-CLASS STARSHIP

Note: Because of the massive size of the Conestoga-class starships, there are no statistics as like the other smaller ships. Instead I have put what I think is the best solution for each entry.

Conestoga-class

Cost: Undisclosed.

• **Compartments:** 60.

• **Dur:** 120.

• **Maneuver Rating:** +3.

• **Acc:** 0.1.

• **Cruise Speed:** 0.5 AU/hr.

• **Berthing:** 90.

• **Armament:** Laser Cannons (2), Railguns (2), Particle Cannons (2), Launch Tube, Minelayer, XIM Launch Tube.

• **Defenses:** Chaff, Jammer, Decoy drones, Point-defense gun, Stealth hull.

• **Armor:** Moderate Cerametal (d8 LI / d8 HI / d8 En).

• **Computer:** Computer Core (good), AI Core (good).

• **Engines:** Fusion Torch Engines.

• **Power:** Fusion Generators.

• **Drive:** Hyperdrive.

• **Hatches:** Security.

Ship Systems by Compartment

• **Command (Roll: <-0):** AI Core Processor (good), Computer Core (good), Dedicated computers (good Battle, Defense, Navigation, Sensos, and Tacical), Damage control (good).

• **Crew (Roll: 1):** Crew quarters, Sick bay, Lab section, Workstation, Brig, Life-suspension Units.

• **Sensors (Roll: 2-3):** IR detector, EM detector, Internal Monitors, Ladar, Multiband radar, Mass detector, Radiation detector, Spectroanalyzer.

• **Hangar (Roll: 4-6):** Dedicated Hangar (four dropships or shuttles).

• **Cargo 1 (Roll: 7-9):** Autocargo (400,000 cu. m.).

• **Cargo 2 (Roll: 10-12):** Autocargo (800,000 cu. m.).

• **Communications (Roll: 13):** Laser comms, Radio comms, FTL comms.

• **Auxilliary (Roll: 14):** Life-support Unit, Escape Pods (20), FTL Drive, Accumulator.

• **Engineering (Roll: 15-16):** Fusion Generators, Fuel Tanks, Planetary Thrusters, Fusion Torch Engines, Self-destruct device.

• **Weapons 1 (Roll: 17):** Launch tube (8 XIM and 12 others), Port-side Turret Laser.

• **Weapons 2 (Roll: 18):** Port-side Railgun, Particle cannon.

• **Weapons 3 (Roll: 19):** Starboard-side Railgun, Particle cannon.

• **Weapons 4 (Roll: 20):** Minelayer (80 assorted mines), Starboard-side Turret Laser, Decoy drones (3).

Conestoga Weapons Data

System	Acc	Range (Mm)	Type	Damage	Actions	Facing
Laser, turret #1	0	1/2/3	En [e]	d4s/d4w/d4+2w	4	Forward, Left, Rear
Laser, turret #2	0	1/2/3	En [e]	d4s/d4w/d4+2w	4	Forward, Right, Rear
Railgun #1	+1	4/8/12	HI [p]	2d4s/d6+2w/d4+1m	2	Forward, Left, Rear
Railgun #2	+1	4/8/12	HI [p]	2d4s/d6+2w/d4+1m	2	Forward, Right, Rear
Particle beam #1*	0	6/12/18	En [e]	d6+1s/d6+3s/d8+1s	1	Forward, Left, Rear
Particle beam #2*	0	6/12/18	En [e]	d6+1s/d6+3s/d8+1s	1	Forward, Right, Rear
Launch tube	0	1	As load	As load	1	All
Missile, che	+1	8/16/24	LI [g]	d8s/d6+1w/d4+1m	0	-
Missile, nuk	-2	10/20/30	En [g]	2d6s/2d6w/2d6m	0	-
Missile, smp	-1	18/16/24	HI [g]	d6+2s/d6+2w/d6+4w	0	-
XIM Long Lance	0	12/24/36	HI [g]	d6+1w/d6+3w/d4+1m	0	-
Minelayer	0	1	As load	As load	2	Left, Right, Rear
Mine, che	0	-	HI [*]	d6+1s/d6w/d4m	0	-
Mine, nuk	0	-	En [*]	d8+3s/d8+3w/d6+2m	0	-
Mine, trs	0	-	LI [*]	see description	0	-

* These are not like the core rules particle cannon. They have an electromagnetic-pulse effect on ship systems (ie. stun damage).

Synthetics

"I prefer the term 'artificial person' myself."

-Bishop, LV-426 Orbit

Synthetics, or Artificial Humans or Androids, are robots with a human appearance. They are faster, stronger, and smarter than humans, but they also have vulnerabilities. They have been in the Colonial Military for quite some time now. They don't enter combat, but are on the front-line of combat to provide information and assistance. There are other "models" that are specifically made for other actions, including combat.

Height: As designed (cannot change).

Weight: As designed (cannot change).

Age: 100 years if kept up regularly.

Ability Score	Min	Max
Strength	12	15
Dexterity	11	14
Constitution	11	14
Intelligence	13	15
Will	6	14
Personality	6	14

Synthetic Qualities

	A	G	O	M
Free Broad Skills	8	7	6	5
Skill Points	70	60	50	40

Notes on Broad Skills

General Purpose: Interaction. Cannot have any weapon or unarmed combat skills.

Military Purpose: Armor Operation, Modern Ranged Weapons, Tactics.

Special Purpose: Interaction. Can only have unarmed combat skills if a bodyguard.

Advantages

Stun and Fatigue Immunity (Immune to weapons or activities that cause stun or fatigue damage)

NI-Jack (located in either the back of the neck or forearm)

Continued Service (If reduced to 0 Wound, they act with a +2 Sit. Die penalty and if reduced to 0 Mortal, a +4 Sit. Die penalty; penalty is gone when fully repaired)

Self-Repair (At PL 7, the synthetic can heal Wound at half normal rate. PL 8 synthetics can heal at the normal rate)

Disadvantages

Must Recharge every 400 days [24 hours of constant rest]

Must not allow a human to come to harm

Cannot harm a human

There are 3 kinds of Synthetics

General Purpose: An android built for general use.

Military Purpose: Mostly built as an assistant and science officer. Some combat models are around as well.

Special Purpose: Specially made synthetics built around a specific task that the GP models cannot do.