Sacnoth Ríkisstjórn-Vopn Verksmiðju, Óhf.

Sacnoth Small Arms Cooperative (TL 12)

- 7mm Submachine-gun
- 7mm Advanced Combat Carbine
- 7mm Advanced Combat Rifle
- Reflex Sight
- 7mm Caseless ETC Rounds
  - HEAP, API, Tracer, APHE
- Advanced Combat Sight
  - Image Amplification, IR
  - and Laser Range Identifier
- Silencer
- 40mm HEAP RAM Grenade
- 58mm HEAT RAM Grenade
**7mm Sub-Vél Byssur SVB.980**

*Sacnoth Ríkisstjórn-Vopn Verksmíðju, Ohf.*

HBK.980

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**Name:** SVB.980

**Description:** 7mm Electrothermal caseless nanocarbon bullpup gyro-stabilized Submachine-gun.

**Tech Level:** 11 (Manufactured By 11/12 Tech Level)

**Weight:** 1.5 Kg unloaded; 2.1 Kg loaded

**Cost:** 930 Cr.

**Caliber:** 7mm Electrothermal Caseless

**Size:** 2

**Length:** 480mm, 560mm stock fully extended

**ROF:** Rapid (1,3,5,10) **Damage:** 4D+1

**Effective Range:** 180m

**Shots:** 40 round magazines (weight: 660 grams) **Cost:** 100 Cr. per magazine

**Recoil:** 1* (Base 3: Mods -3 (-1 for ETC & -2, for Gyro-stabilization)

**Flash:** 3

**Reliability:** High

**Accessories:** Silencer (0.1Kg, 300 Cr (Range x.5)); Electronic Battle Sight (500 grams, cost 1000 Cr).

**Skill:** Gun Combat (Submachine-gun)
**7mm Hápróaður Bardaga Karabin HBK.981**

**Sacnoth Ríkisstjórn-Vopn Verksmíðju, Ohf.**
HBK.980

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**Name:** HBK.981  
**Description:** 7mm Electrothermal caseless nanocarbon bullpup configured gyro-stabilized Carbine.  
**Tech Level:** 11 (Manufactured By 11/12 Tech Level)  
**Weight:** 2.81Kg. unloaded, 3.41Kg. loaded  
**Cost:** 1475 Cr.  
**Caliber:** 7mm Electrothermal Caseless  
**Size:** 3  
**Length:** 600mm, 680mm stock fully extended  
**ROF:** Auto (1,3,5) **Damage:** 4D+1  
**Effective Range:** 270m  
**Shots:** 40 round magazines (weight: 660 grams) Cost: 100 Cr. per magazine  
**Recoil:** 1*(Base 3: Mods -3(-1 for ETC & -2, for Gyro-stabilization)  
**Flash:** 2  
**Reliability:** High  
**Accessories:** Silencer (0.1Kg, 300 Cr (Range x.5)); Electronic Battle Sight (500 grams, cost 1000 Cr)**. 40mm RAM Anti-Personnel /Anti-Vehicle Grenade, Bayonet & Bipod  
**Skill:** Gun Combat- Carbine, Gun Combat- Combat Rifleman, Grenadier for 40mm RAM Grenades  
* with slug throwers always have a Recoil of at least 1; **- Battle sight,Bipod, Bayonet included.
**7mm Háþróaður Bardaga Gevar HBG.982**

**Sacnoth Ríkisstjórn-Vopn Verksmíðju, Ohf.**

**HBG.980**

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**Name:** HBG.982

**Description:** 7mm Electrothermal caseless nanocarbon, bullpup configured gyro-stabilized rifle.

**Tech Level:** 11 (Manufactured By 11/12 Tech Level)

**Weight:** 3.1 Kg. unloaded; 3.7 Kg. loaded

**Cost:** 1715 Cr.

**Caliber:** 7mm Electrothermal Caseless

**Size:** 4

**Length:** 800mm, 880mm Stock fully extended

**ROF:** Auto (1,3,5) **Damage:** 4D+1

**Effective Range:** 360m

**Shots:** 40 round magazines (weight: 660 grams) **Cost:** 100 Cr. per magazine

**Recoil:** 1*( Base 3: Mods -3(-1 for ETC & -2, for Gyro-stabilization)

**Flash:** 2

**Reliability:** High

**Accessories:** Silencer (0.1Kg, 300 Cr (Range x.5)); Electronic Battle Sight (500 grams, cost 1000 Cr)**. 40mm RAM Anti-personnel/Anti-Vehicle Grenade; 58mm RAM High explosive Anti-Tank Grenade, Bayonet** & Bipod**.

**Skill:** Gun Combat- Carbine, Gun Combat- Combat Rifleman, Grenadier for 40mm/58mm RAM Grenades

*- with slug throwers always have a Recoil of at least 1; **- Battle sight,Bipod, Bayonet included.
**Name:** HSV.983

**Description:** 7mm Electrothermal caseless nanocarbon, bullpup configured gyro-stabilized Automatic rifle/Light Machine-gun

**Tech Level:** 11 (Manufactured By 11/12 Tech Level)

**Weight:** 7 Kg. unloaded; 8.3 Kg. loaded

**Cost:** 2115 Cr.

**Caliber:** 7mm Electrothermal Caseless

**Size:** 4

**Length:** 1000mm, 1100mm (Stock fully extended)

**ROF:** Rapid (1,5,10) **Damage:** 4D+1

**Effective Range:** 700m

**Shots:** 75 round (weight: 1.25 Kg) **Cost:** 155 Cr. Drum

**Recoil:** 1* (Base 3: Mods -3(-1 for ETC & -2, for Gyro-stabilization)

**Flash:** 2

**Reliability:** High

**Accessories:** Electronic Battle Sight (500 grams, cost 1000 Cr)**.

**Skill:** Gun Combat- Autorifle/LMG, Combat- Combat Rifleman,

*- with slug throwers always have a Recoil of at least 1; **- battle sight & bipod included.
40mm & 58mm Sprengjuvarpa

**Name:** 40mm GSAO Sprengjuvarpa  
(40mm APAV RAM Grenade)  
**Description:** a dual purpose, anti-personnel (AP) and anti-vehicle (AV), 40 mm rifle-grenade. It has a mass of 500 grams, and a tail with stabilizing fins. Explosion is triggered by an impact fuse or the manual airburst setting. Laser terminal guided.  
**Tech Level:** 11  
**Weight:** 0.5 Kg.  
**Length:** 350mm  
**Range:** 320m  
**Cost:** 200 Cr.  
**Size:** 1  
**Burst:** 4  
**Damage:** 6D  
**Duration:** instantaneous

**Name:** 58mm AFAO Sprengjuvarpa  
(58mm HEAP RAM Grenade)  
**Description:** A Rocket Propelled Grenade with a shaped charge warhead and a tail fitted with stabilizing fins. Detonation is initiated by a nose impact and a base fuse. Laser terminal guided.  
**Tech Level:** 11  
**Weight:** 0.65 Kg.  
**Length:** 380mm  
**Range:** 100m  
**Cost:** 600 Cr.  
**Size:** 1  
**Burst:** special  
**Damage:** 6D w/ Armor Divisor of 2  
**Duration:** instantaneous
40mm Plasma AP RAM Grenade
Name: 40 mm Väteplasma GS Sprengjuvarpa
(40mm Plasma AP RAM Grenade)
Description: A 40 mm Rocket Propelled Grenade with a hydrogen plasma warhead and a tail fitted with stabilizing fins. Detonation is initiated by a nose impact and a base fuse. The RAM Grenade also has an manual setting for a timed airburst.
Laser terminal guided.
Tech Level: 12
Weight: 0.60 Kg.
Length: 350mm
Range: 300 m
Cost: 2000 Cr.
Size: 1
Burst: 4m
Damage: 12D
Duration: instantaneous

40mm Plasma Anti-Armor RAM Grenade
Name: 40 mm Väteplasma AB Sprengjuvarpa
(40mm Plasma Anti-Armor RAM Grenade)
Description: A 40mm Rocket Propelled Grenade with a Plasma shaped charge warhead and a tail fitted with stabilizing fins. Detonation is initiated by a nose impact and a base fuse. Laser terminal guided.
Tech Level: 12
Weight: 0.60 Kg.
Length: 350mm
Range: 300 m
Cost: 4000 Cr.
Size: 1
Burst: Special
Damage: 12D w/Armor Divisor 4
Duration: instantaneous