

Explosives and detonators:

Comp-C Plastic explosives	
Costs:	300 \$ per pounds
Range:	16 cm + 4 for each pound more until maximal 36 cm (5 pounds)
Damage:	1 D10 + 2 Explosion + 1 D6 for each further pound.
Armor modification:	-4
AP-costs:	6 to attach.
Description:	Composite-C, the strongest American plastic explosive of the 21 st century. Not only popular with US Army pioneers, but also with every other Detonation lover all across the North American continent.

Dynamite	
Costs:	200 \$ per pound
Range:	10 cm + 3 for each pound more until maximal 25 cm (6 pounds)
Damage:	1 D6 + 1 Explosion + 1 D3+1 for each further pound
Armor modification:	-3
AP-costs:	7 to attach
Description:	A lot of beautiful, wired, red sticks. They look like candles, but don't burn as long (on the other hand, they are a lot louder).

Remote detonator:	
Costs:	180 \$
Weight:	1 pound transmitter, 1 pound receiver
Range:	Transmission range of about 1 kilometer
Damage:	No own damage
AP-costs:	6 to set, 3 to detonate
Description:	A simple radio system, to detonate explosives from a safe distance.

Timed detonater	
Costs:	90 \$
Weight:	1 pound
Range:	No range
Damage:	No own damage
AP-costs:	6 to set
Description:	A timer made from the most simple materials. It lets explosives detonate after a certain amount of time.