

shaped explosives

FROM KOHU NORTH AMERICA, INC.!

Introduced in 2054, and riding on eight years of unparalleled success, we are proud to present our 2062 catalogue. It contains a myriad of explosives and detonators designed for the stealthy demolitions expert. Place them anywhere, as they're inconspicuous because of their common shapes, sizes and weights. They look like normal, everyday objects ... until you let them explode! Our customer testimonials say it all:



“With the wonderful range of discreetly modelled explosives from Kohu, I was able to literally blast my way to the top of my organisation undetected.”

—Anonymous top ranking
corporate executive

“Their superb range of detonators allows users to customise detonations to a plethora of individual, specific conditions that make every job a breeze.”

—Mario, Cleaner at
Gianelli's Restaurant

“I'm now an avid reader, thanks to Kohu's shaped Book explosive. After purchasing several Books for a book depository related job I undertook, not only was I totally satisfied with the undetectability of the product, I was also completely satisfied with the realness of it as well!”

—Harvey Lee, now-literate enforcer
for the Golden Lotus Triad



shaped explosives

These explosives, designed, manufactured, and marketed by Kohu North America, Inc., are shaped like everyday objects—this allows them to be placed everywhere, without anyone knowing until it is too late. The cost of the detonator is not included in the explosive's cost as listed below: a button explosive with a micro radio detonator would cost 525¥ (25¥ for the explosive and 500¥ for the detonator).

All shaped explosives are made to the nominal weight of the object they represent, and with an outer layer of the same materials as the actual object. This ensures that there is no way to notice the difference between the shaped explosive and the normal object by handling.

- ◆ I have used these explosives, and I must agree. The only way to notice that you are handling an explosive is by finding the little lid for the detonator, or by using x-ray detection or chemsniffer gear.
- ◆ Mickey M.

LEGAL NOTICE

In many jurisdictions, it is illegal to possess some or any of these—or any other—explosives and/or detonators without the proper permits! **Kohu North America, Inc., will accept no responsibility for unlicensed use or misuse of these, or any other, Kohu North America, Inc., products.**

GAME NOTES

The Concealability represents how difficult it is to notice that the shaped explosive is not the everyday object it is masquerading as. The restriction level (the numerical portion of the Legality Code) represents how likely law enforcement attention is once the true nature of the item has been determined.

The Damage Code was determined per the rules for explosives on page 283 of *SR3*: the Rating multiplied by the square root of the number of kilograms, rounded down. Damage figures were then adjusted in some

cases, to allow for occurrences such as shrapnel resulting from the explosion of the casing material. Note that C series explosives have a Rating equal to their C-number, with the exception of C4, which has a Rating of 6.

ARROW

The Arrow can be used from a distance: it is a normal arrow which can be fired from any bow, fitted with an arrowhead containing 50 grams of C12 and a ceramic fragmentation sleeve (which weighs 0.02 kg, and may be removed, but reduce Power to 2).

The Arrow can be fitted with any mini or micro detonator in the nose; a pressure detonator will set off the Arrow on impact with a hard surface, but any other detonator may also be used.

The not-very-streamlined design reduces all ranges by 10%.

Contrary to the *Game Notes* in the left-hand column on this page, the Concealability represents how easy the Arrow is to hide. It is obviously not a standard arrow.

BOOK

The Book looks like an old hardcopy book. It is unique in not being simply a book that can't be opened; instead, its pages are made of paper-thin C12! A tiny cavity in the front cover, which is made of stiff C12, 3 mm thick, to give the impression of a hardcover book, can hide a micro detonator. This gives a total of 0.75 kilograms of C12!

The Book is available in four different models; three of which have the actual text of a classic novel printed on the C12 pages, making it indistinguishable from a real book. The different titles available are appropriate to this Awakened, magically active world: *The Hobbit* by J.R.R. Tolkien (1937), *Count Zero* by William Gibson (1986), and *Where The Trees Are Neon* by Janette Lydon (2038). The fourth model has blank pages.

BOTTLE

The Bottle comes in three models: an 0.33 liter beer bottle, an 0.75 liter wine bottle, and a 1.5 liter soda bottle. Each is available with many different labels and prints of common and rare brands. Each bottle comes filled with



Shaped Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Arrow	3	4D	-0.5/m	0.12	6/48 hrs	50¥	2.25	1-J
Book	20	10D	-1/m	0.8	9/7 days	1,000¥	2.2	1-J
Bottles								
0.33 l Beer	10	3D	-1/m	0.35	6/5 days	100¥	2	1-J
0.75 l Wine	10	5D	-1/m	0.8	6/5 days	150¥	2.1	1-J
1.5 l Soda	10	7D	-1/m	1.6	8/5 days	200¥	2.2	1-J

the appropriate amount of a spectacular new explosive: a liquid C4 with the density of water, developed by Kohu North America (all rights reserved)! The 0.33 liter Bottle holds 300 grams, the 0.75 liter Bottle holds 750 grams, and the 1.5 liter Bottle holds 1.5 kilograms. A micro detonator may be hidden behind one of the labels.

BRICK



Available in five different shapes and sizes, all looking like normal house bricks; these contain three kilograms of C4 explosive. If built into a structure, these can very effectively be used to demolish that structure in an instant.

- Excellent stuff, except for the fact that most buildings aren't built from bricks anymore...
- Keitel

BULLET

These are available in all common calibres, from holdout pistols sizes to heavy machine guns calibres. The bullet comes with a non-removable mini pressure detonator in the back of the round (so it is hit by the weapon's firing pin). Each round contains 10 to 20 grams of C10, which explodes when the round is fired. An exploding round usually sets off all other rounds left in the weapon as well.



- A couple of like-thinking chummers and myself once replaced the stockpile of 1,000¥ certified credsticks in a major downtown bank with these puppies. About 5,000 were distributed before the recall went into effect. We killed about 50 nuyen-loving capitalist pigs, and injured 100 more. The particular financial organisation in question had a world wide 20% (lack of) confidence share price drop after the incident.
- Rabid Anarchist
- Yeah! Down with the megacorps! Strike at the heart of their control: nuyen!
- No Laws!

BUTTON

Shaped like a shirt or coat button or a cuff link, this contains seven grams of C12 explosive, and must be fitted with a micro detonator. Comes in five different models in three different colors: white, black, and gold.

CAN

Shaped like a 0.33 liter soda or beer can, the Can holds 350 grams of C10 high explosive. It must be fitted with a mini or micro detonator, and to make it all look even more realistic, if a pull detonator is fitted, this connects to the ring used to open a normal soda

can! Of course, any other detonator type may also be used. Available with prints of Budweiser, Heineken, Pepsi Cola, Seven-Up, or Sisi.

COMPACT DISK

The exact size of a six-centimeter, double-sided compact disk, this CD has a wafer-thin explosive charge of 15 grams of C12. Both surfaces are essentially one large laser detonator set for the frequency used by CD-players, so the disk will explode once the CD-player attempts to read from or write to the disk. Available in 15 different prints of both current and "golden-oldies" albums, as well as a generic computer data CD.

CREDSTICK

This is identical to a normal credstick, and can be plugged into any device that accepts credsticks. It contains 10 grams of C10, and can be fitted with a mini or micro detonator.

- Of course, our anarchist friends fail to mention that they also blew hands and arms off around 100 innocent bystanders, children, and hard working store assistants during their little reign of terror...
- Realist
- There are no innocents! Everyone who uses nuyen supports the choking control of globalized corporations.
- Rabid Anarchist
- How'd you guys get the exploding credsticks, then?
- Wally

Shaped Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Brick	10	10D	-1/m	3.1	6/3 days	300¥	1.5	1-J
Bullet	25	1D	-1/m	0.05	6/3 days	130¥	2	1-J
Button	20	1D	-1/m	0.01	8/4 days	30¥	2.5	1-J
Can	22	5D	-1/m	0.36	8/5 days	250¥	1.9	1-J
Compact Disc	16	1D	-1/m	0.02	9/6 days	500¥	4	1-J
Credstick	18	1D	-1/m	0.015	8/4 days	50¥	2.25	1-J



shaped explosives

DATAJACK PLUG

Fitting into any standard datajack, the Datajack Plug accepts any mini or micro detonator. It has an explosive charge of 30 grams of C12, most of which is located in the part of the plug that enters the user's skull. Upon detonation, the person who has the Datajack Plug in his or her datajack resists 6D damage, without the benefit of armor. Anyone in the vicinity of the explosion takes 2D damage.

- ◆ This one is nasty, chummers. If you have a datajack, and somebody captures you, they might just shove one of these up your jack. Try anything funny ... KABOOM!!
- ◆ Daryll
- ◆ Don't get caught.
- ◆ Wiley

DICE

Not just ordinary dice, each of these actually contains seven grams of C12 and room for a micro detonator. Available in D4, D6, D8, D10, D12, D20 and D30 types, these are certain to show those *&*-ers that you mean business!



They come with numbers printed onto them, so they can even be used as real dice! If you pile a number of them together, one detonator is all it takes to blow them all up. In such a case, the Power Level of the explosion is $[12 \times \text{square root}(0.007 \times \text{number of dice})]$, rounded down,

and the Damage Level remains at D. For instance, a dice bag with 64 Dice gives a Damage Code of 8D.

DOORMAT

Either with or without the word **WELCOME** on it, the Doormat is available in 5 different colors. It contains 2 kilograms of C10 (detonated by a mini or micro detonator), while its upper bristles are made of the flexible-but-unbreakable Strong-i-Plast™, which shoots upward when the Doormat detonates! This gives very much the same effect as a fully automatic shotgun firing flechette ammunition! The Doormat measures 50 cm × 75 cm.

Anyone standing on the mat is shredded by the flechettes: use twice Impact or normal Ballistic to defend against the explosion, but increase the Power Level of the attack by 2 against unarmored victims. If the armor worn does not protect the legs, treat the target as unarmored (the bristles will shoot right up a long coat, for instance). This is the gamemaster's call, as always. Anyone not standing directly on (or very close to or above) the Doormat only suffers the normal blast effects. The flechettes lose 2 off their Power Level for every meter traveled.



FLOWER

Resembling a normal plastic flower (available in orchid, rose, and tulip models, each in white, red, or yellow), each Flower contains 20 grams of C12 in the leaves and stem. A micro detonator must be fitted at the top of the stem.

The Damage Code below is for a single flower. If more are grouped together, calculate the Power Level using the formula: $[12 \times \text{square root}(0.02 \times \text{number of flowers})]$, rounding down. Damage Level remains D. Only one detonator is needed to detonate the entire bunch of flowers.

- ◆ Waste it with flowers...
- ◆ ASDF

KEYCARD

The size of a standard card for electronic locks, the Keycard can even come with working magnetic strips, so it can actually be used to open doors, provided the codes on the strip are valid. (Codes are not included in the purchase price.) The Keycard requires a micro detonator, and has some seven grams of C12. The Keycard comes in one of five different prints, though custom prints are available on request, as always (at a slight increase in price).

Shaped Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Datajack Plug	10	6D/2D	-1/m	0.035	8/4 days	50¥	2.25	1-J
Dice	16	1D	-1/m	0.007	6/5 days	25¥	2.5	1-J
Doormat	12	16D/14D	-1/m	2.5	12/10 days	1,000¥	3.5	1-J
Flower	14	1D	-1/m	0.03	9/5 days	45¥	2.5	1-J
Keycard	24	1D	-1/m	0.01	8/5 days	100¥	3	1-J

LIGHTBULB

Looking like a 60 watt lightbulb, this fits virtually all sockets. The Lightbulb is filled with 20 grams of C10, and can be fitted with a mini or micro detonator (an electric detonator is perfect: it detonates when someone switches on the light!). The fact that the Lightbulb's glass is opaque white makes it almost indistinguishable from normal lightbulbs.

PEN

The Pen's best feature is that it is a normal, everyday pen, filled with high explosive. Not just an imitation that looks like a pen, it comes in five different shapes (from cheap, 100-per-nuyen, to luxury models), and with numerous different, optional prints (custom prints and models available—call our offices). Each needs a micro detonator, and has some seven grams of C12 packed inside. A small ink cartridge is featured, so the pen can be used to write with as well.



POCKET SECRETARY

The casing of a Renraku Workbook pocket secretary (p. 26, *NAGEE 7*), filled with 400 grams of C8 and an inner ceramic layer that fragments upon exploding.

TELEPHONE

Coming in two models (tabletop and cellphone), the Telephone holds 400 grams of C10 (70 grams for the cellphone model). The Telephone cannot be used to make actual calls. Both models are available in many different casings of real telephones.



- A light detonator is ideal for the tabletop model. Just call the number it is supposed to have, so the detonator gets a pulse via the fibre-optic line, and bang.
- Dana

OPTICAL CHIP

The size of a 50 Mp optical chip as used in almost every computer and other electronic device, as well as to record music and data, this fake chip plugs into all standard chip mounts. It is excellent for use with the Light Detonator, since it will detonate as soon as the computer tries to read or write data from or to the Chip. Of course, any other micro detonator will also fit. The chip has a seven gram charge of C12 explosive.

detonators

A line of tried and true detonators, which can be used with every modern explosive, military or commercial. These detonators are both reliable and simple to operate, and are inexpensive as well. Kohu brings you the best!

Kohu detonators come in three sizes: micro, mini, and normal, and a large number of different types (please note that some types are not available in all sizes). **Micro detonators** are small disks, some 5 mm in diameter, and average 3 mm thick, that are pressed into the explosive charge. Their weight is negligible, and concealability is near-infinite.

Mini detonators are pin-shaped, some 8 mm in diameter and 4 cm long. These are also pressed into the explosive.

Normal detonators are square, 1 cm thick, and with sides of 6 cm. These have two small spikes at the back, which are pressed into the explosive.

All detonators use absolutely no metal components, making them undetectable to metal detectors. All internal systems are either fibre-optic or electrically conducting polymers, while the outer casing is made of hard impact plastic. All are available in 8 designer colors.

- Christ! Detonators in designer colors?! What next? Explosives that explode in designer colors with the latest Speedthno technopunk tunes as background effects?!
- Plastique

Shaped Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Lightbulb	20	1D	-1/m	0.03	4/4 days	125¥	1.9	1-J
Pen	20	1D	-1/m	0.02	9/5 days	80¥	2.75	1-J
Pocket Secretary	16	6D	-0.5/m	0.5	4/36 hrs	250¥	2	1-J
Telephones								
Cellphone	23	2D	-1/m	0.08	6/4 days	120¥	2.5	1-J
Tabletop	23	6D	-1/m	0.5	6/4 days	300¥	2.5	1-J
Optical Chip	18	1D	-1/m	0.01	6/4 days	45¥	3	1-J



shaped explosives

ELECTRIC DETONATOR

This detonator responds to an electric signal: the current of a 1.5-volt watch battery is enough to activate the detonator, though larger currents can also be used.

LASER DETONATOR

This detonator comes in two parts: one is the actual detonator/receiver, and one is the laser control unit. The detonator/receiver can be set in either of two modes: in mode 1, it detonates when it receives a pulse from the laser control unit; in mode 2, it detonates when it ceases to receive a beam from the laser control unit. Mode 1 can thus be used for remote-detonation of the explosives, while mode 2 effectively makes a "booby-trap."

Setting up the laser control unit requires a Complex Action and a Quickness test (to aim the laser correctly). All Ranged Combat modifiers apply to the aligning test. Ranges are short 1-5 m, medium 6-15 m, long 16-25 m, and extreme 25-50 m—equivalent to those of a light pistol. If the laser is further away than 50 meters, it does not have sufficient power to activate the detonator. Additional tests may be made on the user's next action if the first fails.

The laser unit is comparable to a laser sight, and is not powerful enough to inflict damage. The laser unit is reusable, and can be used 10 times for every six-hour recharge.

LIGHT DETONATOR

Perfect for application in modern fibre-optic controlled devices, this detonator sets off when it receives a light pulse through the attached fibre-optic. The frequency it responds to can be set by the user.

PRESSURE DETONATOR

This detonator explodes when pressure is exerted or released on its top: a weight difference around five kilograms is enough to detonate. The exact mode of operation (press mode or release mode) can be specified upon activation. In press mode, the detonator detonates as soon as the pressure is applied. In release mode, it detonates after the pressure is removed.

PULL DETONATOR

The opposite of the pressure detonator, this explodes when the ring on its top is pulled out. A wire can be tied to the ring to make this an effective trap.

PULL-RELEASE DETONATOR

More sophisticated than a simple pull detonator, the pull-release detonator activates either when pulled with more than a certain force, or when the applied force drops (is released) below a certain level. This detonator allows creation of, for example, tripwire traps that are "booby-trapped" against disarming. While with a regular pull detonator, once the tripwire is detected, the trap may be disarmed by simply cutting the tripwire, pull-release detonators avoid this problem. Should the tripwire be cut, the drop in applied force from the taut tripwire causes the detonator to activate in release mode.

RADIO DETONATOR

Once this receiver picks up the pre-programmed radio signal (selected by the user), it sets off the explosives. The maximum range from which it can be detonated depends on the transmitting control unit, not on the detonator itself.

Kohu markets several small, concealable, hand held

Accessories	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Electric Detonators							
Micro	21	—	—	8/60 hrs	425¥	3	5-J
Mini	15	—	0.02	6/48 hrs	275¥	3	4-J
Laser Detonators							
Normal	9	—	0.1	8/70 hrs	350¥	3.5	4-J
Control Unit	5	—	0.25	6/48 hrs	700¥	1.1	6-U
Light Detonators							
Micro	21	—	—	10/72 hrs	750¥	3.5	8-J
Mini	15	—	0.02	8/60 hrs	500¥	3.25	5-J
Normal	9	—	0.1	6/48 hrs	350¥	3.15	4-J
Pressure Detonators							
Mini	15	—	0.02	4/48 hrs	100¥	1.5	5-J
Normal	9	—	0.1	3/48 hrs	75¥	1.25	4-J
Pull Detonators							
Micro	21	—	—	8/72 hrs	200¥	2	8-J
Mini	15	—	0.02	4/48 hrs	100¥	1.5	5-J
Normal	9	—	0.1	3/48 hrs	75¥	1.25	4-J

radio transmitter control units with various ranges. Use the flux rules on page 137 of *SR3* to determine range, with the Flux Rating equal to the transmitter control unit's Rating. The devices are modelled to appear as innocuous personal electronic items: a wrist watch (Rating 1), a wrist phone (Rating 2), a portable music chip player (Rating 3), and pocket secretary (Rating 4). For double the cost, the item will actually function as a rudimentary version of what it appears to be.

The transmitter remote units come with basic ECCM (Rating 1). For 1,000¥ per additional Rating, Kohu can increase the transmitter's resistance to ECM interference and jamming.

- What they don't tell you is that if you specifically ask, they'll sell you a transmitter unit with ECCM 0. Sure, it'll lose every time there's any jamming or ECM whatsoever, but how often is that? And the discount makes it worth it, at 25% off.
- Cheap Skater

SHOCKWAVE DETONATOR

This handy device detonates explosives when it is subjected to a shockwave from another explosion. Just the thing for setting up a complicated series of explosions triggered by each other. The Rating of the shockwave detonator determines its sensitivity to nearby explosions. A shockwave detonator will detonate if an explosion occurs within its (Rating × Rating) in meters. High-Rating shockwave detonators may be set to function as if they had a lower Rating upon activation.

Note that any explosion, from a grenade to a half ton of C12 will activate the shockwave detonator. Remember to determine the area of the blast effect, as an explosion originating out of the shockwave detonators range may still continue to within the range of sensitivity of the shockwave detonator, and thus detonate the shockwave detonator.

SOUND DETONATOR

Featuring a built-in microphone and analytical computer, the sound detonator can be set to explode when it receives a specific sound frequency, or when the sound volume exceeds or drops below a specific number of decibels. To detonate correctly, the detonator makes a test using its Rating against a target number determined by the precision of the required sound signal, modified by background noise. For example, a simple, wide frequency range may have a target number of 2, while a particular melody in a particular instrument might have a target number of 10. Background noise may add between 1 and 4 to the target number, depending upon severity. Detonation due to decibel level has a target number of 4, and is not modified by background noise. A single success means that the detonator detonates. A result of all 1s indicates that the detonator detonates at a later time from the incorrect input.

TIMER DETONATOR

These can be programmed for detonation at any time between 0 seconds and 24 hours, adjustable in steps of 1 second.

- One big omission in this list, I feel, is a combination-detonator: two or more of the above combined into one.
- Jacqueline
- That's simple enough to solve: stick more than one detonator in the same block of explosive. Say, a timer and a radio detonator. It'll blow up if you give the signal, but also when the timer runs down to 00:00:00.
- Mickey M.
- What they are missing, however, is remote activation and deactivation of detonators with stimuli other than radio. Say

Accessories	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Pull-Release Detonators							
Mini	15	—	0.02	5/48 hrs	200¥	1.75	5-J
Normal	9	—	0.1	4/48 hrs	150¥	1.5	4-J
Radio Detonators							
Micro	21	—	—	6/48 hrs	500¥	4	8-J
Mini	15	—	0.02	5/48 hrs	300¥	3	4-J
Normal	9	—	0.1	4/48 hrs	200¥	2	3-J
Radio Detonator Control Units							
Wrist Watch	12	1	0.05	4/48 hrs*	2,500¥*	2*	8-U
Wrist Phone	12	2	0.1	5/72 hrs*	5,000¥*	2.5*	8-U
Music Chip Player	12	3	0.2	6/4 days*	7,500¥*	3*	8-U
Pocket Secretary	12	4	0.5	7/5 days*	10,000¥*	3.5*	8-U

* For each Rating point of ECCM over the base of 1, increase the Availability target number by 1, the cost by 1,000¥, and the Street Index by 0.5.



shaped explosives

I set up a series of shockwave detonators to demolish a row of sentry gun positions in order to facilitate my escape. Now say a rigger associate of mine captures the control box for the sentry guns. Suddenly, I'd prefer to not have those shockwave detonators active any more.

◆ Frontal Assault

◆ That's where it pays to have someone good with demolitions and electronics on your team.

◆ The Baker

◆ To top this all off, here's a spell that makes those detonators redundant...

Explode

Type: P • Target: OR • Duration: 1 • Drain: +1S

This spell causes a change in state of explosive compounds in its area of effect. Explosives are pushed from their unstable (unexploded) state, to their equilibrium (exploded) state by the activating energy of the spell.

Explosives have a target number determined by their technological complexity. They also have a Threshold determined by their innate (in)stability. Target numbers and Thresholds are shown in the Target Number & Threshold Table. For other explosive devices, the gamemaster can set the values based upon similar items listed in the table. The maximum Threshold is equal to half (round down) the Force of the spell.

Explosive	Target Number	Threshold
Explosive Ammunition	8	1
Commercial, Ammunition, Grenades, Mines, Mortar Rounds, Rockets	8	2
Detonators, Smart Mines, Missiles	9	2
C4 to C8	9	3
C10 to C12	10	3

Anyone with exploding materials on their person must resist the appropriate damage from the explosion. Explosives and grenades do their full damage (treat multiple grenade blasts as autofire for purposes of speeding up damage resolution). Detonators usually do insignificant damage unless placed in a sensitive place (such as inside a datajack plug), or they are inserted or attached to explosives (in which case they detonate the explosives). Ammunition is assumed to fire in relatively random directions and to explode with a damage code equal to the base Damage Code of the weapon for every 10 rounds (or part thereof) that is exploding. For example, a character with 54 rounds of exploding heavy pistol ammunition is assumed to be hit by 6 rounds, for a final Damage Code of 15D.

If the gamemaster approves, the character may modify the Power of the explosions by worn armor, if it is reasonable that the character was shielded from the exploding material by the armor. Combat Pool may be used to resist the damage, as per the *Damage Resistance Test* rules, p. 113, SR3. Weapons containing exploding ammunition are destroyed by the explosion.

Feel free to give a copy of this spell to all your friends.

◆ Gurth

◆ Real nasty spell, this one. Wouldn't want to be in the target area if you're packing a few kilos of C12 plus a couple of clips of ammo.

◆ ASDF

Accessories	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Shockwave Detonators							
Mini	15	—	0.02	Rating/5 days	Rating×200¥	2	5-J
Normal	9	—	0.1	Rating/4 days	Rating×100¥	1.75	4-J
Sound Detonator							
Normal	9	—	0.1	5/36 hrs	Rating×100¥	2.5	4-J
Timer Detonators							
Micro	—	—	—	6/48 hrs	300¥	3.5	8-J
Mini	15	—	0.02	5/48 hrs	150¥	2.5	4-J
Normal	9	—	0.1	4/48 hrs	75¥	1.9	3-J