

LOCK AND LOAD!

A FAN-MADE SOURCEBOOK FOR BIG EYES SMALL MOUTH, 3RD EDITION



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TABLE OF CONTENTS

CHAPTER ZERO — INTRODUCTION	3
A WORD OF WARNING	3
REQUIRED MATERIALS	3
BRIEF HISTORY OF FIREARMS	3
GLOSSARY	4
CHAPTER ONE — HANDGUNS	7
CHAPTER TWO — LIGHT AUTOMATICS	9
CHAPTER THREE — RIFLES	10
CHAPTER FOUR — SHOTGUNS	13
CHAPTER FIVE — MACHINEGUNS	14
CHAPTER SIX — HEAVY WEAPONS	15
CHAPTER SEVEN — ODDITIES	18
CHAPTER EIGHT — BLACKPOWDER WEAPONS	20
HEAVY BLACKPOWDER WEAPONS	21
CHAPTER NINE — SPACE-AGE WEAPONRY	23
CHARGE FIREARMS	23
SABOT WEAPONS	24
ELECTROMAGNETIC WEAPONS	24
DIRECT-ENERGY WEAPONS	25
HEAVY SPACE-AGE WEAPONS	27
CHAPTER TEN — EXPLOSIVES	28
CONVENTIONAL EXPLOSIVES	28
CONVENTIONAL GRENADES	29
CONVENTIONAL MINES	30
SPACE-AGE EXPLOSIVES	30
SPACE-AGE GRENADES	31
SPACE-AGE MINES	31
CHAPTER ELEVEN — FIELD GEAR	33
AMMUNITION MAGAZINES	33
WEAPON ACCESSORIES	33
OPTIC DEVICES	33
SUITS	33
KITS	34
TEAM OUTFITTING	34
AMMUNITION	35
BODY ARMOR	37
CHAPTER TWELVE — RULES OF ENGAGEMENT	39
APPENDIX — HOLLYWOOD WEAPONRY	41
SPECIAL THANKS	45
REFERENCES	45
COPYRIGHTS	45

CHAPTER ZERO

INTRODUCTION

Welcome to **Lock and Load!**, a fan-created sourcebook on firearms for the **Big Eyes Small Mouth 3rd Edition** roleplaying game system. This book was originally made for modern-day weapons in mind, but I have expanded the selection to include the more antiquated firearms, as well as space-age weapons. The book has a list of pistols, rifles, submachine guns, machineguns, along with some of the heavier weapons, like the truly cinematic, barely man-portable gatling gun and the flamethrower. It even details some of non-lethal and oddest of weapons, like a ballistic knife or a super-sticky foam sprayer. All in all, this totals well over 100 weapons, not including explosives.

A Word of Warning

While I do realize this is a game book, I feel like I have to point out something; I must confess that I am not very knowledgeable when it comes to firearms, I just know what I've read in books. While writing this, I tried to be as accurate as possible but I aimed for playability over realism. Also what is found within this sourcebook is not 100% accurate, and shouldn't be used as a real world reference for firearms, there are many books on the subject that provide a lot more useful, and accurate information than here.

Required Materials

Before we get started, it is important to know that this sourcebook was created for the **Big Eyes Small Mouth 3rd Edition** roleplaying game written by Mark C. McKinnon and David Pulver, and published by Arthaus, Inc. Nothing else is needed besides that book, a pair of six-sided dice, pencils, paper, and of course some friends to game with.

Brief History on Firearms

It is generally believed that the Chinese were the first to find out about gunpowder before the Western world and have used it in fireworks, and the occasional gunpowder weapons like rockets. When it was brought to the West and the firearm technology was in its infancy, firearms were nothing more than a small, hand-held muzzle-loading cannon that was fired by pointing a red-hot poker into a touchhole to ignite the powder charge; this was the *hand cannon*. After the *hand cannon* came the *arquebus*, or *hackbut*, that had a wooden stock and resembled a modern rifle of today. The weapon was put on a aiming post and a trigger mechanism was used to

deliver the burning matchrope to the touchhole.

After the *arquebus* came the first of the true firearms, the *matchlock*. The *matchlock* mechanism allowed the weapon to be cocked and readied, and only needed the press of a trigger to release the spring-held match into the touchhole. *Matchlocks* were the standard mechanism for firearms for nearly two-hundred years. Other mechanisms were also seen; the *wheellock* with its spring-driven wheel and striker that produced the much needed spark to fire the weapon, and the *snaphook*. After the *matchlock* came the *flintlock*. The *flintlock* was a vast improvement as it has a cover over the priming pan so that the weapon was more reliable in bad weather. After the *flintlock* was the *percussion cap*, a small nib that when struck with a hammer of a firearm would burst open and send a small flame into a hollow nipple that led to the powder charge.

Other mechanisms are the *lever-action*, *bolt-action*, *pump-action* and *revolvers*. *Lever-actions* were used in many rifles, but the most famed firearm that used this sort of mechanism was the Henry and Winchester rifles. The *bolt-action* is still used today in many hunting rifles and in police and military sniper rifles. *Pump-action* is well-known and commonly seen in shotguns, but they were some rifles that used it as well. *Revolvers* are often thought of as being only used in handguns, but there was one rifle that did incorporate a revolving chamber mechanism, though the results were mixed.

Other innovations of firearm technology that led to the modern technology of today was *riffling*, the *minie ball*, *smokeless powder*, and the *cartridge*. *Riffling* are those grooves found inside the barrel, these grooves put a spin on the bullet as it traveled down the barrel and gave it better accuracy than a smoothbore barrel. Though *riffling* was an improvement in accuracy, the grooves in the barrel made it a bit harder to reload because of the tighter fit. The next innovation was the *minie ball*, a small conical bullet similar to today's bullets, but it had a concave impression on the backside. As the powder was ignited, the gases expanded into this hollow base and flexed the bullet to make an air-tight seal, allowing the bullet to use the full force of the expanding gases inside the barrel. Using the *minie ball* allowed for some terrific long-range shots with a riffling firearm. *Smokeless powder* was an improvement on blackpowder. This gunpowder was more explosive and didn't leave a tell-tale sign of smoke when the weapon was fired as blackpowder. *Smokeless powder* is the reason the size of the bullets dropped in size during the later half of the 19th-century. The last innovation was the *cartridge*, a single unit that contained the propellant and the bullet in one. This allowed for firearms to be reloaded faster. At first there were *paper* or *linen cartridges* that was opened and the contents pushed into a muzzle-loading barrel. The

metallic cartridge, which is still in use today, is the one that has powder, bullet, and the firing charge at the base. The *metallic cartridge* was more resistant to foul weather and allowed it to be used in automatic self-reloading like bolt-action rifles and semi- and automatic firearms.

During the 20th-century, firearms technology skyrocketed. It was during the beginning of the 1900s that automatic firearms were starting to pop up. The heavy hand-cranked gatling gun during the US Civil War gave way to the true automatic machiengun of World War I, and remains an important military weapon today. Submachine guns, automatic rifles, and self-loading semiautomatic rifles all started to appear during this time. Today, firearms have become far more capable in range, accuracy, reliability, and lethality, then those in previous ages, and certainly will become more advanced and deadly in the ages to come.

Glossary

What follows is a list of terms that I have included here and used within this sourcebook. Some of these words found here do not follow the proper definitions as found in the real world counterpart. While I have tried to stay as true as possible to the actual definition as I can, the definitions here are based on how they are represented within this sourcebook and should not be thought of as actual real world firearm terminology.

Assault Rifle: This term came into being after the German Army in WWII introduced the MP44 Sturmgewehr, or "*assault rifle*". In this sourcebook, this term is used to refer to any automatic rifle with a detachable box magazine and capable of burst-fire or full automatic fire.

Automatic Pistol, or Autopistol: A pistol that is designed to use part of the energy from firing a cartridge to operate a mechanism to automatically reload the pistol. The most widely used version use energy from the recoil, but others may use gas pressure inside the barrel instead. They are mostly semi-automatic, but full automatic pistols are available.

Automatic Rifle: A rifle that uses similar principles found in the automatic pistol. These weapons usually use gas pressure over recoil energy to automatically operate and reload the

weapon.

Bolt-action Rifle: A rifle that has a manually operated bolt. To operate this weapon, the user must turn the bolt with the bolt-handle and pull it back, then bring it forward, and pull the bolt-handle down again. This action will arm the firing pin, making it ready to fire. If the weapon has a magazine, this action will also remove any cartridge in the chamber (spent or not) and reload a new cartridge from the magazine.

Burst-Fire: Burst-fire is a short burst of automatic fire, usually firing three or five rounds in a single pull of the trigger. Burst-fire came about when it was noticed that short bursts of automatic fire was more accurate and easier to manage then longer bursts of full automatic fire. many burst-fire weapons are also selective-fire, capable of switching between single shots and/or full automatic fire.

Caliber: Caliber refers to the diameter of a bullet, and is expressed either in hundredths-of-an-inch (for example, ".45", meaning 0.45 inches across), or in millimeters ("9mm" for example). Generally speaking, in pistols the bigger the caliber the more potential there is for damage. In bigger firearms, like rifles, this is less reliable as the size of the casing (and resulting space for gunpowder) and size and weight of the projectile can vary.

Cartridge: A complete piece of ammunition that holds the bullet, gunpowder, and primer in one casing. Some of the early types of cartridges were made of linen or paper, but modern cartridges use brass and other metallic casings.

Clip: A device for holding cartridges for loading. Sometimes known as a *stripper clip*.

Effective Range: The range at which a trained shooter can hit a target sixty to

eighty percent of the time. Effective range isn't the maximum range of the weapon, but the distance at which the weapon can reasonably hit a target.

Full Automatic: A firearm designed so that when the trigger is pulled, the weapon will continue firing rounds until the trigger is let go.

Machine Guns: A full automatic weapon which fires rifle-caliber ammunition and for sustained, long periods of fully automatic fire. While machineguns are specially designed for such sustained fire, the weapons can overheat and jam, and so many modern machineguns often have quick-change barrels, allowing the shooter to change out barrels and continue firing. Machineguns are heavier than a rifle and are used in a supportive role. The portrayal of machineguns in many movies, like the Rambo movies, are highly unrealistic uses of the weapons. The recoil of sustained full automatic fire is nearly unmanageable with some form of support, like a tripod or bipod.

Magazine: A magazine is the part of the weapon that holds the cartridges. As the weapon is fired and reloaded, the cartridges are pulled from the magazine and into the weapon. Magazines can be either internal, which does not extend outside the weapon, or more commonly, external. External magazines can be either fixed in place or detachable. People often mistakenly call a magazine a clip. The difference is that a magazine has a spring that pushes the cartridges up as to be ready to be put into the weapon's firing chamber. Therefore, what most people call a clip is in fact a magazine.

Minute-of-Angle, or MOA: Minute-Of-Angle represents how accurate the rifle is. To measure MOA, one shoots the rifle at a target with 5 or 3 rounds. Then, one measures a circle around the two farthest shots. The diameter of the circle is the MOA. One MOA is a one-inch group at 100 meters, or two-

inches at 200 meters, etc. Minute-Of-Angle is mainly used when describing the accuracy of sniper rifles. Today, the difference between a 'good' and 'bad' rifle is usually 1 MOA. Many sniper rifles, with the right ammunition, can shoot an MOA of 0.5 (1 inch group at 200 yards), or even 0.3 (2.4 inch group at 600 yards).

Percussion Cap: A percussion cap is a small cap filled with a primer that is placed on a small hollow fitting, and when the hammer hits the cap, it explodes and sparks fill the hollow tube and into the propellant, firing the weapon. Percussion caps made reloading

Repeating Rifle: A repeating rifle is a rifle that can fire multiple times before it must be reloaded, a bolt-action rifle and semiautomatic rifle are both examples of a repeating rifle.

Revolver: A revolver is a pistol that has a rotating cylinder. With each pull of the trigger the cylinder rotates, bringing a new round in front of the barrel. The mechanism is usually operated by the pull of the trigger, but some revolvers have instead use energy from the recoil to rotate the cylinder.

Selective-Fire: Selective fire is a term used to describe a weapon that can switch between single shots and burst-fire and/or full automatic fire.

Semiautomatic: A firearm that is designed so that when the trigger is pulled the weapon fires once. Semiautomatic weapons can fire as fast as the shooter can rapidly pull the trigger.

Sub-MOA: Sub-MOA is a group of shots that have an MOA diameter less than one-inch at 100 meters.

Submachine Gun: A submachine gun is a weapon that fires pistol-caliber cartridges. Submachine guns are capable of semi-automatic, burst-fire,

or sometimes full automatic fire, and have a large, replaceable box magazine.

Suppressor, or Silencer: A device that attaches to the barrel of a firearm for the purpose of reducing the audible sound of firing. These devices cannot make a firearm absolutely silent as there are noises from the escaping gases, and the operation of the weapon. The term "silencer" is misleading, so the term of "suppressor" is used instead. These devices work by allowing the gases from firing to expand more slowly, reducing the noise it makes, like a car's muffler. They are generally found on autopistols, submachine guns, and on

some rifles. They are almost never found on revolvers because there is a small gap between the rotating chamber and the barrel, enough for some of the gases to escape (and therefore make noise).

Tactical Rifle: Any rifle, be it Automatic, Bolt Action, or Single Shot, which has been specially prepared to be extremely accurate for long-range precision shooting. Usually incorporates a heavy barrel, an adjustable scope, an adjustable stock, and is often meant to fire only a few types of ammunition for best accuracy. The best such rifles can, in the hands of a skilled marksman, be used to hit persons at more than a kilometer distance.

CHAPTER ONE

HANDGUNS

This first section of the sourcebook goes into detail about the conventional handguns of the modern age. Autoloading pistols, revolvers, and specialty pistols are all covered here.

Autopistol, Heavy

A *Heavy Autopistol* is a large-caliber pistol, and because they are chambered for large calibers, it leaves little room for ammunition. Examples of this type of weapon are the Desert Eagle and Heckler & Koch USP.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Weapon (range 2)

Total: 10 Points (5 Point Item)

Autopistol, Hold-Out

A *Hold-out Autopistol* is a small-sized autopistol that is easily concealable. Due to it's size it is usually chambered for the smaller cartridges and has little room for ammunition. Examples of this type of weapon is the Smith & Wesson Chief's Special, Heckler & Koch HK4, and the 'sub-compact' Glocks.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	4	Weapon (range 1; ammo -1, inaccurate -1, non-penetrating -1)

Total: 4 Points (2 Point Item)

Autopistol, Medium

A *Medium Autopistol* is in the mid-range of autopistols. These weapons are usually chambered for the 9mm Parabellum, .40 Smith & Wesson, and the .45 ACP. Examples of this type of weapon are the Colt M1911, Glock 21, and Luger P'08.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	8	Weapon (range 2)

Total: 8 Points (4 Point Item)

Autopistol, Light

A *Light Autopistol* is an autopistol chambered for the smaller cartridges, like the .38 and .32. Examples of this type of weapon are Raven Arms MP25, Makarov, and Walther PPK.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (range 2; ammo -1, inaccurate -1)

Total: 6 Points (3 Point Item)

Pistol, Silenced

The *Silenced Pistol* is a single-shot pistol with a built-in sound suppressor. It is unique in that the shooter had to manually reload the weapon using it's bolt-action mechanism. The only real-world example of this type of weapon is the Welrod Silenced Pistol, developed during World War II by the British.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	7	Pistol: Weapon (range 1, undetectable 3; ammo -2, inaccurate -1)

Total: 7 Points (3 Point Item)

Pistol, Target

A *Target Pistol* is break-open, single-shot pistol that can be found in a variety of calibers from the .22 to large rifle-calibers cartridges. It is primarily designed for long-distance target shooting. Examples of this type of weapon is the Thompson Center Contender. To represent the ability to be found in a variety of calibers, there are three versions presented.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
<u>- Large-caliber -</u>		
4	8	Weapon (accurate 1, range 2; ammo -3)

Total: 8 Points (4 Point Item)

<u>- Medium-caliber -</u>		
3	6	Weapon (accurate 1, range 2; ammo -3)

Total: 6 Points (3 Point Item)

<u>- Small-caliber -</u>		
2	4	Weapon (accurate 1, range 2; ammo -3)

Total: 4 Points (2 Point Item)

Liberator

The *Liberator* is a cheap but effective single-shot pistol that can be made fast. An example of this type of weapon is the real-world Liberator, it was made by the US and dropped into France for the French Resistance during WWII. It was used to give the resistance fighters a weapon that they could use to eliminate the enemy and then take the enemy's weapons, not as a combat weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	3	Weapon (range 1; ammo -3, inaccurate -1)

Total: 3 Points (1 Point Item)

Revolver, Grapeshot

A *Grapeshot Revolver* is a large-frame revolver that has a nine-round chamber and a unique single-shot 16 gauge smoothbore barrel. While not particularly accurate, it was deadly in close-quarters. The only known examples of this weapon is the LeMat revolver.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	7	Pistol: Weapon (range 2; inaccurate -1)
4	7	Grapeshot: Weapon (range 2, spreading 1; ammo -3, inaccurate -1)

Total: 14 Points (7 Point Item)

Revolver, Heavy

A *Heavy Revolver* is a revolver chambered for larger and more powerful cartridges, like the .357 Magnum, .44 Magnum, and the .454 Casull. Examples of this weapon are the Ruger Super Redhawk, Colt Anaconda, and Colt Python.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	9	Weapon (range 2; ammo -1)

Total: 9 Points (4 Point Item)

Revolver, Medium

A *Medium Revolver* is a revolver chambered for the mid-range of pistol calibers, like the 9mm and .45 ACP. The Colt Single-action Army, Smith & Wesson Model 10, and Ruger GP-100 are all examples of this kind of weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	7	Weapon (range 2; ammo -1)

Total: 7 Points (3 Point Item)

Revolver, Pocket

A *Pocket Revolver* is a small-size revolver with a snub-nose and small frame so that it can be easily concealed within a pocket. These are often chambered for the smaller size pistol calibers like .25 or .32.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (range 1; ammo -1, inaccurate -1)

Total: 5 Points (2 Point Item)

Revolver, Light

A *Light Revolver* is a revolver pistol chambered for the lighter pistol cartridges like the .32 ACP and .22. Examples of this type of weapon is the Colt Detective Special and Webley .38 Pocket Pistol No. 3.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (range 2; ammo -1)

Total: 6 Points (3 Point Item)

CHAPTER TWO

LIGHT AUTOMATICS

This second section of the sourcebook goes into detail about the conventional light automatics of the modern age; machine pistols, personal defense weapons, and submachine guns.

Machine Pistol

A *Machine Pistol* is a pistol-sized weapon with autofire capability, though due to its small size it is hard to control in autofire mode. A good example of this type of weapon are the Beretta Model 93R, Heckler & Koch VP70, and Glock 18C.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	7	Weapon (autofire 1, range 2; ammo -1 (bursts), inaccurate -1)
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Total: 7 Points (3 Point Item)

Personal Defense Weapon

The *Personal Defense Weapon* is an advanced light automatic weapon that has a bullpup design, allowing for greater ease of use in tight quarters while still allowing the benefits of a standard-length barrel. The FN P90 and Heckler & Koch MP7 are prime examples of this type of weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	9	Weapon (accurate 1, autofire 2, range 2; ammo -1 (bursts), hands)
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Total: 9 Points (4 Point Item)

Submachine Gun

A *Submachine gun* is light weapon that combines the autofire capabilities of a machinegun or assault rifle with the cartridge of a pistol. It falls between a pistol and an assault rifle and has found many uses in police units, special forces, and paramilitary organizations around the world. Examples of this type of weapon are the Heckler & Koch MP5 family, IMI Uzi, and the WWII-era Thompson M1 and MP40 Schmeisser.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	8	Weapon (autofire 2, range 2; ammo -1 (bursts), hands)
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Total: 8 Points (4 Point Item)

CHAPTER THREE

RIFLES

This section of the sourcebook goes into detail about the conventional rifles of the modern age; from automatic combat rifles to antimaterial rifles, to tactical sniper rifles; all types of rifles are covered.

Individual Combat Weapon

A combat rifle of the future, the *Individual Combat Weapon* is a weapon that integrates a grenade launcher, assault rifle, and digital sight into one system. Examples of this type of weapon are the Objective Individual Combat Weapon (OICW) and the FN 2000.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Assault rifle: Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
8	16	Grenade launcher: Weapon (area 2, indirect, range 3; activation -1, ammo -3, hands, inaccurate -1)

Total: 27 Points (13 Point Item)

Rifle, Advanced Combat

An *Advanced Combat Rifle* is a futuristic weapon that incorporates a variety of cutting-edge innovations into its design like caseless ammunition and built mostly composite and plastic parts to save weight. An example of this type of weapon is the Heckler & Koch G11.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	10	Weapon (accurate 1, autofire 2, range 3; ammo -1 (bursts), hands)

Total: 10 Points (5 Point Item)

Rifle, Antimaterial

An *Antimaterial Rifle* is a very large-caliber rifle usually chambered for powerful cartridges like the .50 BMG. These are large and heavy weapons that are capable of shooting targets nearly to 2,000 meters away and is used to engage lightly armored vehicles and sensitive equipment at stand-off ranges. Examples of this type of weapon are the Barrett M82A1/M107, the WWII-era Boys Anti-tank rifle, Steyr 15.2mm IWS2000, and 12.7mm Gepard M1/M2.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
<u>- Bolt-action -</u>		
6	13	Weapon (range 3; ammo -1, hands)

Total: 13 Points (6 Point Item)

<u>- Semiautomatic -</u>		
6	14	Weapon (range 3; hands)

Total: 14 Points (7 Point Item)

Rifle, Assault

A smaller and lighter combat rifle, the assault rifle uses an intermediate rifle cartridge and has greater autofire capabilities than the battle rifle. Examples of this type of weapon are the M16 family and the AK74.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Weapon (autofire 2, range 3; ammo -1 (bursts), hands)

Total: 11 Points (5 Point Item)

Rifle, Battle

A *Battle Rifle* are automatic rifles chambered for full-length rifle cartridges and has autofire capability. They are generally heavier, hit harder, and have a longer range than assault rifles but it is nearly uncontrollable in autofire due to its powerful cartridge. Today they can still be found in developing countries and in the hands of snipers and sharpshooters around the world. Examples of this type of weapon are the Heckler & Koch G3, FN FAL, and the US M1 Garand and M14.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	12	Weapon (autofire 1, range 3; ammo -1 (bursts), hands)

Total: 12 Points (6 Point Item)

Rifle, Bullpup

A *Bullpup Rifle* is a weapon that has the main action mechanism and magazine behind the trigger instead of in front like other weapons, allowing the weapon to be shorter and still keep a normal length barrel for accuracy. Examples of this type of weapon are the British SA80/L85, the Styer AUG, FAMAS, and Chinese QBZ95.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	11	Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
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Total: 11 Points (6 Point Item)

Rifle, Carbine

A *Carbine Rifle* is a battle or assault rifle that has a shortened barrel and maybe an adjustable stock, making for a shorter weapon for tighter quarters. Examples of this type of weapon are the US M4 Carbine and the Russian AKS-74U.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	10	Weapon (autofire 2, range 3; ammo -1 (bursts), hands, inaccurate -1)
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Total: 10 Points (5 Point Item)

Rifle, Heavy

A *Heavy Rifle* is a weapon chambered for the higher-end and powerful rifle cartridges, like the .338 Lapua Magnum, 8mm Remington Magnum, and even .50 BMG. These are also known as Safari Rifles or even Elephant Guns.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	11	Weapon (range 3; ammo -1, hands)
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Total: 11 Points (5 Point Item)

<u>- Semiautomatic -</u>

5	12	Weapon (range 3; hands)
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Total: 12 Points (6 Point Item)

Rifle, Light

A *Light Rifle* is a rifle chambered for the lighter end of rifle calibers, like the .22 Long Rifle, .30-30 Winchester, and .30 Carbine. These are also known as Varmint Rifles. An example of this type of weapon is the Ruger Mini-14.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	7	Weapon (range 3; ammo -1, hands)
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Total: 7 Points (3 Point Item)

<u>- Semiautomatic -</u>

3	8	Weapon (range 3; hands)
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Total: 8 Points (4 Point Item)

Rifle, Medium

A *Medium Rifle* is a rifle chambered for the full-power rifle cartridges, like .308 Winchester, .303 British, and 7.62x54mmR. These are also known as Deer Rifles. An example of this type of weapon is the Winchester Model 700, Springfield M1903, and Mauser Kar98k.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	9	Weapon (range 3; ammo -1, hands)
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Total: 9 Points (4 Point Item)

<u>- Semiautomatic -</u>

4	10	Weapon (range 3; hands)
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Total: 10 Points (5 Point Item)

Rifle, Silenced

A *Silenced Rifle* is a unique automatic rifle with an integrated sound suppressor and uses a specialized cartridge just for this weapon. An example of this weapon is the Russian AS Val and VSS Vintorez rifle.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	11	Rifle: Weapon (autofire 1, range 3, undetectable 3; ammo -1 (bursts), hands)
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Total: 11 Points (5 Point Item)

Rifle, Tactical

A *Tactical Rifle* is a medium rifle that has been designed, accurised, and modified to be used for long-range precision shooting. It comes in two varieties; bolt-action and semiautomatic. Many have integrated telescopic sights, bipod, adjustable rubber pads on the shoulder stock, and a heavy free-floating barrel. Many tend to prefer bolt-action rifles because they are more accurate, but lately there have been some semiautomatic rifles that are capable of getting sub-MOA groupings. Examples of these types of weapons are the M24 Sniper Weapon System, the US Marine Corps M40, and even target rifles used by Olympic shooters (all bolt-action), and Stoner SR25, the Russian Dragunov SVD, and Heckler & Koch PSG1 and MSG90 (all semiautomatic).

Level Points Attribute

- Bolt-action -

5	12	Weapon (accurate 1, range 3; ammo -1, hands)
1	1	Telescopic scope (accurate 1)

Total: 13 Points (6 Point Item)

- Semiautomatic -

5	12	Weapon (range 3; hands)
1	1	Telescopic scope (accurate 1)

Total: 13 Points (6 Point Item)

CHAPTER FOUR

SHOTGUNS

This section of the sourcebook goes into detail about the conventional shotguns of the modern age; from the whippet gun of the 1920s to automatic shotguns of the present day.

Shotgun

A *Shotgun* is a weapon that fires shells filled with tiny pellets called 'shot', allowing for it to spread over distance, from a smoothbore barrel. Another variation is the rifflled 'slug', a large, solid projectile. An example of this type of weapon is the Remington 870.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	10	Weapon (range 2, spreading 1; ammo -1, hands, non-penetrating -1)
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Total: 10 Points (5 Point Item)

Shotgun, Automatic

An *Automatic Shotgun* is a shotgun that has an automatic action allowing the user to shoot the weapon without manually operating the weapon themselves. Some models use either a large revolving-chamber or traditional detachable magazine to house the ammunition. Examples of this type of weapon are the SPAS12 and Heckler & Koch CAWS.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	11	Weapon (range 2, spreading 1; hands, non-penetrating -1)
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Total: 11 Points (5 Point Item)

Shotgun, Heavy

This is a 10-gauge shotgun. Example of this type of weapon is the Ithaca Mag 10 Roadblocker.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	11	Weapon (range 2, spreading 1; ammo -2, hands, non-penetrating -1)
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Total: 11 Points (5 Point Item)

Shotgun, Underbarrel

An *Underbarrel Shotgun* is a modified shotgun that has a shorter barrel and no shoulder stock to allow it to be attached under the barrel of an assault or battle rifle. This configuration allows the user to have the range of the rifle with the close-quarters capabilities of the shotgun in one weapon. An example of this weapon is the Master Key System.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	9	Weapon (range 2, spreading 1; ammo -2, hands, non-penetrating -1)
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Total: 9 Points (4 Point Item)

Shotgun, Sawed-off

This is a 12-gauge shotgun that has a shortened barrel making it easier to conceal, but it isn't as accurate.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	9	Weapon (range 2, spreading 1; ammo -1, hands, inaccurate -1, non-penetrating -1)
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Total: 9 Points (4 Point Item)

Whippet Gun

A Whippet Gun, made famous by gangsters of the 1920s and 1930s, is a 10-gauge shotgun that has the barrel sawed-off, a shortened stock, and a leather loop strap that wraps around the shoulder, allowing the user to whip out the gun instantly. Due to the cut-down barrel and lack of a shoulder stock, the recoil of the weapon is quite harsh.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	12	Weapon (range 2, spreading 2; ammo -1, hands, inaccurate -1, non-penetrating -1)
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Total: 12 Points (6 Point Item)

CHAPTER FIVE

MACHINEGUNS

This section details the various contemporary machineguns.

Machinegun, Heavy

A *Heavy Machinegun* is a large-caliber machinegun chambered for the .50 BMG or similar cartridge. Since these are such large, heavy, and powerful weapons they are used on crew-served tripods or vehicles. An example of this type of weapon is the Browning M2HB.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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7	18	Weapon (autofire 3, range 4; activation -1, hands, inaccurate -1)
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Total: 18 Points (9 Point Item)

Machinegun, Light

A *Light Machinegun* is a machinegun that is chambered for the intermediate rifle cartridges often found in assault rifles, like the 5.56x45mm. An example of this weapon is the US M249 SAWs and the FN Minimi.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	12	Weapon (autofire 3, range 3; activation -1, hands)
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Total: 12 Points (6 Point Item)

Machinegun, Medium

A *Medium Machinegun* is a machinegun chambered for full rifle cartridges like the 7.62x51mm NATO and 7.62x54mmR. Example of this type of weapon are the M60, RPK, MG3, and WWII-era MG42.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	14	Weapon (autofire 3, range 3; activation -1, hands)
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Total: 14 Points (7 Point Item)

Metalstorm

Metalstorm is an advanced design that uses a revolutionary firing principal of using electrically initiated stacked caseless ammunition. In this weapon the ammunition is stacked one in front of the other in a single barrel. An electric charge fires the ammunition by shooting the first one, and then proceeds down the barrel, firing each one in turn, similar to a roman candle firework. If multiple barrels are placed together, it is possible to get a very height rate-of-fire unseen in any other weapon to date, like around one million rounds-per-minute.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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5	14	Weapon (autofire 3, range 3; activation -1, unique: static)
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Total: 14 Points (7 Point Item)

CHAPTER SIX

HEAVY WEAPONS

This section details the various contemporary heavy weapons. Flamethrowers, grenade launchers, rocket launchers, mortars, and miniguns.

Flamethrower

A *Flamethrower* is a devastating close-range weapon that spews forth a stream of fire as an attack. A flamethrower uses a backpack filled with its fuel source, either a flammable liquid or high-pressure gas, and is connected to the weapon by a hose. When fired it is ignited upon leaving the barrel. A flamethrower is a devastating weapon both physically and psychologically, delivering a particularly horrible death - being burned alive.

Level	Points	Attribute
3	8	Weapon (continuing 3, range 1, spreading 2; ammo -1 (bursts), inaccurate -1, non-penetrating -2)

Total: 8 Points (4 Point Item)

Grenade Launcher

A *Grenade Launcher* is a single-shot weapon capable of firing a large-caliber grenade round up to 400 meters. It is often a breech-loading, break-open weapon and 20mm, 30mm, or 40mm in caliber. Examples of this type of weapon are the US M79 and Heckler & Koch 69A1.

Level	Points	Attribute
8	17	Weapon (area 2, indirect, range 3; ammo -3, hands, inaccurate -1)

Total: 17 Points (8 Point Item)

Grenade Launcher, Automatic

An *Automatic Grenade Launcher* is a self-loading, repeating grenade launcher capable of firing multiple rounds in rapid succession. These weapons are too big and bulky to be used without a tripod or on a vehicle mount. Examples of this type of weapon are the Mark 19 Automatic Grenade Launcher of the US military, Russian AGS17, and Heckler & Koch HK GMG.

Level	Points	Attribute
8	20	Weapon (area 2, indirect, range 3; hands, inaccurate -1)

Total: 20 Points (10 Point Item)

Grenade Launcher, Multiple

A *Multiple Grenade Launcher* is a weapon that has a six-round revolving chamber for grenade ammunition and fires 40mm grenades. An example of this type of weapon is the South African M32 MGL.

Level	Points	Attribute
8	19	Weapon (area 2, indirect, range 3; ammo -1, hands, inaccurate -1)

Total: 19 Points (9 Point Item)

Grenade Launcher, Underbarrel

A *Underbarrel Grenade Launcher* is a single-shot grenade launcher designed to be fitted underneath the barrel of an assault or battle rifle, giving the soldier greater firepower at their disposal. Examples of this type of weapon are the M203 Grenade Launcher of the US military and the Russian GP30.

Level	Points	Attribute
6	12	Weapon (area 2, indirect, range 2; ammo -3, hands, inaccurate -1)

Total: 12 Points (6 Point Item)

Light Anti-tank Weapon

A *Light Anti-tank Weapon* (LAW) is a single-shot, disposable shoulder-launched weapon firing an anti-tank rocket. Examples of this type of weapon are the WWII-era Bazooka and Panzerfaust and the US M72 LAW and AT4.

Level	Points	Attribute
12	23	Weapon (area 2, penetrating 1, range 3; activation -1, ammo -4, backblast -1, hands)

Total: 23 Points (11 Point Item)

Minigun, Heavy

A *Heavy Minigun* is a bigger counterpart to its smaller brother, the Light Minigun. It is capable of firing larger full-powered rifle rounds and often has more barrels than the Light Minigun. Example of this type of weapon is GE Minigun M134.

Level	Points	Attribute
6	15	Weapon (autofire 3, range 3; activation -1, hands, inaccurate -1)

Total: 15 Points (7 Point Item)

Minigun, Light

A *Light Minigun* is a multi-barrel weapon with gatling-style rotating barrels capable of a high-rate of rounds per minute. This version is chambered for the intermediate rifle rounds like the 5.56x45mm. Because of the high-rate of fire, these are only seen mounted on vehicles and other stable platforms.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Weapon (autofire 3, range 3; activation -1, hands, inaccurate -1)

Total: 11 Points (6 Point Item)

Mortar, Heavy

A *Heavy Mortar* is an indirect, crew-served muzzle-loading weapon firing high-arc ballistic shells that range from 120mm to 240mm in diameter and is mounted on a two-wheeled carriage. Example of this type of weapon is the French 120mm MO-120-RT-61.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
10	23	Weapon (area 2, indirect 2, range 5; ammo -3, assisted -2, inaccurate -1)

Total: 23 Points (11 Point Item)

Mortar, Light

A *Light Mortar* is a smaller version of the heavy mortar and fires shells about 60mm to 120mm in diameter. Example of this type of weapon is the US M224 60mm mortar and M252 81mm mortar.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	19	Weapon (area 2, indirect 2, range 4; ammo -3, assisted -1, inaccurate -1)

Total: 19 Points (9 Point Item)

Mortar, Automatic

An *Automatic Mortar* is an automatic-operating heavy mortar with a magazine of rounds and mounted on a two-wheel carriage and capable of firing up to four rounds in rapid succession. Example of this type of weapon is the Chinese Type 99 82mm Automatic Mortar.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	21	Weapon (area 2, autofire 1, indirect 2, range 4; ammo -1, assisted -2, inaccurate -1)

Total: 21 Points (11 Point Item)

Recoilless Rifle

A *Recoilless Rifle* is a man-portable anti-tank weapon that resembles the RPG, but unlike the RPG it doesn't fire an unguided rocket but something more like an artillery shell. They generally have a rifled tube, hence the name "rifle". Examples of this type of weapon are the M67 Recoilless Rifle, the Polish SPG9M, and the US M40 106mm Recoilless Rifle.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	19	Weapon (area 1, range 3; ammo -3, assisted -1, hands)

Total: 15 Points (7 Point Item)

Rocket-propelled Grenade

A *Rocket-propelled Grenade* is a shoulder-launched weapon that fires an unguided rocket with an explosive warhead intended to be used against light armor vehicles and enemy armor. Unlike the LAW (Light Anti-tank Weapon, see above) the RPG is not a disposable weapon and it can be used multiple times. Example of this type of weapon is the RPG7.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
12	22	Weapon (area 2, penetrating 1, range 2; activation -1, ammo -3, backblast -1, hands, inaccurate -1)

Total: 22 Points (11 Point Item)

Shoulder-launched Missile

A *Shoulder-launched Missile* is a man-portable weapon system that fires an infra-red homing surface-to-air missile. Example of this type of weapon is Raytheon's FIM92 Stinger.

Level Points Attribute

16	30	Weapon (area 2, homing: infra-red, penetrating 1, range 4; activation -3, ammo -4, backblast -1, environmental: air targets -1, stoppable)
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Variants: This can also be used as a surface-to-surface missile system, just change the "Environmental: air targets" to "Environmental: ground targets"; this does not change the weapon in any other way, including Item Cost. Examples of this variant is the US FGM148 Javelin or M47 Dragon.

Total: 30 Points (15 Point Item)

CHAPTER SEVEN

ODDITIES

This section is for all those weapons that do not fit into any other category, many are not even firearms but unique enough to include here.

Air-Pistol

An *Air-pistol* is a pistol-looking weapon that fires a small BB, pellet, or tiny dart with compressed air or spring.

Level	Points	Attribute
0	1	Weapon (stun, range 1; activation -1)

Total: 1 Point (1 Point Item)

Air-Rifle

An *Air-rifle* is a rifle version of the air-pistol.

Level	Points	Attribute
0	1	Weapon (stun, range 1; activation -1, hands)

Total: 1 Point (1 Point Item)

Crossbow, Repeating

A *Repeating Crossbow* is an ancient Chinese weapon that has a stack of crossbow bolts in a box on top of the weapon and uses a cocking handle to load and shoot each bolt. The user pushes the handle forward and grabs the bowstring, pulls it back, which automatically loads a new bolt and fires the weapon in one motion.

Level	Points	Attribute
2	3	Weapon (range 2; activation -1, ammo -1, hands)

Total: 3 Points (1 Point Item)

Disguised Single-shot Pistol

A *Disguised Single-shot Pistol* is a pistol made to look like an innocent and non-suspicious item like a cigar, lighter, fountain pen, or comb. Many of these disguised items are fully functional as well creating an even deeper illusion about the weapon's nature.

Level	Points	Attribute
3	3	Weapon (range 1; ammo -3, inaccurate -2)

Total: 3 Points (3 Point Item)

Flare Gun

A *Flare Gun* isn't a weapon at all but a survival tool used to fire signal flares and are found in rescue kits; in a pinch it can be used as a improvised weapon.

Level	Points	Attribute
2	5	Weapon (continuing 2, range 2; ammo -3)

Total: 5 Points (2 Point Item)

Net Launcher

A *Net Launcher* is a weapon that fires a large weighted net.

Level	Points	Attribute
0	1	Weapon (range 1, spreading 1, tangle 2; ammo -3, hands)

Total: 1 Point (1 Point Item)

Peppergun

A *Peppergun* is a less-than-lethal weapon that can fire small plastic pellets filled with a strong irritant to help disable the target without dealing physical damage.

Level	Points	Attribute
1	3	Weapon (irritant 2, range 1, stun; activation -1, ammo -1, toxic -1)

Total: 3 Points (1 Point Item)

Pepperspray

Also known as Mace, *Pepperspray* is a small canister that shoots a strong irritant as a spray.

Level	Points	Attribute
1	1	Weapon (irritant 2, stun; activation -1, ammo -2, toxic -1)

Total: 1 Point (1 Point Item)

Pistol-Knife

A *Pistol-Knife* is a combat knife that has a single-shot pistol in the handle of the weapon.

Level	Points	Attribute
3	2	Pistol: Weapon (range 1; ammo -3, inaccurate -2)
1	3	Knife: Weapon (muscle)

Total: 5 Points (2 Point Item)

Speargun

A *Speargun* is a weapon for an underwater environment that fires a metal spear with compressed air.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	3	Weapon (range 3, penetrating 1; ammo -3, environmental: underwater only, hands)

Total: 3 Points (1 Point Item)

Spring-Knife

A *Spring-Knife*, also known as a Ballistic Knife, is a combat knife that is capable of shooting its blade a short distance with great force from a compressed spring in the handle.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	1	Spring: Weapon (range 1; ammo -3, inaccurate -2)
1	3	Knife: Weapon (muscle)

Total: 4 Points (2 Point Item)

Spudgun

A *Spudgun* is a homemade potato-shooter made from piping and compressed air.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
1	1	Weapon (range 2; ammo -3, hands)

Total: 1 Point (1 Point Item)

Sticky-Foam Sprayer

A *Sticky-foam Sprayer* is a non-lethal weapon that is similar to a flamethrower but instead of flammable liquid it shoots a stream of super-sticky foam that quickly dries and hardens from contact with the air, making it difficult to escape.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	4	Weapon (range 1, spreading 1, tangle 3; ammo -1, hands)

Total: 4 Points (2 Point Item)

Stungun

A *Stungun* is not a gun at all but a handheld device that can deliver a powerful electric shock to an attacker, immobilizing them.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	4	Weapon (incapacitating 5; activation -1)

Total: 4 Points (2 Point Item)

Tranquilizer Gun

A *Tranquilizer Gun* is either an air-pistol or air-rifle that fires tranquilizer darts.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	3	Weapon (incapacitating 5, range 2; activation -1, ammo -3, hands)

Total: 3 Points (1 Point Item)

Taser

Using the same principal of delivering an electric shock to dissuade attackers. The *Taser* is a pistol-looking weapon that fires two darts with tiny wires to allow the user to deliver the shock and not be within reach of the attacker.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	3	Weapon (incapacitating 5, range 1; activation -1, ammo -3)

Total: 3 Points (1 Point Item)

Zipgun

A *Zipgun* is an improvised single-shot pistol and can be sometimes found in prisons.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	1	Weapon (range 1; ammo -3, inaccurate -2)

Total: 1 Point (1 Point Item)

CHAPTER EIGHT

BLACKPOWDER WEAPONS

This section is for those antiquated firearms and weapons that relied on old blackpowder. While this covers most of the earliest firearms like the arquebus and matchlock, it also has some of the weapon of later types, like percussion cap weapons.

Why no Matchlocks or Flintlocks?

Some of you may be wondering why there are no separate listings for matchlocks, flintlocks, and percussion capped firearms, and the simple answer is this: *they so similar mechanically that it didn't warrant separate listings.*

The longer, more complex answer is that while I was writing this project up I was originally planned on having lots of individual firearms but as I got further and further into it, I noticed lots of weapons that were just the same, mechanically speaking. After I realized this I made a choice to simplify things down to the bare minimum, so I instead would use generic weapons rather than a bunch of very similar individual firearm statistics. So that is why there are no separate listings for matchlocks, flintlocks, and what-have-you; they were too similar and so were lumped into a few generic weapons.

If you want further detailed weapon rules, have at it, for as soon as you started to use these rules in your games, it became yours to do as you see fit.

Arquebus

The *Arquebus*, or Hackbut, is a smoothbore weapon that fires a lead ball and used blackpowder as a propellant. It had to be loaded through the muzzle and the lead ball rammed in, it was fired by a matchlock mechanism that put a burning match into the priming pan, igniting the blackpowder.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	5	Weapon (range 3; ammo -3, hands, inaccurate -1, unreliable -1)
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Total: 5 Points (2 Point Item)

Musket

The *Musket* is the predecessor to the arquebus, and so, improved upon. The Brown Bess is a prime example of this type of weapon which was used by the British Empire in the 18th and 19th centuries.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	6	Weapon (range 3; ammo -3, hands, unreliable -1)
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Total: 6 Points (3 Point Item)

Musket, Short

The *Short Musket* is a musket that has a shortened barrel to allow it to be used and reloaded on horseback.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	5	Weapon (range 3; ammo -3, hands, inaccurate -1, unreliable -1)
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Total: 5 Points (2 Point Item)

Blunderbuss

A *Blunderbuss* is a weapon that has a flared, bell-shaped muzzle that can fire just about anything put in the barrel, it can be viewed as the first shotgun. These were popular with ship crews as it helped clear out the deck of a ship quite nicely.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	6	Weapon (range 2, spreading 1; ammo -3, hands, unreliable -1)
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Total: 6 Points (3 Point Item)

Pepperbox

The *Pepperbox* is a pistol that has four or more barrels that can be fired single shot, or in a volley.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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2	2	Weapon (range 2; ammo -3 (volley), inaccurate -1)
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Total: 2 Points (1 Point Item)

Pistol, Belt

The *Belt Pistol* was made to be put on the belt by a clip on the barrel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	4	Weapon (range 2; ammo -3)
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Total: 4 Points (2 Point Item)

Pistol, Horse

The *Horse Pistol* is a smaller belt pistol made to be able to be used on horseback.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	3	Weapon (range 2; ammo -3)

Total: 3 Points (1 Point Item)

Pistol, Dueling

The *Dueling Pistol* is a masterpiece of blackpowder pistols. It is an elegant weapon that came in a dueling box that had two pistols and all the equipment needed, like bullets molds, powder, cleaning kits, and ram rods.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (accurate 1, range 2; ammo -3)

Total: 6 Points (3 Point Item)

Revolver, Blackpowder

This is a revolver that uses blackpowder linen or paper cartridges and a percussion cap system.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (range 2; ammo -1, unreliable -1)

Total: 6 Points (3 Point Item)

Revolver, Rifle

A *Rifle Revolver* is a rifle that has a rotating chamber like a revolver. The only problem of this type of when is that occasionally the chambers would all go off at once, breaking the weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	8	Weapon (range 3; ammo -1, hands, unreliable -1)

Total: 8 Points (4 Point Item)

Rifle, Long

The *Long Rifle* is a flintlock weapon that had a unusually long rifled barrel. A rifled barrel put a spin on the bullet which stabilized it during flight, providing better accuracy. The Kentucky Longrifle of the American Revolutionary War is an example of this weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	8	Weapon (accurate 1, range 3; ammo -3, hands)

Total: 8 Points (4 Point Item)

Rifle, Plains

The *Plains Rifle* is a shortened rifle that can be used on horseback with ease. The Hawken Rifle used by the "mountain men" of the North American fur-trade in the 19th century is an example of this weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	7	Weapon (range 3; ammo -3, hands)

Total: 7 Points (3 Point Item)

Rifled-Musket

A *Rifled-Musket* is a smoothbore musket that has been modified to have a rifled barrel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	7	Weapon (accurate 1, range 3; ammo -3, hands, unreliable -1)

Total: 7 Points (3 Point Item)

Scattergun

A *Scattergun* is a single-shot shotgun, some scatterguns have double-barrels as well.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	9	Weapon (range 2, spreading 1; ammo -3, hands)

Total: 9 Points (4 Point Item)

HEAVY BLACKPOWDER WEAPONS

This section is for all those heavy weapons that rely on the older principles of firearms technology.

Grenade-Pistol

The *Grenade-Pistol* is a muzzle-loading blackpowder pistol that is made to fire iron bombs filled with blackpowder.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
6	12	Weapon (area 2, indirect, range 2; activation -1, ammo -3, hands)

Total: 12 Points (6 Point Item)

Hand-cranked Gatling Gun

The *Hand-cranked Gatling Gun* is a multi-barrel weapon that is mounted on a two-wheel carriage. To fire the weapon one must use the hand-crank in the rear while another loads the weapon from the top with a stripper clip of ammunition. Some advanced versions are a belt-fed hand-cranked version.

Level Points Attribute

3 10 Weapon (autofire 2, range 3, spreading 1; activation -1, assisted -1, unique: static)

Total: 10 Points (5 Point Item)

Field Cannon

A *Field Cannon* is a man-portable cannon that is mounted on a two-wheeled carriage or other wheeled-mount.

Level Points Attribute

6 14 Weapon (area 2, indirect, range 3; activation -2, assisted -1, unique: static)

Total: 14 Points (7 Point Item)

Organ Gun

The *Organ Gun* is a way to give a shooter multiple shots by having a number of rifles mounted on a two-wheeled mount. Each rifle can either be fired solo or in a volley.

Level Points Attribute

3 8 Weapon (autofire 2, range 3, spreading 2; activation -1, ammo -3 (volley), unique: static)

Total: 8 Points (4 Point Item)

Siege Cannon

A *Siege Cannon* is a larger version of the field cannon (see above). It is mounted on a four or six-wheeled carriage and manned by several crew members.

Level Points Attribute

8 16 Weapon (area 2, indirect, range 3; activation -3, assisted -2, unique: static)

Total: 16 Points (8 Point Item)

CHAPTER NINE

SPACE-AGE WEAPONS

This section will describe those weapons found in science-fiction settings, be it lasers, railguns, whatever, if it is a fictional weapon found in a sci-fi universe, it will end up here.

Cryonic Pistol

The *Cryonic Pistol* is a handgun that can fire what amounts to be an icicle. The weapon has a small reservoir of freezable liquid that is instantly frozen as it gets in contact with the air, forming a hardened icicle. As the icicle will melt in warm temperatures, it makes a perfect assassin weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	6	Weapon (penetrating 1, range 2; ammo -1)

Total: 6 Points (3 Point Item)

Cryonic Rifle

The *Cryonic Rifle* is a rifle version of the cryonic technology. Being a bigger weapon it has a greater reserve of the liquid and fires larger icicles.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	10	Weapon (penetrating 2, range 3; hands)

Total: 10 Points (5 Point Item)

Flamer

The *Flamer* is an advanced flamethrower that doesn't require a backpack unit of fuel to operate, but has it's own fuel tank as part of the weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	9	Weapon (continuing 3, range 1, spreading 1; ammo -1, hands, non-penetrating 2)

Total: 9 Points (4 Point Item)

Hand-Flamer

The *Hand-Flamer* is a hand-held flamethrowing weapon that is a single unit of projector, propellant, and fuel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (continuing 2, range 1, spreading 1; ammo -1, inaccurate -1, non-penetrating 2)

Total: 6 Points (3 Point Item)

Tangler

The *Tangler* is an advanced non-lethal weapon that fires large explosive shells that spread a sticky substance to immobilize targets.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	4	Weapon (range 2, tangle 3; ammo -1, hands)

Total: 4 Points (2 Point Item)

CHARGE WEAPONS

Charge weapons are an advanced form of firearms that use a electrochemical reaction to fire the weapon instead of a firing pin. This electrochemical reaction burns quicker and cleaner then previous propellants, causing higher muzzle velocities of the projectiles, resulting in greater range, accuracy, and damage.

Charge Autoshotgun

A *Charge Autoshotgun* is a true automatic shotgun and is capable of short-bursts of autofire, making for a devastating attack in close-quarters.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	11	Weapon (autofire 1, range 2, spreading 1; ammo -1 (bursts), hands, non-penetrating -1)

Total: 11 Points (5 Point Item)

Charge Pistol, Heavy

A *Heavy Charge Pistol* is an 11mm weapon using the electrochemical firing mechanism. Due to the large caliber it leaves little room for ammunition, but the lack of ammo capacity is made up by it's sheer firepower.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
6	13	Weapon (range 2; ammo -1)

Total: 13 Points (6 Point Item)

Charge Pistol

A *Charge Pistol* is a 9mm weapon that has a good balance of firepower, small size, and ammo capacity, unlike the Heavy Charge Pistol (see above).

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Weapon (range 2)

Total: 10 Points (5 Point Item)

Charge Rifle

The *Charge Rifle* is an automatic weapon chambered for a 6.8mm cartridge and has good autofire capability. It is a modular weapon that can incorporate a number of attachments like flashlights, sights, laser-aim point devices, bipods, and a foregrip, it can even have an attached underbarrel grenade launcher or shotgun.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	13	Weapon (autofire 2, range 3; ammo -1 (bursts), hands)

Total: 13 Points (6 Point Item)

Charge Rifle, Heavy

A *Heavy Charge Rifle* is a semi-automatic 13mm weapon and has all the optional attachments that the smaller Charge Rifle can use.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
6	14	Weapon (range 3; hands)
1	1	Telescopic scope (accurate 1)

Total: 15 Points (7 Point Item)

Charge Machinegun, Heavy

A *Heavy Charge Machinegun* is an upgraded Charge machinegun with a larger caliber that packs far greater range and hitting power. Due to its large size it has to be mounted on a crew-served tripod or vehicle mount.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	20	Weapon (autofire 3, range 4; activation -1, hands, inaccurate -1)

Total: 20 Points (10 Point Item)

Charge Machinegun

A *Charge Machinegun* is a squad-level, man-portable automatic weapon chambered for a 8mm cartridge.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	14	Weapon (autofire 3, range 3; activation -1, hands)

Total: 14 Points (7 Point Item)

Charge Submachine Gun

A *Charge Submachine Gun* is a 10mm bullpup weapon able to attach a number of devices to the weapon, like sights, laser-aim point devices, and flashlights.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Weapon (autofire 2, range 2; ammo -1 (bursts), hands)

Total: 10 Points (5 Point Item)

SABOT WEAPONS

This class of weapons uses electromagnetic accelerators to fire fin-stabilized discarding sabot rounds at such high velocities that it has amazing penetration. These sabot rounds are composed of a hardened kinetic penetrator resembling a metal arrow, and is held in a casing that separates from the kinetic penetrator after leaving the muzzle.

Sabot Auto-cannon

The *Sabot Auto-cannon* is a large 25mm caliber weapon mounted on either a tripod or vehicle mount and is capable of a low-rate of autofire.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
9	25	Weapon (autofire 2, penetrating 2, range 3; activation -1, hands)

Total: 25 Points (12 Point Item)

Sabot Pistol

A *Sabot Pistol* is a 13mm caliber weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Weapon (penetrating 1, range 2)

Total: 11 Points (5 Point Item)

Sabot Rifle

The *Sabot Rifle* is a 15mm caliber weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	15	Weapon (penetrating 1, range 3; hands)
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Total: 15 Points (7 Point Item)

ELECTROMAGNETIC WEAPONS

Electromagnetic technology uses a field of electromagnetic energy to project the ammunition with high velocities. Due to the high speed of the projectiles of these weapons, they are very accurate and have good penetration ability but suffer from excessive recoil.

Railcannon

A *Railcannon* is the largest man-portable electromagnetic weapon available. It is a backpack accelerator unit attached to the actual weapon by a super-conducting cable and mounted on a servo-motor arm and chest harness. This configuration allows the user to be able to control the weapon's recoil.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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8	19	Weapon (accurate 1, penetrating 2, range 3; activation -1, ammo -1, hands)
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Total: 19 Points (9 Point Item)

Railgun

A *Railgun* is a more manageable form of the railcannon, it is a rifle-sized weapon that incorporates an advanced recoil dampening system. It stores its ammunition, which is tungsten spikes about 3mm in diameter and four inches long, in a magazine underneath the barrel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	15	Weapon (accurate 1, penetrating 1, range 3; ammo -1, hands)
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Total: 15 Points (7 Point Item)

Gauss Pistol

A *Gauss Pistol* is a handgun-sized electromagnetic weapon.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	10	Weapon (penetration 1, range 2; ammo -1)
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Total: 10 Points (5 Point Item)

DIRECT-ENERGY BEAM WEAPONS

Lasers, phasers, rayguns, blasters. Whatever you call them they are all such similar weapons that they are classed under this common header, Direct-energy Beam Weapons. These are weapons that use a coherent stream of energy as its method of attack.

Arc Gun

More commonly known as the "Lightning Gun", the *Arc Gun* is a weapon that shoots forth a devastating electric shock to the target, like a lightning bolt. Since this weapon requires an atmosphere to operate, it is utterly useless in vacuum environments.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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7	17	Weapon (insidious, range 2; activation -1, environmental: oxygen atmosphere -1, hands, inaccurate -1)
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Total: 17 Points (8 Point Item)

Autobeam Carbine

The *Autobeam Carbine* is an automatic version of a direct-energy beam weapon capable of firing in short controlled bursts or single shots.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	11	Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
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Total: 11 Points (5 Point Item)

Beam Cannon

A *Beam Cannon* is the largest man-portable beam weapon around.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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7	18	Weapon (accurate 1, range 4; hands)
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Total: 18 Points (9 Point Item)

Beam Pistol

A *Beam Pistol* is the basic one-handed direct-energy beam weapon. Because it fires a coherent beam of energy it is extremely accurate and has a longer range than normal weapons of the same class.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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3	10	Weapon (accurate 1, range 3)
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Total: 10 Points (5 Point Item)

Beam Pistol, Heavy

A *Heavy Beam Pistol* is a more powerful and bulky beam pistol. As it fires a larger burst of energy it has less ammo capacity and range but the trade-off is more firepower.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Weapon (accurate 1, range 2; ammo -1)

Total: 10 Points (5 Point Item)

Beam Rifle

The *Beam Rifle* is a military-grade direct-energy beam weapon and has an integrated digital sight.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	14	Weapon (accurate 1, range 4; hands)

Total: 14 Points (7 Point Item)

Beam Rifle, Sporting

The *Sporting Beam Rifle* is a civilian model in a lower-powered form of the military beam rifle (see above) but does not have the digital sight, but instead has basic iron sights.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Weapon (range 4; hands)

Total: 11 Points (5 Point Item)

Ion Gun

The *Ion Gun* is a small rifle-looking weapon that is the ultimate form of non-lethal weapons technology. This weapon fires a burst of energy to disrupt the motor-skills of the subject and rendering them unable to move for a short period of time, long enough to put them under restraints.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	10	Weapon (incapacitating 3, insidious 5, range 2, stun; hands, toxic)

Total: 10 Points (5 Point Item)

Plasma Pistol

A *Plasma Pistol* is a powerful weapon that fires a blast of super-heated plasma that can cause continuous damage through the excess heat of the attack.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	12	Weapon (continuous 2, penetrating 1, range 2; ammo -1)

Total: 12 Points (6 Point Item)

Plasma Pistol, Heavy

A *Heavy Plasma Pistol* is the big brother to the plasma pistol. It fires a bigger burst and so causes more damage but it suffers from recoil, hampering its accuracy.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	13	Weapon (continuous 2, penetrating 1, range 2; ammo -1, inaccurate -1)

Total: 13 Points (6 Point Item)

Plasma Rifle

A *Plasma Rifle* is a direct-energy weapon firing super-heated white-hot plasma.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
6	16	Weapon (continuous 2, penetrating 1, range 3; ammo -1, hands)

Total: 16 Points (8 Point Item)

Plasma Cannon

The *Plasma Cannon* is a large weapon that is fired from a bipod and uses a backpack generator for the energy it needs.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	20	Weapon (continuous 2, penetrating 2, range 3; activation -1, ammo -1, hands)

Total: 20 Points (10 Point Item)

Neural Disruptor Pistol

The *Neural Disruptor Pistol* is a pistol-sized neural weapon that causes severe pain in the target by overstimulating the neural pathways and nervous system of a target.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
2	10	Weapon (psychic 6, range 2; ammo -1, toxic)

Total: 10 Points (5 Point Item)

Neural Disruptor Rifle

The *Neural Disruptor Rifle* fires a blast of energy that disrupts neural pathways and the nervous system, causing severe pain to the target, sometimes even death.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	14	Weapon (psychic 6, range 3; ammo -1, hands, toxic)
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Total: 14 Points (7 Point Item)

HEAVY SPACE-AGE WEAPONS

Autolauncher

The *Autolauncher* can be viewed as an advanced RPG that has a magazine of three rockets.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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12	24	Weapon (area 2, penetrating 1, range 3; activation -1, ammo -2, backblast, hands, inaccurate -1)
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Total: 24 Points (12 Point Item)

Bantam Launcher

A *Bantam Launcher* is a four-chamber shoulder-held missile launcher that can load a number of different warheads, making for versatile weapon. It can fire either single missiles or in a volley of up to all four at once.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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16	33	Weapon (area 2, homing: IR signature, penetrating 1, range 4; activation -3, ammo -1 (four shots), backblast, hands, stoppable)
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Total: 33 Points (16 Point Item)

Disintegrator

The *Disintegrator* is a bulky rifle-like weapon that fires a beam of destructive energy that can disintegrate its target but it lacks the range and accuracy of most other weapons.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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10	27	Weapon (disintegration 5*, insidious 5, range 2; activation -1, ammo -1, hands, inaccurate -2)
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* Disintegration: Make a Body check (TN 12), failure indicates the target is disintegrated (health reduced to below 0).

Total: 27 Points (13 Point Item)

Ultra-violet Beam Weapon

This direct-energy weapon fires a coherent beam of UV energy at such intensity that it causes damage from UV radiation and excess heat to the target. This weapon comes with an accelerator backup unit connected to the rifle-cannon by a super-conducting power cable.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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10	26	Weapon (continuous 1, penetrating 3, range 4; activation -1, hands)
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Total: 26 Points (13 Point Item)

CHAPTER TEN

EXPLOSIVES

In almost every book I've seen that deals with firearms, there was always a section for grenades and other explosives, especially with grenades and other military explosives.

CONVENTIONAL EXPLOSIVES

Bomb, Cast-iron

Cast-iron Bombs were the first hand-thrown explosives and were nothing more than hollow iron casings filled with gunpowder and lit with a fuse. Because of how the bomb was made, it weighs a lot and cannot be thrown as far as the more modern grenades.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	7	Weapon (area 1, range 1; activation -1, ammo -4, inaccurate -2)
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Total: 7 Points (3 Point Item)

Det-Cord

Also known as Prima-Core, *Det-Cord* is a rope-like explosive that burns at a rate of 22,000 feet per second. It has found uses in building demolitions and as a way to breach barricades in hostage situations. One application of det-cord is roughly a 30 foot line, additional det-cords used together will increase the destructive power (+1 levels per extra application).

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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4	4	Weapon (area 1; activation -1, ammo -4)
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Total: 4 Points (2 Point Item)

Dynamite, Bundle

A *Bundle of Dynamite* is a bunch of dynamite sticks wrapped in a large bundle.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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10	18	Weapon (area 3; activation -1, ammo -4, delay -1 (1 minute))
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Total: 18 Points (9 Point Item)

Dynamite, Stick

A *Stick of Dynamite* is, shockingly, a single stick of dynamite.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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6	10	Weapon (area 2, range 1; activation -1, ammo -4, delay -1 (1 minute))
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Total: 10 Points (5 Point Item)

Molotov Cocktail

A *Molotov Cocktail* is a glass container that is filled with a flammable liquid and lit by using a rag stuffed in the opening. When it breaks open, the liquid spreads out and quickly catches on fire.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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2	4	Weapon (area 2, continuing 3, range 1; activation -1, ammo -4, inaccurate -1)
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Total: 4 Points (2 Point Item)

Pipe Bomb

A *Pipe Bomb* is a homemade bomb made from a pipe and filled with nails and other items that make deadly debris when detonated. Some pipe bombs can be "dirty bombs" by filling it with radioactive materials inside.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
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8	12	Weapon (area 2; activation -1, ammo -4, delay -1 (1 minute))
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Total: 12 Points (6 Point Item)

Plastic Explosive

Also known as Semtex or C4, *Plastic Explosive* is a malleable material. One application of plastic explosive is a fist-size glob of the substance, more packed together will increase the destructive power (+2 levels per extra application).

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
--------------	---------------	------------------

8	15	Weapon (area 2; activation -1, ammo -4, delay -1 (1 minute))
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Total: 15 Points (7 Point Item)

Satchel Charge

A *Satchel Charge* is an sack full of explosives and connected to either a timer or detonator.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
12	24	Weapon (area 3; activation -2, ammo -4, delay -1 (1 minute))

Total: 24 Points (12 Point Item)

Sticky-bomb

A *Sticky-bomb* is an explosive that is covered either in a sticky substance, sticky enough to be place just about anywhere, or a powerful magnetic. It has seen use in World War II against tanks in both a sticky-form and magnetic type.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
7	9	Weapon (area 1; activation -1, ammo -4, delay -1 (1 minute))

Total: 9 Points (4 Point Item)

CONVENTIONAL GRENADES

Grenades come in three types, either the traditional hand grenades, rifle grenades, or grenades fired from a grenade launcher. These grenades come in a variety of types, as indicated below.

Grenade, Concussion

A *Concussion Grenade* is a grenade that explodes with a high-explosive concussive force and is often referred to as an offensive grenade as it can be safely used without fear of shrapnel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	13	Weapon (area 2, range 1; activation -1, ammo -4, inaccurate -1)

Total: 13 Points (6 Point Item)

Grenade, Flashbang

Also known as a stun grenade, the *Flashbang* is a grenade that creates a loud and distracting sound and a brilliant flash of light to temporarily blind and stun anyone within range.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	1	Weapon (area 2, flare (hearing, sight) 2, range 1; activation -1, ammo -4, toxic -2)

Total: 1 Point (1 Point Item)

Grenade, Fragmentation

A *Fragmentation Grenade* is sometimes referred o as a defensive grenade, as when it detonates it explodes with deadly shrapnel and is used when the thrower is behind cover.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
6	10	Weapon (area 3, range 1; activation -1, ammo -4, inaccurate -1)

Total: 10 Points (5 Point Item)

Grenade, Incendiary

An *Incendiary Grenade* is a grenade that explodes with white-hot material that can burn through most materials.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	6	Weapon (area 1, continuing 3, range 1; activation -1, ammo -4, inaccurate -1)

Total: 6 Points (3 Point Item)

Grenade, Knock-Out

Knock-out Grenades are grenades that are similar to tear-gas grenades but release a gas that will temporarily knock-out anyone who breathes in the fumes.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
0	3	Weapon (area 2, incapacitating 5, range 1; activation -1, charges -3, inaccurate -1)

Total: 3 Points (1 Point Item)

Grenade, Rifle

Rifle Grenades are grenades that are designed to be shot with a rifle, allowing for greater distance then throwing would allow. Nearly any type of grenade can be a rifle grenade. Rifle grenades increase the Range by +1. This increases a grenade's Item Cost by +1 point.

Grenade, Smoke

A *Smoke Grenade* is a grenade that releases smoke and is often used as a signaling device.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
1	2	Sensory block (vision; duration 3, range 1; activation -1, charges -3)

Total: 2 Points (1 Point Item)

Grenade, Stingball

A *Stingball Grenade* is a grenade that detonates and releases tiny rubber balls and is a "less-then-lethal" grenade.

Level Points Attribute

2 1 Weapon (area 1, stun 1; activation -1, charges -3, non-penetrating -1)

Total: 1 Point (1 Point Item)

Grenade, Tear Gas

A *Tear Gas Grenade* is a grenade that releases a noxious cloud of smoke that help immobilize and disorient opponents within the cloud.

Level Points Attribute

1 2 Sensory block (vision; duration 3, range 1; activation -1, charges -3; dependant: weapon -1)

0 2 Weapon (area 2, duration 2, irritant 4, range 1; activation -1, ammo -4, inaccurate -1, toxic -2)

Total: 4 Points (2 Point Item)

CONVENTIONAL MINES

Mines are weapons that are mostly as a defensive nature, laying in wait for anyone to come treading over them and triggering them to go off.

Mine, Directional

The *Directional Mine* is an anti-personnel mine that explodes, releasing hundreds of tiny BBs in a wide arc. Examples of this type of mine is the Claymore.

Level Points Attribute

6 12 Weapon (area 2, range 1, spreading 1, trap 2; activation -1, ammo -4, unique: forward firing-arc -1)

Total: 16 Points (8 Point Item)

Mine, Heavy

The *Heavy Mine* is an anti-vehicle mine that can detonate with such a force as to bring down a main-battle tank. These mines will not detonate when someone steps on them, it takes a heavy load to detonate the mine.

Level Points Attribute

16 33 Weapon (area 4, trap 4; activation -1, ammo -4, exclusive: ground vehicles -2)

Total: 33 Points (16 Point Item)

Mine, Improvised

An *Improvised Mine* is exactly that, a homemade mine.

Level Points Attribute

6 9 Weapon (area 2, trap 1; activation -1, ammo -4, exclusive: ground targets -1)

Total: 9 Points (4 Point Item)

Mine, Light

The *Light Mine* is an anti-personal mine.

Level Points Attribute

8 16 Weapon (area 3, trap 3; activation -1, ammo -4, exclusive: ground targets -1)

Total: 16 Points (8 Point Item)

SAPCE-AGE EXPLOSIVES

Plasma Jelly

Plasma Jelly is an advanced form of the plastic explosive (see above) and is a lot more destructive. One application of plasma jelly is a fist-size glob of the substance, more packed together will increase the destructive power (+2 levels per extra application).

Level Points Attribute

10 19 Weapon (area 2; activation -1, ammo -4, delay -1 (1 minute))

Total: 19 Points (9 Point Item)

Spatial Charge

A *Spatial Charge* is an advanced form of the satchel charge (see above). It has an adhesive underside so that it can be planted in a variety of surfaces and has a powerful enhanced explosive.

Level Points Attribute

14 28 Weapon (area 3; activation -2, ammo -4, delay -1 (1 minute))

Total: 28 Points (14 Point Item)

SPACE-AGE GRENADES

Here are some of the more advanced forms of grenades for a Space-Age setting.

Grenade, Cryonic

A *Cryonic Grenade* explodes in a burst of super-cooled energy that can immobilize foes in ice.

Level Points Attribute

3 8 Weapon (area 2, incapacitating 4, stun; activation -1, ammo -4)

Total: 8 Points (4 Point Item)

Grenade, Neural

A *Neural Grenade* is a grenade that is designed to over-stimulate the neural pathways and nervous system like the way a disruptor weapon can.

Level Points Attribute

6 17 Weapon (area 2, irritant 4, psychic 5, range 1, stun 1; activation -1, ammo -4, inaccurate -1, toxic -2)

Total: 17 Points (8 Point Item)

Grenade, Plasma

A *Plasma Grenade* is a grenade that explodes in a burst of white-hot plasma.

Level Points Attribute

10 17 Weapon (area 2, range 1; activation -1, ammo -4, inaccurate -1)

Total: 17 Points (8 Point Item)

Grenade, Sonic

The *Sonic Grenade* is a grenade that bursts in a loud high-pitched sound waves that cause disorientation to anyone within range.

Level Points Attribute

0 1 Weapon (area 2, flare (hearing) 2, range 1; activation -1, ammo -4, toxic -2)

Total: 1 Point (1 Point Item)

Grenade, Static

A *Static Grenade* is a grenade geared towards battling electronic equipment and robots. When it detonates it sends out an electromagnetic pulse that can cause havoc in unshielded equipment.

Level Points Attribute

6 8 Weapon (area 2, range 1; activation -1, ammo -4, inaccurate -1, targeted: electric devices -1)

Total: 8 Points (4 Point Item)

Grenade, Tracer

A *Tracer Grenade* is an advanced fragmentation grenade that is a disc-like weapon that explodes and releases razor-sharp triangular shrapnel.

Level Points Attribute

6 13 Weapon (area 3, penetration 2, range 1; activation -1, ammo -4)

Total: 13 Points (6 Point Item)

Grenade, Vortex

A *Vortex Grenade* is a very destructive grenade that unleashes a high amount of radiation, gravitic distortions, and bursts of energy. Though it is a highly destructive grenade, it has a limited area of effect.

Level Points Attribute

14 24 Weapon (area 1, range 1; activation -1, ammo -4, inaccurate -1)

Total: 24 Points (12 Point Item)

SAPCE-AGE MINES

Here are some of the more advanced forms of mines for a Space-Age setting.

Mine, Bounding

A *Bounding Mine* is a unique defensive weapon that, when triggered, will spring into the air about two meters and when it is facing in the right direction, detonates.

Level Points Attribute

6 13 Weapon (area 2, range 1, spreading 1, trap 2; activation -1, ammo -4)

Total: 13 Points (6 Point Item)

Mine, Spider

The *Spider Mine* is a type of smart-mine that has four robotic legs that allow it to run to a detected target.

Level Points Attribute

6 14 Weapon (area 2, homing: IR signature 1, range 2, trap 2; activation -1, ammo -4)

Total: 14 Points (7 Point Item)

Avoiding Explosions

When a character is in the blast radius of some sort of explosive, they can make a Defensive Roll to avoid most of the destructive force of the attack. This a normal Defense roll with a success meaning that the character suffers only half damage if in the open or no damage if they are near cover, which they dove behind to avoid the explosion.

CHAPTER ELEVEN

FIELD GEAR

Along with the various firearms a character may possess, they are not complete without their accessories and field gear. This chapter deals with the various equipment and firearm accessories found in today's world.

Ammunition Magazines

- **Belt-fed Magazine:** Belt-fed Magazine uses a series of ammunition linked together by a belt of cloth or interlocking chain-links that continuously. This item can be used only with machineguns, and when so used it allows the character to ignore the *Ammo -1 (bursts)* restriction on the weapon, but gain the *Static* restriction. This item has an Item Cost of 1 point.
- **Drum Magazine:** A Drum Magazine is cylindrical a system of dual drums holding around one-hundred rounds of ammunition. This can be used with any assault rifle, carbine, and submachine gun. Any character using this item can ignore the *Ammo -1 (bursts)* restriction on their chosen weapon. This item has an Item Cost of 2 points.
- **Saddlebag:** A Saddlebag is a small elastic band that fits over the butt of the rifle. Any character who has this item can disregard the *Ammo -1* restriction on any non-automatic rifle (heavy, light, medium rifles and the bolt-action sniper rifle). This item has an Item Cost of 1 point.
- **Speedloader:** A Speedloader is a device that allows the character to quickly reload a revolver nearly as fast as an automatic pistol. Any character who has this item can disregard the *Ammo -1* restriction on any revolver. This item has an Item Cost of 1 point.

Weapon Accessories

- **Assault-sling:** An assault-sling is a harness that allows a rifle, submachine gun, or machinegun be clipped on and carried, but still be in a position to be quickly brought into firing position. This item gives a +1 bonus to initiative when the using the weapon. This can only be used for any rifle, submachine guns, and light and medium machineguns. This is a 1-point Item.
- **Grenade Rifle-Adapter:** These are an adapter that fit over the muzzle of a rifle and allows the gun to fire rifle grenades. When fired, the round will pass through the adapter and from the rounds escaping gases make the grenade fly off towards its intended target. Only one grenade can be shot per round and some older grenade rifles needed a blank round to fire off the grenade or risk an explosion. This is a 4-point Item.

- **Holster, Hidden:** This is a holster made to help hide handguns, giving the weapon the *concealable* variable. This is a 1-point Item.
- **Holster, Quick-draw:** A quick-drawn holster allows a character to be able to draw out the weapon with ease. This item gives a +2 bonus to initiative when the using the weapon. This can only be used for handguns (autopistols and revolvers). This is a 2-point Item.
- **Foregrip:** This is a vertical grip located under the barrel of an assault rifle or other weapons capable of autofire. It reduces any penalties from autofire by 1, but never provides a bonus. This is a 1-point Item.
- **Range Finder:** A Range Finder is a special device that uses a low-powered laser to check ranges to various targets. These devices are used with military units like Scout/Sniper teams. This is a 1-point Item.

Optic Devices

- **Nightvision Goggles:** This is a device that allows a character to see in near-total darkness. What the character sees is in shades of green. This device reduces the penalties associated with low-light and by one step (significant [-3] becomes slight [-1]). If the character is subject to a flash of light, they must make an average [12] Soul check or lose the effects of the goggles for that round and one round after as they readjust their eyes. This is a 2-point Item.
- **Spotting Scope:** A spotting scope is a very powerful magnification device that helps with spotting distant threats. This gives a +4 bonus to any checks to perception and searches when using the device, but also gives a -4 penalty to spotting anything within 50 meters due to the high-zoom. This is a 1-point Item.
- **Telescopic Sight:** This item is a scope that magnifies the view of the target, allowing for greater accuracy at longer ranges. It grants any firearm it is attached to *accurate* +2 and *concentration* -2, but also gives a -4 penalty to spotting anything within 50 meters. This is a 1-point Item.
- **Telescopic Sight, Digital:** This is a scope with a digital lens and acts like either a telescopic sight but also has either thermal (heat-sensing) or low-light amplification (night-vision) capability. This gives *supersense* 3 (range of 1 km) and is a 3-point Item.

Suits

- **Ghillie Suit:** This piece of equipment is a suit of different colored burlap strips that breaks up the outline of the wearer and helps them blend into the surrounding environment. This item grants a +3 bonus to stealth skill checks in the right conditions; it comes in woodlands,

winter, grasslands, and desert. This is a 2-point Item.

• **Land Warrior:** Developed by the US Army, this suit is a complete set of gear that helps link the individual soldier with their command HQ by encoded wireless networks. This a global-positioning system (GPS), mini-laptop computer, map-ware programs, forearm tactical keyboard, Kevlar vest, helmet with built-in heads-up-display, radio with boom-mic, camouflage netting, range finder, gas mask, and a pistol holster.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	5	Features (radio, GPS, mini-computer, HUD, rangefinder)
8	15	Medium body armor: armor (partial -1)

Total: 20 Points (10 Point Item)

• **Tactical Vest:** This vest is full of small pouches all over it. It has enough room for three magazines, a radio, mini-binoculars, and a few such items. SWAT teams wear such a vest as well as the military of the United States. Tactical vests can be worn over all body armor. This is a 1-point Item.

Kits

• **Camo Face-paint Kit:** This small kit is filled with various colored paints that can be applied to give a +1 bonus to hide checks. This is a 1-point Item.

• **Camouflage Netting:** A camouflage netting is a light-weight netting with camouflage colors and can be worn over clothes to blend in with the surrounding environment, even if they have a bright colored shirt. This gives a +2 bonus to hide in the right environment. The colors are woodland, winter, urban, and desert. This is a 2-point Item.

• **Demolition Kit:** This is a kit that can be used to assemble or disassemble bombs and explosives. This kit is needed for such tasks, without it the user suffers a -2 penalty to such skill checks. This is a 1-point Item.

• **First Aid Kit:** This is a small kit filled with bandages, wrapping, cleansing pads, antiseptic wipes, antibiotic ointment pack, tablets for pain, nausea, etc. It also comes with a small first-aid guide as well. This is a 1-point Item.

• **Field Med-kit:** This is military-spec first aid kits for field medics. It comes with a lot more than just what the first aid kit does. This gives a +2 bonus to Medical skill checks. Such kits are also available to civilian medical personnel, but are called *trauma packs*. This is a 2-point Item.

• **Gunsmith Kit:** This kit is a set of tools found in a gunsmith's workspace. When used in conjunction with the *Gunsmith* skill, it provides a +2 bonus to checks to repair and maintain firearms. This is a 2-point Item.

• **Survival Kit:** This kit comes with the essential items needed to survive in most conditions. In it is: a water filter, a first aid kit, utility knife, fire-starter, lighter, water-proof matches, compass, flare gun with three flares, small flashlight, insect repellent, signal mirror, five-piece mess kit, and small length of twine, and a survival guide. This is a 1-point Item.

• **MREs:** An MRE, or Meal-Ready-to-Eat, are the standard field ration for the US military. It comes in a variety of meals, even some vegetarian meals, and other necessities like a small amount of toilet paper, crackers, hot sauce, a snack, and even plastic utensils. MREs come in a heavy-duty plastic wrapping and for those meals that need to be cooked, a package that when mixed with water provide enough heat to cook the meal within ten minutes. A single MRE package is enough food for one meal for one person. Another thing about MREs is that they can last for about three years before going bad. This is a 1-point Item per day's worth of MREs.

Team Outfitting

This section is a listing of what equipment someone is bound to use in different situations. Instead of listing the gear item-for-item, instead what is listed are the most common equipment encountered in such a team. Since this is more of a general reference then actual rules, there are no listed costs for these items.

• **Assault:** An assault team are teams that are outfitted with enough equipment to start a war. Teams are usually fitted with a suit similar to the Land Warrior without the computer-based equipment, range finder, and GPS. They are instead have assault rifles with four magazines, auto pistol with three magazines, and a demolition kit.

• **Capture:** A capture team sole purpose is to got after a designated target and subdue them without injury. Capture teams are equipped with non-lethal equipment like sticky-foam sprayers, tasers, flashbangs, and other such equipment.

• **Forced Entry:** A forced entry team are heavily armored individuals that are at the forefront when entering a hostile building. Most entry teams have the lead man equipped with a bullet resistant shield and all members of the team have SWAT-like armor and have two flashbangs each. They may even have a battering ram to knock down doors, a small amount of explosives, etc. They are also armed with an auto pistol with three magazines and pepper spray for protection, and may also have heavier weapons if needed.

• **Covert Operation:** A covert observation team is suited to for reconnaissance missions, usually in wilderness settings. They are equipped with camo netting, an auto

pistol with a sound suppressor, submachine gun, binoculars, survival kit, and rations. There is even an urban version of this, having a van filled with various surveillance equipment.

- **Espionage:** The team is outfitted for information warfare. They have a variety of surveillance equipment like high-zoom cameras, audio and video recorders, lockpick sets, glass cutters, binoculars, phone taps, surveillance bugs, and other such items. Some teams may even be equipped with laptop computers to hack into other systems when needed.

- **Medical Response:** This team has a variety of medical equipment to handle just about any medical situation. The common equipment is a first aid kit, trauma kit, pharmaceuticals (four doses of various stimulants, antiseptics, anesthetics, etc), collapsible stretchers, defibrillator, blankets, and other items.

- **Scout/Sniper:** A sniper team, usually a two-man team, is equipped with a bolt-action sniper rifle, an automatic rifle for the spotter, radio equipment, binoculars, spotting scope, shooting logs and recon books, rations, camo netting, two ghillie suits, and a range finder.

Ammunition

It is assumed that characters have access to ammunition of whatever type they need for their standard weapons. Standard ammunition for auto-loading pistols, revolvers, rifles, and machine guns is a lead bullet; this type of bullet is called “ball” in military parlance. Standard ammunition for shotguns is “shot”. If characters have more than one type of ammunition, each extra type is considered to be an item with an Item Cost of 1, unless noted otherwise.

Switching Ammunition Types

In combat it takes one action to switch the type of ammunition used by the character. It takes one action to switch between ammunition types during combat. Those characters with extra actions can only switch ammunition once per round.

Ammunition Types

Below is a listing of various types of ammunition.

Armor-Piercing (AP)

Armor Piercing bullets are designed with a steel or tungsten core rather the jacketed lead. AP using weapons have *Penetrating +1* but because of the over-penetration quality, they deal less damage against flesh, so Base Damage is reduced by one (minimum of 1). These bullets are available for auto-loading pistols, machine guns, shotguns, revolvers,

and rifles. AP pistol or revolver ammunition ("cop killer bullets") is usually illegal.

Ball

Ball ammunition is the most common type of round, it is the standard issue for military soldiers and is a general all-purpose ammunition. Ball rounds do not have any additional game statistics as it is assumed that any firearm is using this type, unless noted otherwise.

Beanbag

Beanbag rounds are is a special non-lethal ammunition for shotguns. It fires a small bag filled with tiny plastic beans to cause no lasting physical damage to the target. Beanbag rounds have *Stun +1* and *Non-penetrating -1*. This ammunition is available for shotguns only.

Bird Shot

The statistics given for shotguns assume they are using buckshot, which is the usual combat load. If using birdshot (with a greater number of smaller pellets) Base Damage is reduced by one (minimum of 1) but has *Accurate +1*. Bird shot is only available for shotguns.

Blanks

A blank is a cartridge without the bullet that also has a reduced powder load. Blank ammunition is used mostly in training scenarios and to fire rifle grenades. A blank normally does not deliver any damage when fired (*Base Damage 0*), but if the gun's muzzle is directly in contact with someone, the hot gasses expelled can still be dangerous or fatal. When a character is using a blank-firing gun in combat, the gun is treated as if it is firing a rubber bullet, but range is limited to *Range 0*. Blanks are available for auto-loading pistols, machine guns, revolvers, rifles, and shotguns.

Flechette

Flechette ammunition fires tiny fin-stabilized darts much in the same way as shot. It spreads out when fired and has good penetration ability, giving it *Spreading +1* and *Penetrating +1*. Flechette is available for shotguns only. This ammunition has an Item Cost of 2.

Frangible

Frangible rounds are ammunition that is made by tightly compressed powdered metal that will break up easily when it contacts a hard surface like a wall. Frangible rounds cannot be used to penetrate any hard

surfaces like walls, doors, etc.

High-Explosive Armor-Piercing (HEAP)

HEAP ammunition is a combination of high-explosive and armor-piercing rounds into one common bullet. HEAP ammunition has *Penetration +1* and *Unreliable -1*, plus the Base Damage is increased by one. This type of ammunition has an Item Cost of 4.

High Explosive (HE)

High-Explosive rounds have a small amount of explosive inside that detonate shortly after impact. During flight, if the round hits anything it goes off. The Base Damage of the weapon is increased by one, but also has *Unreliable -1*. This type of ammunition has an Item Cost of 2.

High Velocity (HV)

High Velocity rounds is a high-tech type of ammunition that fire the projectiles with very high muzzle velocities, providing greater penetration and a higher rate of autofire. The only problem with HV ammo is the fact that any weapons using them for any length of time in automatic firing will tend to jam more frequently. HV ammunition has *Autofire +1*, *Penetration +1* and *Unreliable -1*. This ammunition type has an Item Cost of 3.

Hollow Point (HP)

Hollow Point ammunition is designed to mushroom inside the target, transferring more energy to the target and creating a larger cavity, therefore doing more damage. Hollow Points are used in many law enforcement departments as it is a good man-stopper and is less likely to penetrate walls and injure bystanders. According to the Hague Convention, it is illegal for military forces to use HP ammunition in international conflicts. Hollow Points have *Targeted (unarmored) +3* and *Non-penetration -2*. HP ammunition is available for auto-loading pistols, machine guns, revolvers, and rifles.

Homing

Homing rounds are a high-tech Space-Age ammunition that allows the shooter to be able to keep putting rounds on target with greater success. Now these rounds do not fly around corners or somehow find their target without a line-of-sight, but can steer itself to better engage the target the shooter can see. Homing rounds allow the user to re-roll their attack roll only once. This ammunition type has an Item Cost of 4.

Incendiary Shells

Special shells are also available for shotguns; these shells contain phosphorous chemicals that convert the shotgun into an improvised flamethrower. The Base Damage is reduced by one (minimum of one), but if any damage is done, it is *Continuous +1*. This ammunition tends to foul the gun after use, however, and so has the *Unreliable -1* restriction. These shells are available for shotguns only.

Plasma

Plasma rounds are another Space-Age ammunition type and is an advanced form of armor piercing rounds. These rounds, when fired, are enshrouded in plasma, giving it great penetration ability. Plasma rounds have *Penetration +2*. This ammunition has an Item Cost of 4.

Rubber

These are rubber or plastic coated bullets designed to be "less lethal." Weapons using rubber bullets receives have *Stun 1* and *Non-penetration -2*. They also have the Base Damage reduced by one, to a minimum of one. Rubber bullets are available for auto-loading pistols, machine guns, revolvers and rifles, and for shotguns firing slug ammunition.

Sabot

Pronounced "sah-boh", this type of ammunition fires a kinetic penetrator that looks like a fin-stabilized dart and is encased in a discarding shell. When fired, the shell peels apart and releases the penetrator. This type of ammunition has great penetration ability and is fairly accurate, but because of the penetration it doesn't cause as much damage. Sabot rounds have *Accurate +1* and *Penetration +2*, as well as the Base Damage reduced by one (minimum of 1). This ammunition is available for rifles and machineguns.

Shotgun Slugs

A shotgun slug is a large solid bullet instead of shot. Police will often use slugs to stop cars or blow open barricades. When using slugs, a shotgun loses both the *Spreading* variable and the *Non-penetrating* restriction. Slugs are available for shotguns only.

Subsonic

Subsonic ammunition is specifically designed with less powder in the cartridge to produce less noise, but it also impacts on performance. Subsonic rounds have *Inaccurate -1*, but if used in conjunction with a sound suppressor, the difficulty to detect the shot is increased to Difficult (TN 15). This ammunition is available for pistols, submachine guns, and rifles.

Tracer

Tracer ammunition is coated with phosphorus to leave a visible trail as it burns in flight. If used individually, tracers don't give that much of a benefit, but when used in autofire weapons, it makes it easier to see where you are hitting, therefore tracers have *Accurate +1* and *Unique: autofire only -1*. Tracer ammunition is available for rifles and machineguns.

Tracker

Tracker rounds are not meant to deal damage but put a tracking device on a target for later pursuit. Tracker rounds do not deal any damage (Base Damage 0) and has a relative short range, reducing Range by one (minimum of 1). On the upside, tracker rounds can be tracked for up to forty-eight hours out to a range of 10 km and is hard to detect (Body check, TN 12).

Body Armor

With all this lead being thrown around, how does your character protect them? With modern body armor! This section will detail all the modern and space-age armors one will ever need.

Early Body Armor

From the skins, furs, and hides of animals to the full-body plate armor of the knight, early body armor is well documented in history and war books, TV documentaries, and even websites. As history progressed and more advances in weapons came about, the need for greater and greater protection advanced as well. Well-known types of armor in history are animal furs and hides, boiled and hardened leather known as cuir bouilli, scale and lamellar armors, chainmail, and plate armor. It wasn't until around the 14th century that the hey-day of the fully-armored knight encased in plate armor slowly disappeared until leaving only those plate armor that protected the breast and back. This type of armor was seen being used in World War I, it was used by some soldiers to help defend against rifle and machinegun fire, but the cartridges of the day could easily pierce such measures and were of little use. While body armor wasn't that effective against small arms fire, it was still issued during soldiers during the two World Wars and the many wars since it does help against shrapnel and flying debris.

Modern Body Armor

Almost all modern-day body armor is made from aramid polyethylene fibers, the most famous of which is *DuPont's* Kevlar. Such ballistic fibers have strength five times greater than steel, good flexibility, and lightweight.

They are usually woven into a multi-layered fabric designed to stop the projectile and distribute the force of the impact across a wide area of the body, minimizing trauma. More ridged forms of "plastic"-like Kevlar are used for plate inserts, and it is not uncommon for some body armor to have steel or ceramic strike plate inserts for reinforced protection.

Armor Classes

In the real world armor is categorized into several classes as researched by the US National Institute of Justice. In game terms it is quite similar, each type of armor is equal to a certain level of either the armor or force field attribute. Each level represents a higher level of protection that the armor provides the character.

- Class I:** These types of armors have very little to protect the wearer, but do offer some protection. A thick leather jacket is an example of a Class I armor.
- Class II:** Class II armor has more protection than Class I, but it is still better to wear something more substantial in heavy combat. An example would be a World War II Flak Vest.
- Class III:** Class III armor is when armor becomes more protective. A kevlar vest is an example of this type of armor.
- Class IV:** Class IV armor protects just about everything. A SWAT team's full bodysuit would be an example of this type.
- Class V:** Class V represents the high level of protection with keeping of some mobility. A full suit of military armor would be an example of Class V armor.
- Class VI:** The Class VI of armor is the most protective of armor. Though wearing it is cumbersome, it offers the best possible protection available without a vehicle. The typical bomb-squad suit is an example of this class.

Legalities

In the US today, body armor is not only available to law enforcement and military forces, but also to private individuals, unless one has a criminal record. However, other nations may have laws restricting certain types of armor, and some may restrict all body armor.

Optional Armor Rules

Below is a small collection of optional rules regarding armor.

Encumbrance

Armor is cumbersome, and thus, will hinder one's actions. This *optional rule* is for those campaigns that strive for more realism and will penalize a character for wearing heavy armor.

In game terms this is a penalty to any skill checks that require movement, like swimming, climbing, etc. It does

apply to one's Combat Values unless noted otherwise. The penalty is half the class of the armor, rounded up, minus one, minimum of zero. So class VI armor has a penalty of -1 ([5 divided by 2 = 2.5, rounded up to 3] - 1 = 2). For Space-Age armors, the effects of encumbrance do not apply to those that use the force field attribute nor power armor.

Doubling Armor

Sometimes, a character will have more than one layer of armor for added protection. While it does help by having more armor in a gunfight, it also restricts the movements of the wearer due to all that weight. When adding another

layer of armor, the additional layer of armor can be no more than half of the main armor's level. So, a class III armor can have only class I armor as an additional layer, while class VI can have up to class II. But for each class of the extra armor, the wearer has one level of Less Capable (agility) equal the added layer. So for example, adding extra class II armor would impart Less Capable (agility) -2. This penalty also applies to attacks and dodges, so having multiple layers can actually hinder one's movement during combat. If used with the Encumbrance optional rule, doubling armor will add an additional -1 penalty. Powered armor of any cannot be doubled up, except with the Deflection Harnesses.

ARMOR TABLE

Armor	Attribute	Armor Rating	Variables/Restrictions	Total Points	Item Cost
- CONVENTIONAL -					
Class I	Armor 2	4	Partial -1	3	1
Class II	Armor 6	12	Partial -1	11	5
Class III	Armor 8	16	Partial -1	15	7
Class IV	Armor 10	20	Partial -1	20	10
Class V	Armor 12	24	Less capable (agility) -1	23	12
Class VI	Armor 16	32	Less capable (agility) -2	31	15
Strike Plates	Armor +2	+4	Partial -1	+3	+1
Ballistic Lining	Armor +1	+2	Partial -1	+1	+1
- SPACE-AGE -					
Armored Flightsuit	Armor 4	8	Partial -1	7	3
Deflection Harness, Light	Force Field 8	32	-	24	12
Deflection Harness, Heavy	Force Field 10	40	-	32	16
Environmental Suit	Armor 1	2	Partial -1	1	1
Polymere Armor	Armor 12	24	-	24	12
Power Armor, Class I	Armour 20	40	-	40	20
Power Armor, Class II	Armour 25	50	-	50	25
Power Armor, Class III	Armour 30	60	-	60	30

CHAPTER TWELVE

RULES OF ENGAGEMENT

This section details new rules created for this project, and revisions of old found in the core rulebook.

Autofire, Revisited

In the normal rules found within the book, autofire is a single ability counting as three ranks; under this system autofire has not changed in mechanics but has been split into three different ranks, each allowing for a limited number of possible hits.

- **Autofire (Rank 1):** Rank 1 autofire simulates the short three-round bursts of automatic weapons. This rank is limited to a total of three extra hits.
- **Autofire (Rank 2):** Rank 2 autofire simulates the long bursts of automatic fire of machineguns, assault rifles, and even some submachine guns. This is limited to a total of five extra hits.
- **Autofire (Rank 3):** Rank 3 is the full effect of automatic fire, simulating those high rate-of-fire weapons like miniguns, aircraft guns, etc. This rank is not limited in the number of extra hits.

Barrages

Sometimes in war the enemy will bombard their foes with a barrage of artillery, mortar rounds, or aerial bombings. This rule will try to simulate this tactic and is based on two things, intensity and duration. Intensity will determine the potential damage posed by the barrage, while Duration determines how often a character must make a check to avoid being hit.

Avoiding Barrages

Avoiding the ill-effects of barrages is a simple Defense check with an Average Difficulty [DN 12]. When a check is called for, the characters make their Defense check against this difficulty. GM's may wish to impose a penalty if the character is somehow in a situation where they cannot actively avoid the barrage; like being tied up or unconscious. If the character has some sort of cover, they gain a significant bonus [+3] to their Defense checks while taking cover. The GM may also adjust this bonus based on the type of cover being taken; like in a reinforced bunker or in a fortified building.

Duration

The Duration of the barrage is set at a default of ten rounds; the GM may adjust this depending on their campaign. As the Duration is set at the default of ten rounds, Duration is then used for figuring out how often a character must make a Defense check. If a character makes it under cover in time before they must make their next check, they receive the full bonus of their cover.

- **Short Duration:** The Defense check is called once every three rounds (for a total of three checks).
- **Moderate Duration:** The Defense check is called for once every two rounds (for a total of five checks).
- **Long Duration:** The Defense check is called once per round (for a total of ten checks).

Intensity

Intensity measures the potential damage of barrages. As always, the GM can adjust the damage done depending on the needs of their campaigns.

- **Light Intensity:** Treated as Level 6 weapon attacks.
- **Medium Intensity:** Treated as Level 8 weapon attacks.
- **Heavy Intensity:** Treated as Level 10 weapon attacks.

Bullpup or Carbine?

Bullpup? Carbine? A *bullpup* weapon is where it has the magazine housing and the mechanism behind the grip and trigger making for a smaller weapon without shortening the barrel as found in a *carbine* weapon. An example of this type of weapon is the British Army's L85A1, the FN P90, the FAMAS as seen on the Metal Gear Solid game series. A *carbine* weapon is a standard firearm that has the barrel shortened making it smaller, and sometimes with a modified stock. An example of this type is the M4 Carbine, which is just a shortened M16 with a telescopic stock, and the AKSU74, a shortened AKS74 with a folding stock. In the real world, each has their own advantages and disadvantages, but in the game there is not much of a difference to include any modifications to weapons having these features.

Concealing Items

Sometimes it pays to be inconspicuous and appear non-threatening, but what if you need a weapon close at hand? This calls for attempting to conceal item on your person. Just trying to spot a hidden item isn't enough, a physical search is necessary; finding a concealed item through a physical search calls for an average [12] Mind check.

Cover, Revised

In the core rulebook, when someone takes cover the attacker receives a slight [-1] to a significant [-3] penalty to their attack rolls against them. With this revision, cover comes in four types; Light, Medium, Heavy, and Total.

Light cover represents hiding behind things like wooden fences, low walls, in shallow ditches, or behind a thin tree. Medium cover represents hiding behind a high wall, standing at a window, lying in a foxhole, or behind a small tree. Heavy cover is stuff like being in a trench, behind a large tree, or in a bunker. Total cover is basically hiding in a reinforced bunker or underground.

- **Light Cover:** Light cover doesn't provide any protection against melee attackers, but doesn't give attacking opponents with ranged attacks a slight penalty [-1].
- **Medium Cover:** Medium cover provides a slight [-1] penalty to melee attackers and a significant penalty [-3] penalty to attackers using ranged attacks.
- **Heavy Cover:** Heavy cover provides a significant [-3] penalty to melee attackers and an extreme penalty [-6] penalty to attackers using ranged attacks.
- **Total Cover:** Total cover makes it impossible to attack the character, either in melee or by range attacks. If the attack has the area variable, it may still affect the character normally, depending on GM judgment.

Mishaps

Sometimes everything goes wrong, a weapon jams or malfunctions, or an item fails to work properly at a critical moment; these are known as Mishaps. Just like *Critical Hits*, mishaps can occur in two situations; when the GM thinks it is appropriate and when an action has negative consequences for failure. Malfunctions and mishaps function similar to *Critical Hits* but altered slightly. Whenever an attack roll fails by an outrageous [12] failure or more, re-roll the attack roll, and if the result of the re-roll fails that action then a mishap occurs, if it succeeds, it just is just an ordinary failure with no mishap. Mishaps usually last for one round or until it is fixed, fixing a mishap cannot be done without working on the item in question and takes about ten minutes of work.

New Weapon Variables and Restrictions

Here are some new weapon custom variables and restrictions.

New Variables

- **Reliable:** The weapon is very reliable, able to take severe punishment and keep on functioning. With this ability, the margin of failure for the chance of mishap occurring is increased by one step (outrageous [12] becomes monstrous [18] for example). This ability costs 1 point.
- **Concealable:** The weapon can be concealed more easily than normal, increasing the difficulty of the search to Difficult [15]. This ability isn't suppose to be used to show that an item can be concealed, but to simulate those items that are designed to be concealable and inconspicuous. This ability costs 1 point.

New Restrictions

- **Archaic:** The weapon is of older and antiquated technology rather than the campaign's current technology level. Because that the weapon is now obsolete using a weapon without the required specialty skill suffers a -2 penalty to their attack rolls and repair checks. This restriction should only be applied to weapons that are truly obsolete and not just an older versions of current ones on the market. For example, blackpowder flintlock weapons would be acceptable but not a percussion cap revolver as it is to similar to the current revolvers of today. This is a weak restriction and costs -1 point.
- **Recoil:** The weapon has tremendous recoil. Weapons with this restriction require a minimum Body stat to use properly (usually 5 or 6). If using such a weapon without meeting the required Body stat, after each firing the character cannot do anything else that round, similar to *Activation -1*. Large-caliber rifles and those handguns firing rifle-caliber rounds are examples of such weapons with this restriction. This is a weak restriction and costs -1 point.
- **Unreliable:** The weapon is prone to mishaps and malfunctions more often than other items. The chance for a mishap occurring is decreased by one step (outrageous [12] becomes extreme [6] for example). This is a weak restriction and costs -1 point.
- **Drop Fire:** The weapon is prone to discharging when dropped or if bumped real hard. Whenever the weapon is dropped/bumped, a random character within the range of the weapon must make an average [12] Soul check or be hit by the weapon normally. This is a weak restriction and costs -1 point.

APPENDIX

HOLLYWOOD WEAPONRY

This section details all those weapons that are inspired from sources like movies, video games, books, the Internet, and also from my own imaginings.

13mm Jackal Autopistol

This is an autopistol chambered for a special 13mm cartridge and a lengthened barrel over a foot long. This weapon is seen being used by Alucard from the anime series *Hellsing*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	11	Weapon (range 2; ammo -1)

Total: 11 Points (5 Point Item)

AUTO-Nine Pistol

The *AUTO-Nine Pistol* is an autopistol configured to be a true automatic weapon. It has an extended magazine and has autofire capability. This weapon is seen in the *Robocop* movies.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	9	Weapon (autofire 2, range 2; ammo -1 (bursts))

Total: 9 Points (4 Point Item)

Bowcaster

The *Bowcaster* is a high-tech crossbow-looking weapon that fires an energized crossbow bolt known as a "quarrel". It has an automatic loading system and is capable of loading multiple quarrels in a single shot, giving it a shotgun-like effect. This weapon is seen being used by the wookies and Chewbacca in the *Star Wars* movies.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Single-shot: Weapon (range 3; hands)
4	10	Spread-shot: Weapon (range 2, spreading 1; hands)

Total: 20 Points (10 Point Item)

Flakk Cannon

This rather bulky weapon fires a cut-down artillery shell in a shotgun-like effect. This weapon can be seen in the video game *Unreal Tournament*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
7	15	Weapon (range 2, spreading 1; ammo -1, hands)

Total: 15 Points (7 Point Item)

Gauntlet Weapon System

This super-tech weapon is a masterpiece in firepower. It is a weapon that has many different weapons inside, including an assault rifle with homing ammunition, dart launcher, net launcher, flamethrower, the ice-cube system, and rockets; not to mention the ever-loving self-destruct button. This weapon is seen in the movie *5th Element*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	12	Assault rifle: Weapon (autofire 2, homing: body heat, range 3; ammo -1 (bursts), hands)
3	8	Flamethrower: Weapon (continuing 3, range 1, spreading 2; ammo -1, inaccurate -1, non-penetrating -2)
3	7	Ice-cube System: Weapon (incapacitating 2, range 1, spreading 2; ammo -1, inaccurate -1, non-penetrating -2)
3	6	Dart Launcher: Weapon (penetrating 1, range 1, spreading 1; ammo -1, hands, inaccurate -1)
0	1	Net Launcher: Weapon (range 1, tangle 1; ammo -3, hands)
6	12	Rockets: Weapon (area 2, range 3; activation -1, ammo -2, hands)
8	15	Self-destruct: Weapon (area 3; ammo -4)

Total: 61 Points (30 Point Item)

Hammer of Dawn

The *Hammer of Dawn* is a satellite-linked weapon that is used to designate the target for the orbital laser. This weapon is very sensitive to the weather and cannot be used indoors. This weapon is seen in the video game *Gears of War*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
14	28	Weapon (penetrating 4, range 2; activation -3, environment: clear skies, environmental: outdoors; hands)

Total: 28 Points (14 Point Item)

Helsing Autopistol

This is a large autopistol that is chambered for the .454 Casull cartridge, a caliber normally found in revolvers. This weapon is seen being used by Alucard from the anime series *Hellsing*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	12	Weapon (range 2)

Total: 12 Points (6 Point Item)

Helsing Crossbow

The *Helsing Crossbow* is a unique weapon in that is a traditional crossbow but has an automatic reloading system that uses compressed gas, allowing it to have autofire capability. It's crossbow bolts are mounted inside a rotating chamber above the weapon and drop down with each reload. This weapon is seen in the movie *Van Helsing*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	7	Weapon (autofire 1, range 2; ammo -1 (bursts), hands)

Total: 7 Points (3 Point Item)

Lancer Assault Rifle

The *Lancer Assault Rifle* is an assault rifle combined with a chainsaw under the barrel. This weapon is seen in the video game *Gears of War*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Assault rifle: Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
2	3	Chainsaw: Weapon (penetrating 1; activation -1, hands)

Total: 14 Points (7 Point Item)

Modular Weapon System

The *Modular Weapon System* is a pistol-sized direct-energy weapon that can be made into a small rifle with special attachments of a shoulder stock, digital sight, and a longer barrel.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
3	8	Pistol: Weapon (range 2)
+1	+2	Augmented: Weapon (accurate +1, autofire +1, range +1; activation -1, hands, unique: requires kit)

Total: 10 Points (5 Point Item)

Nine-Weapon

The *Nine-Weapon* is a weapon that is found in the *Ghost in the Shell* movie and used by Major Kusanagi against an multiped tank in the final scene. It can be converted to use HV (high-velocity) ammo with the "B" Kit, but tends to jam under the high-rate of fire.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Unmodified: Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
+0	+4	B-Kit Modified: Weapon (autofire 3, range 2, penetrating 2; activation -1, ammo -1 (bursts), unique: requires "B" kit, unreliable -1)

Total: 15 Points (7 Point Item)

Noisy Cricket

The *Noisy Cricket* is a deceptively small weapon that can easily fit into the palm or pants pocket with ease. Despite its small size it packs impressive firepower and a huge kick from recoil. This weapon is seen in the movie *Men In Black*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	16	Weapon (area 1, range 2; activation -1, hands, unique: knockback*)

* Each time it is fired make a Body check (TN 12). Failure indicates the shooter is knocked back a number of meters equal to how much the check failed by. So if the Body check failed by 3, the shooter is knocked back 3 meters. As this is more of a comic-effect, there is no real damage done to the shooter.

Total: 16 Points (8 Point Item)

Pulse Rifle

The *Pulse Rifle* is an assault rifle with a telescopic stock, a large capacity magazine of 10mm caseless high-explosive, armor-piercing rounds, and an integrated 30mm grenade launcher. This weapon is the mainstay of the marines in the *Aliens* universe and is seen in the *Aliens* movie.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Assault rifle: Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
7	16	Grenade launcher: Weapon (area 2, indirect, range 3; activation -1, ammo -1, hands, inaccurate -1)

Total: 27 Points (13 Point Item)

Revolver, Hellboy

This is a very large four-round revolver chambered for a powerful cartridge. It is seen in the hands of Hellboy in the *Hellboy* movie, and called the "Good Samaritan".

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
5	10	Weapon (range 2; ammo -2 (four shots))

Total: 10 Points (5 Point Item)

Revolver, Stampede

The *Stampede Revolver* is a large-frame revolver that has its barrel located on the bottom of the revolving chamber instead of the top, like most other designs. This weapon is used by Vash the Stampede from the anime series *Trigun*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	10	Weapon (accurate 1, range 2; ammo -1)

Total: 10 Points (5 Point Item)

Rifled Grenade Launcher

A *Rifled Grenade Launcher* is a weapon that merges the concept of an anti-material rifle with that of the single-shot grenade launcher. It is intended to be a infantry support weapon with the ability to deliver long-range grenade rounds downrange with precision against defensive structures, lightly armored vehicles, and sensitive equipment. It is also capable of engaging enemy infantry behind solid cover with air-burst rounds. The weapon can load any sort of grenade that a normal grenade launcher can.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	18	Weapon (area 2, range 4; ammo -3, hands)
1	1	Telescopic scope (accurate 1)

Total: 19 Points (9 Point Item)

Rifle, 30mm Harkonnen

The *30mm Harkonnen Rifle* is a large single-shot breech-loading cannon-like weapon firing large 30mm shells. This weapon is seen being used by Seras Victoria from the anime series *Hellsing*.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
8	16	Weapon (range 4; ammo -3, hands)

Total: 16 Points (8 Point Item)

Rifle, 30mm Sniper

This is a large weapon system that has a heavy barrel and is chambered for a 30mm round. It is such a large weapon that it requires the use of a heavy weapon mount to use properly. This weapon is seen being used by Saito from the *Ghost in the Shell: Stand Alone Complex* TV series.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
7	20	Weapon (accurate 1, range 4, penetrating 2; hands)
1	1	Telescopic scope (accurate 1)

Total: 21 Points (10 Point Item)

Rifle, Seburo

The *Seburo Rifle* is a compact bullpup weapon in the *Ghost in the Shell* universe that fires a 6x25mm cartridge and have a high-capacity magazine.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
4	11	Weapon (autofire 2, range 3; ammo -1 (bursts), hands)
1	1	Laser sight (accurate 1; detectable: sight -1)

Total: 12 Points (6 Point Item)

Shoulder-Launched Micro-Nuke

The *Shoulder-Launched Mirco-nuke* is a weapon seen in the movie *Starship Troopers*. It resembles a RPG launcher but fires a missile with a micro-nuclear warhead that doesn't have any nuclear radiation after-effects.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
24	52	Weapon (area 4, homing: IR signature, range 5; ammo -3, backblast, hands, stoppable)

Total: 52 Points (26 Point Item)

Smartgun

The Smartgun is a machinegun mounted on a self-stabilizing mount and is connect to a suit of lightweight armor. It fires a slightly more powerful cartridge as the pulse rifle and has a self-aiming IR-seeking tracking device. This weapon is seen in the movie *Aliens* and in the hands of the marines in the *Aliens* universe.

<u>Level</u>	<u>Points</u>	<u>Attribute</u>
7	18	Smartgun: Weapon (autofire 3, range 3; activation -1, hands)

Total: 18 Points (9 Point Item)

Staff-Weapon

The *Staff-Weapon* is a metal staff that can fire a bolt of energy from its head, it can also be used as a normal melee weapon. This is the main weapon of the Jaffa warriors in the TV series of *Stargate SG1*.

Level Points Attribute

5 11 Energy Blast: Weapon (range 2, penetrating 1; hands, inaccurate -1)

2 4 Melee: Weapon (muscle; hands)

Total: 15 Points (7 Point Item)

Zat

The *Zat* is a strange weapon that resembles a curved S-shape in the form a snake. It is a powerful weapon in that with its first shot it can instantly stun an opponent, and with the next shot (if taken within a minute of the first shot) will kill the target. A third shot (again within a minute of the last shot) will totally disintegrate the body. This weapon is seen in the TV series *Stargate SG1* and its full name is the *Zat'nik'tal*.

Level Points Attribute

0 10 First Shot: Weapon (incapacitating 2, insidious, range 2, stun; activation -1)

6 13 Second Shot: Weapon (range 2; unique: after first shot)

0 7 Third Shot: Weapon (disintegration 5, range 2; unique: after second shot)

Total: 30 Points (15 Point Item)

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REFERENCES

Here is all the sources that have been used in writing up this project; and of course the various other books and websites that I didn't catch the name of or can't remember. If you find anything that I took from other sites or sources that I didn't mention here, please email me it. Thanks.

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