

A Plug-in for the Fuzion™ Roleplaying Game



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Home Base

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What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (*Champions*) and **Interlock** (*Cyberpunk*, *Mekton Z*). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R. Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Sengoku**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **Shards of the Stone**, **Dragonball Z**, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by **R. Talsorian**, **Hero Games**, or **Gold Rush Games**. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

www.herogames.com/Fuzion/

Armory, Accessories, Equipment

Introduction

About Atomik Fuzion

Atomik Fuzion is collection of "Fuzionable Materials" developed by Mark Chase, for use with any Fuzion RPG gameworld from modern-day, to sci-fi, to high fantasy. These plug-ins include **Atomik Magick**, **Atomik WAR**, **Atomik Deathmatch** (made for **Atomik WAR**), the mecha gameworlds of **Vigilantian**, **Metal Storm: 2380**, and world of **Lodoss War RPG** (base on the anime), as well as generic plug-ins for LifePath, psionics, and alien creatures.

Playing Fuzion

So, you have this Atomik Fuzion plug-in, but how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned (see side bar), the rules to create characters and play the game can be found in any Fuzion RPG book, or at the Fuzion web site. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R. Talsorian Games, Heroes Games, or Obsidian Studios product line. I recommend **Shards of the Stone** (a fantasy world), or **Champions: The New Millennium**. For Sci-Fi, you might look into getting **Bubblegum Crisis** or **Votoms**. Eventually, a Fuzion version of **Cyberpunk** and **Mekton**, will be released, which should be excellent.

Atomik Armory, Accessories, & Equipment (A.X.E)

The **Armory, Accessories, and Equipment** catalog, otherwise known as **A.X.E.**, is a modern day catalog of modern weapons, armor, and equipment for use in any modern or near-future **Fuzion** campaign. As of release 3.0 of **Atomik WAR (A.W.E)**, all weapons and equipment have been removed from the sourcebook and placed into this catalog, in order to more modularize the two as separate entities.

A.X.E. is divided into five sections. The first section deals primarily with Equipment (both generic, civilian, and military). Section 2 is all about armor and includes new information to make armor more "Real World" compliant. Section 3 (the most popular section) is all about weapons. In the next section weapon accessories are highlighted, and the fourth section concerns itself with ammunition and ordinance. At the very end of this sourcebook you will find some information on melee and medieval weaponry and armor.

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EQUIPMENT

"It's the little things that are important."

Every character needs equipment. Using the money you got from character development, or money you obtained while adventuring, you can buy equipment. Some equipment can be bought in stores, while other items can only be issued by a government or found in the black market. It is necessary to point out that there are millions of little gadgets, items, and other such things not listed to conserve space. For simplicity's sake, just look up the prices of real-world items to get their value and basic information.

Pricing and Points

Within this text the actual dollar amounts for items will be substituted with OP cost. In no way should this imply that you must purchase weapons and equipment with OP! What this does allow for is easy porting to various game worlds. For instance, in a campaign set around 2000CE, a gun might cost 5 OP, which, at 1 OP to \$100 ratio, translates to US\$500. That same 5 OP gun would cost 50,000 Yen in Japan in the year 2033CE (as per Bubblegum Crisis RPG rules).

Therefore, all prices are in OP points. Remember, 1 OP = US\$100. Conversions to other monetary values (such as Yen, Marks, Franks, etc.) can, of course, be found on the web. Therefore, if an item is listed as costing "4.6 OP", that would mean it costs US\$460 in around 2000CE. This is just the bottom-line at-price value. Actual price could but up to 2x to 3x this cost, depending on the source.

Legality

There are only four levels of Legality - Civilian (C), Licensed (L), Police/Paramilitary (P), and Military (M). C-class items can be found almost anywhere, or at least ordered by mail or over the Internet, with little or no difficulty. L-class items require a license (to have legally), but are otherwise the same as C-class (mostly these are civilian weapons which require a gun license). P-class (Police and Paramilitary) are generally only available to police, SWAT, FBI, DEA, ATF, and other government agencies, but some Paramilitary groups could legally obtain such weapons as well, with permits. Finally, M-class weapons are strictly for military use only.

Personal Equipment

Batteries

Watch battery	0.02 OP
AAA battery	0.01 OP
AA battery	0.005 OP
A battery	0.01 OP
B battery	0.015 OP
C battery	0.018 OP
D battery	0.02 OP
9 volt	0.02 OP
J battery 6v	0.03 OP
Car battery	0.40 OP 5 kgs

Double price for rechargeable, except for car batteries which are always rechargeable.

Backpack

A good backpack can carry around 10-20 kilograms depending on the type of back pack. Cost 0.5 OP, weighs 1 kg (empty).

Concentrated Rations

Survival food is only to be used when you are really desperate for food. It has no taste and is never filling. Someone who eats rations always feels hungry. A day's supply has vitamin supplement pills, high protein beef jerky, trail mix, and crackers. You can survive off of rations, but not very well. A week's supply cost 0.2 OP, and weighs 0.2 kgs.

Meals Ready to Eat

Highly preserved food in vacuum-sealed packets. This also contains items such as matches, plastic utensils, and napkins. Each packs roughly 3000 calories and can last several years if unopened. A box of 10 Ready-to-Eat meals costs 0.5 OP and weighs 3 kgs (but 0.07 OP and 0.3 kgs, individually).

Flashlight

A small flashlight (or electric torch as it is sometimes called) is usefully for finding one's way in the dark. Halves all penalties for darkness, but others can spot you real easily (no penalty to spot you). Cost 0.3 OP, 1 kgs, and requires 2 C batteries.

Lighter

Always useful. Costs 0.005 OP and its weight is negligible.

6 meter Rope

Always useful. Costs 0.05OP and 3 kgs per 6 meters.

Canteen

This is a small water holding device. It holds two liters of water and weighs 1 kilogram. Cost 0.15 OP, weighs 1 kg (empty).

Sleeping Bag

A bag you sleep in. It costs 0.40 OP, weighs 2kg.

Binoculars

A good quality pair of x10 magnification binocs, with a carrying case. Gives a +3 Perception on distant observations. Cost 1.5 OP, 1kg.

Personal Tent

This is a two or three person tent. Cost 2 OP and weighs 5 kilograms.

Magnetic Compass

This is small hand held compass. It can show your direction based on magnetic north. Costs 0.1 OP and weighs 0.1 kgs. This gives a +1 to Navigation.

Inertial Compass

An inertial direction finder. It always tells you which way you are facing in respective to a programmed destination. Cost 1 OP, weighs 0.2 kgs. This gives a +2 to Navigation.

Survival kit

A small 3 kg pack that holds a compass, pocket flashlight, a lighter, a canteen, and five days of concentrated rations. It cost 5 OP and weighs 3kgs.

Rebreather Mask

This is a face mask with an oxygen rebreather. It is capable of protecting a user from gasses, chemicals, and micro-organisms that are harmful to breathe. It will also prevent smoke inhalation. It will not work under water (unless used with air tanks) or in a vacuum or in pressures below 0.2 ATM or above 4.1 ATM. It will last for 30 minutes. It may be connected to air tanks to extend this time. Weighs 0.3 kg, cost 1.5 OP.

Air Tanks

These are small tanks of compressed 75% nitrogen, 25% oxygen mix. They can be worn as a back or hip pack. One hour's worth weighs 1 kgs and costs about 0.3 OP. It may be hooked to a rebreather to extend use up to four hours per tank.

Personal Hygienics Kit

This is a small kit of personal hygienics stuff. It includes a comb and brush, tooth paste, tooth brush, soap, a mirror, and so on. Cost 0.5 OP, and 1 kg.

Watch (analog)

It ticks! And may even tell time. Cost 0.3+ OP.

Watch (digital)

Doesn't tick, but still tells time. May come with extra features. Base watch cost 0.10OP. Stop watch/alarm, +0.05. WorldTime, +0.05. Scheduler, +0.05. Phone number holder, +0.10. Basic calculator, +0.05. Water resistant, +0.05. Water proof, +0.10. Shock proof, +0.10. Calendar, +0.10. Thermometer, +0.10. Altimeter, +0.10. Compass, +0.10. Digital remote, +0.10. 64k data memory, +0.10. Computer link, +0.10. FM radio, +0.12. AM radio, +0.12. Phone autodialer, +0.10. 10km "Dick Tracy" radio, +0.5. (Mekton Zeta may be used to expand the functionality of the Almighty Digital Watch).

Clothes

Clothes are normal civilian garments that vary, sometimes greatly, in style, design, and quality. A good set of cloths might cost around 1.5 OP while a fancy set of cloths might cost between 5 to 10 OP. A full set weighs about 2 kgs.

For High style, cost x2.

For Flashy style, cost x3.

For a Wealth style, cost x5.

Western

Jeans, 0.20OP

Khakis, 0.30 OP

Shorts, 0.15 OP

Dress/Blouse, 0.40 OP or more

Skirt, 0.35 OP

T-shirt, 0.15 OP

Pull-over shirt, 0.20 OP

Denim shirt, 0.25 OP

Dress shirt, 0.30 OP

Business suit (w/ coat), 2.0 OP

Jacket, 0.40 OP

Leather Jacket, 1.0 OP (not armor)

Flight Jacket, 1.20 OP

Heavy Coat, 0.80 OP

Trench Coat, 1.0 OP

Gloves, 0.10 OP

Leather Gloves, 0.20 OP (0.15 for fingerless gloves)

Shoes, 0.50 OP (or 1.2 for brand name)

Boots, 0.80 OP

Dress shoes (or high heels), 0.60 OP

Socks, 0.02 OP

Undergarments, 0.02 OP

Belt, 0.03 OP

Neck Tie, 0.05 OP

Other

Tunic, 0.25 OP

Kimono, 0.30 OP

Cloak, 0.25 OP

Robes, 0.40 OP

Shoulder Pads, 0.10 OP

Shoulder Guards, 0.25 OP (not armor)

Turban, 0.25 OP

Cool shades, 0.50 OP

Tools and Toolkits

Utility Belt

The utility belt is a large belt with tools for fixing machinery. It has wrenches, bolt drivers, fine tools, a welder, wire cutters, about twenty spare bolts, and some wiring. Cost 1.20OP, and 0.5 kg. Gives a +1 to fix mechanical problems.

Tool Kit

The tool kit is a medium sized tool box with every thing in the utility belt, and a lot more. Cost 2 OP, 2 kgs. Gives a +2 to fix mechanical problems.

Electronics Kit

A tool kit for electronic problems. Includes dozens of spare electronic parts, wires, soldering tools, and electronic repair tools. Cost 2 OP, 2 kgs. Gives a +1 to fix electronics or computers.

Lockpicks

The lockpick kit is a small kit of multiple devices used for picking mechanical locks. It adds a +2 to picking any mechanical lock. It cost 1 OP, weighs about 0.2 kgs.

Electronics Lockpicks

Like the mechanical lockpicks, but used in defeating ID card, retina and fingerprint scans, and voice locks. It adds a +2 to picking any electronic lock. It costs 10 OP, and weighs 1 kg.

Crowbar

A big iron bar useful for B&E, assault (2DC), rioting, busting open locked door... It can sometimes be used as a tool. Cost 0.06 OP, and 1 kg.

Welding Torch

Used for welding and hurting people (2DC). Cost 0.6 OP, and weighs 2kg.

Hammer

Good for driving nails, breaking glass, and hitting people (2DC). Cost 0.10, and 1 kg.

Communications Gear

Headset Radio

8km range, 0.5 kg, Cost 3 OP each.

Walkie-Talkie

This is basically a portable two-way radio. Has a 10km range, weighs 1 kg and costs 0.6 OP each.

GPS unit

Gives latitude, longitude, and altitude up to a 10 meters accuracy. 1kg, costs 3 OP plus 0.10 OP a month for service. Gives a +3 to Navigation.

GPS unit w/ map transparencies

Projects your location on a small map. 1kg, 4 OP plus 0.10 OP a month for service. Each regional map cost 0.02 OP. The smaller the region the greater the accuracy. Gives +5 to Navigation.

Portable Short-wave Radio

A portable radio about as big as a shoebox. Cost 1 OP, 5kgs, uses a half-sized car battery for power.

Portable CLCD TV

An active matrix LCD television with antenna (can get about 4 channels), and plugs for a co-axial or RCA. Cost 2 OP, 2kgs, and uses three D batteries.

Scrambler/Decoder add-on

A chipset that can be installed in most communications devices (radios, cellphones, etc.), allowing it to scramble and decode both digital and analogue signals. Cost +4 OP.

Cellular Phone

The personal communications device for the 21st century (may cause brain cancer if used near a nuclear detonation site). Cost 0.6 OP, and 0.5 kgs. Additionally, there is a 0.4 OP monthly service charge, and variable per-use rates. Check with your local cell phone service and ask "how may OP they charge"...

Medical Equipment

Field Dressing Kit

A very basic medial kit, consisting only of bandages, gauze, and antiseptic cream. Cost 0.2 OP, 0.1 kgs.

Crash Kit

The crash kit is a simple first aid kit that holds bandages, some gauze, a siring and a set of needles, pain killers, and miscellaneous medical drugs. Cost 1.6 OP, 1 kg. Adds a +1 to medical skills.

Med Kit

The med kit is a larger, expanded version of the crash kit. It is used by most field operatives and is standard issue to almost all soldiers. It holds 30 bandages, some gauze, a scalpel, 20 skin clamps, a siring and a set of needles, pain killers, and miscellaneous medical drugs. Cost 3 OP, and 2 kgs. Adds +2 medical skills.

Sensory Equipment

Motion Sensor

This is a small hand held device that can detect the motion of objects by sensing disturbances in air current, and displays its direction, speed, and bearing. It is ineffective in a vacuum or through sealed areas. Cost 2.5 OP, and 0.5 kg. It lasts for a week on two AA batteries.

Thermal Imaging Goggles

This pair of thermal goggles allows the wearer to see heat colors in darkness. They half the penalties for darkness, but you can only see in a false spectrum of heat. This has the advantage of seeing through thin walls, to a limited extent. Cost 9.5 OP, and 1.0 kg. It lasts for up to four hours on a C battery.

Nightvision Goggle

Nightvision goggles collect what little light is available and use it to enhance images. When used, these halve the penalty for darkness. The image is usually in a false color, normally shades of light green. There is no penalty for detecting something brightly lit (such as a cigarette) Cost 8 OP, and 1.2 kg. It lasts for four hours on a C battery.

Nightvision w/ Zoom

This is the same as the above with with different levels of zoom capability. For 2x zoom add +3OP and +0.1 kgs. For 3x zoom add +5OP, +0.2kgs.. For 5x zoom add +8OP, +0.3kgs.

UV Goggles w/ UV Light

This set of goggles is used to collect UV light and project it as a set of false colors (usually blue, indigo, and purple) so that the wearer can see. The light (mounted on the top of the goggles) is used to project an active UV light source, so that all objects may be seen. This eliminates all penalties for darkness, but there is a -1 to visual perception rolls, night or day, due to the odd coloration. Cost 15 OP, and 1.8 kg. It lasts for four hours on a C battery.

Haz-Mat / NBC Equipment

Chemical protective mask

A sealed Haz-Mat mask that covers the whole head. When worn, it uses a filtration and scrubber system to protect the wearer from inhaled chemical agents. It also comes with a rubber-like hood that covers the head and neck, protecting the entire head from contact chemical agents. It may be attached to air tanks to insure total protection. Weighs 0.4 kg, cost 1.5 OP.

Haz-Mat Suit

The Hazardous Materials suit is the big yellow or green "space-suit" most biohazard emergency response teams (and the like) use in the field. It is made of full sealed rubberized material and includes a chemical protective mask with an air filtration device. Additional air tanks may be purchased to make the suit fully self-contained (0.3OP, +1kg per hour). The suit comes with rubber gloves, boots, and helmet/hood, protecting the whole body from contact chemical/biological agents, but it does not protect against radiation. It has 1 KD of protection (2 KD on helmet and boots), and can be worn over any Level II-A armor, but if any damage penetrates, the suit is compromised! Weighs 5 kgs, cost 3 OP.

Geiger Counter

A small electronic device about the size of a paper back book. It detects and displays dosage of radiation in rads per second. It can also give a readout of the total dosage of radiation received over a period of time. It normally displays on a gauge, and makes a clicking sound that speeds up as the rad count grows. Cost 0.4 OP, and 0.5 kg

Radiac Meter

A small pen sized device with radiation reactive chemicals inside. When held up to a light source and looked through, total rad dosage can be determined by the color of the internal chemicals. Radiac meters are worn as a bracelet, badge, or other small item, and based on the color shown, can give the wearer a rough estimate of the level of radiation (such as low, medium, high, critical, and fatal). Cost 0.2 OP, and negligible weight. The radiac meter does not detect rads per turn, just total dosage.

Biodetector

A biodetector is an electronic device the size of an average toaster. It can detect the presence of airborne biological agents. When it does detect an airborne biological agents it emits a high pitched alarm. Weighs 1.2 kgs, cost 10 OP.

Chemical detector

Much like the biodetector, this electronic piece of equipment can detect chemical agents in the air and gives off an audible alarm when it does. Weighs 1 kg, cost 10 OP.

Chemical Decontamination Kit

A kit filled with individually packaged towlettes saturated with a chemical neutralizer. It cannot be used until after the attack is completed and the immediate effects are passed. One kit can go though 20 uses. Weighs 0.4 kgs, cost 2 OP.

ARMOR

"The best defense is an unbeatable defense."

About Armor

Legalities

The armor listed below is not only available to law enforcement and military force, but also to private individuals. In the United States there are no laws restricting armor, thus, all armor is legality Class-C. However, other nations may have laws restricting armor above Level II-A, and some restrict all armor, so consult your local law enforcement for details.

Encumbrance Penalty

Armor is cumbersome, and thus, penalizes actions. However, *PEN.* does not subtract directly from REF or DEX. Instead, it only causes a restriction on certain actions (mostly, physical and combat actions). Some of these are Acrobatics, Athletics, Climbing, and Defensive Values (to actively evade, dive for cover, etc.). It does *not* subtract from the use of weapons (shooting a gun, punching, etc.) nor your standard defense DV (only when you make an active defense of some sort).

Modern Body Armor

Almost all modern day (1970s to 2000s) bodyarmor 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 multilayered fabric for 3-dimensional mesh, designed so as 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 armor plate inserts as well.

NIJ Threat Level Rating

The most widely recognized federal certification test for body armor has been established by the National Institute of Justice (NIJ). In 1972, with the rise in the popularity of body armor, the U.S. National Institute of Law Enforcement and Criminal Justice created a standard for ballistic performance of body armor. This standard (call the "NIJ Threat Level") categorizes armor into various levels of protection, reflecting the type of ammunition the armor will protect against. These categories rate armor into Levels I to IV, with Level I being

the lowest and Level IV being the highest. The table to the below lists the threats that each Level protects against.

Threat Level I protects against .22 Long Rifle rounds, .38 (standard), and smaller calibers (such as .32 and .25). It provides an equivalent of 8KD of protection (≈2DC).

Threat Level II-A protects against .357 Magnum JSP, 9mm FMJ, and some .45 caliber rounds. It provides an equivalent of 12KD of protection (≈3DC).

Threat Level II protects against .357 JHP and FMJ, more powerful 9mms, and weaker .44 Magnum rounds. It provides an equivalent of 16KD of protection (≈4DC).

Threat Level III-A protects against .44 Magnums and the most powerful 9mm rounds. It provides an equivalent of 20KD of protection (≈5DC).

Threat Level III protects against 7.62mm, 5.56mm, .223, .30 rounds, and 12 Gauge slugs. It provides an equivalent of 25KD of protection (≈6DC).

Threat Level IV protects against anything up to a 30-06 round. It provides an equivalent

NIJ LEVELS	
 .22 LRHV 40gr 1050 + 50ft/s	I
 .38 Special RN 158gr 850 + 50ft/s	
 9mm FMJ 124gr 1090 + 50ft/s	IIA
 .357 Magnum JSP 158gr 1250 + 50ft/s	
 9mm FMJ 124gr 1175 + 50ft/s	II
 .357 Magnum JSP 158gr 1395 + 50ft/s	
 9mm FMJ 124gr 1400 + 50ft/s	IIIA
 .44 Mag Lead SWC GC 240gr 1400 50ft/s	
 7.62mm FMJ 150gr 2750 + 50ft/s	III
 30-06 AP 166gr 2850 + 50ft/s	IV

The Armor Shop

The armor below is "Piecemeal", that is, each body location can conceivably have a different type of armor protection. This added realism also complicates combat. If you feel the trade off is not worth the added complexity, please feel free to use the default armor presented in other Fuzion books.

Leather Gear

Leather has been used as armor since human first began killing each other. Today, leather serves more as a clothing or fashion material, but heavier leathers can still offer some protection. Leather armor cannot stop a bullet.

Leather Jacket

This leather jacket is a heavy, thick leather (black or tan) popular with bikers and street punks, but more sophisticated fashions are available for casual wear. It offers 3KD of protection to the body and arms.



Leather Pants

Leather pants are most popular in glossy black for the ladies, but less glossy leathers come in men's styles and for the old rough and tumble ranchers and rodeos, stitched seam rawhide leather pants can still be purchased today. This offers 2KD of protection to the thighs and legs.

Leather Gloves

Most leather gloves offer no (or minimal) protection, but these thick rawhide, padded leather gloves can guard the hands from cuts, tears, and abrasions. They offer 2KD of protection to the hands.



Leather Boots

Leather boots are very common, used for everything from hiking, to combat, to casual streetwear. Because they are made from tough, boiled rawhide and leather, they do offer a fair amount of protection, 4KD to the feet. They also grant a +1KD protection to the legs.



Biker Gear

Motorcycle enthusiasts, whether they be street bikers, off-road motor-sports competitors, or Harley-Davidson fans, always need good protection to save their skins from a bad spill. That is why so many companies manufacture light Kevlar armor for motorcycles. Though such armor is deadly insufficient to stop a bullet, they do offer *some* protection. It's not very much, but at least it's something.

Biker Kevlar Jacket (Belstaff)

This Belstaff jacket is a Kevlar lined and reinforced leather jacket, with a Belflex outercoating, and is stylishly designed for the streets of LA and NY. It is also water proofed (to protect the Kevlar) and has a DuPont Hytrel membrane for superb air circulation and "breathability". It offers 8KD of protection (placing it into the Threat Level I armor category) to the body and 3KD to the arms.



Biker Kevlar Pants

These pants are made of DuPont Cordura and Kevlar with a waterproof, breathable Permatex membrane. They have an elastic waistband, but loops for a belt as well, and Velcro fasteners on the leg bottom for a total fit. It offers 6KD of protection to the legs and thighs.

Biker Hvy Kneepads

These hardened plastic and Kevlar enforced kneepads can be strapped on over leather or Kevlar pants (of Level II-A or less) with Cordura elastic mesh bands on the backside, which do not sacrifice movability for protection. They add +2KD protection to the legs (or provide 5KD of armor if directly hit).

Biker Elbow Guards

These hardened plastic and Kevlar enforced elbow guards can be strapped on over sleeves (leather or armor of Level II-A or less) with Cordura elastic mesh bands on the backside. They add +1KD protection to the arms (or provide 4KD of armor if directly hit).

Biker Kevlar Gloves

Probably some of the toughest gloves made for public use (or law enforcement) are these Belstaff Max Carbon Gloves. These are thick, padded leather gloves with a Kevlar layer throughout and carbon inserts on the tops, knuckles, and palm. They provide 6KD of protection to the hands. However, their thickness gives a -2 DEX to any attempt at fine manipulation and can prohibit the ability to pull a trigger (cutting off the index finger will fix this, if you want to ruin a \$150 glove and can manage somehow to cut it).



Biker Helmet

This is a typical biker's helmet, worn primarily to prevent head injuries and trauma in case of a spill. This type of helmet has good padding inside, and excellent visibility through the visor. It is made of a tough Kevlar/fiberglass material, giving 8KD of protection to the head (Threat Level I armor category), and the Plexiglas visor gives 2KD to the face.



Armor of War, from WWII to 2000

During the first half of the 20th century, wars and greater wars tore Europe apart. And yet, though these were the most terrible and bloody wars seen in all of human history, they were fought by soldiers who were, for all practical purposes, without armor. For over three hundred years, traditional armor had been made obsolete by firearms, and until the mid-20th century, there was nothing but heavy steel armor to stop bullets. But there were some attempts, and these vintage bodyarmors can be found in army surplus or in the hands of collectors. This section will highlight some of the military armor from WWII to the present day (it would be impractical to cover everything).

1920's Bulletproof Vest

From the Great War to the gangster wars of the 1920's, soldiers and police alike have sought a way to make themselves "bulletproof". This vest, made of nylon-material with woven in steel plates, was developed in an attempt to armor a man against deadly bullets. However, technology was not high enough to allow the vest any measure of protection from bullets larger than .22LR -- most rounds, especially rifle rounds, could punch straight through. Nevertheless, it sometimes could make a difference.

WWII Flak Vest

This experimental vest was used in WWII, also known as the T64 Flak Vest. It was designed in 1945 for ground troops in the Pacific, but was deployed too late to be of any use. By the time of the Korean War better armor was available, primarily, the M1952. T64 vests are made of aluminum steel plates and ballistic nylon, and are by far inferior to modern day Kevlar armor. Nevertheless, such vests are easy to come by in military surplus stores and can offer a little bit of protection from small arms fire. It is mainly mentioned here for historical purposes.



M1952 Flak Vest

The M1952 vest was developed during the Korean War and used in Vietnam as well. The flak vest had two front and one back panel of aluminum steel and was made of ballistic nylon and hard resin, encased in a heat-sealed vinyl film and nylon cloth. Like the earlier T64, it was primarily designed to take shrapnel, flak, and other slow moving projectiles, and was not sufficient to stop rifle rounds (and was sadly inadequate against pistols as well). Nevertheless, having flak vests did save lives. Like the T64, the M1952 can often be found in military surplus. It is mainly mentioned here for historical purposes.



Flak Pants

To go with flak vests such as the M1952 and later vests used in Vietnam, flak pants were also developed. However, the flak pants were not very good (in fact, aircrews often sat on extra flak vests to literally save their butts), and they were both bulky and extremely hot in the South Asian jungles. Thus, flak pants were rarely ever worn, as most soldiers preferred their standard issue fatigues and flak vest.

M1 G.I. Helmet

The Government Issue Combat Helmet M1, probably the most famous military helmet of the 20th century. When someone thinks of combat helmets, this is probably the first image to come to mind. The M1 was a good design, and could deflect even rifle rounds if they came at an angle or struck on edge. The M1 was so successful it was used from WWII to 1980, when it was replaced by stronger, lighter Kevlar helmets. The M1 only covers the cranium (back and top of the head), as well as protecting the ears (roll 50/50 on a head hit).



PASGT Kevlar Vest

The PASGT Kevlar Vest (Personal Armor System Ground Troops) is currently the standard body armor issued to all U.S. soldiers. It is probably the best combat vest available, classified as having Level III-A protection, able to stop all 9mm and .45 rounds, and some heavier rounds, and fragmentation. From the Desert Storm to the urban wars of Bosnia, the PASGT vest has served the United States well, and will carry them well protected into the future battlefields of 21st century. Armor used by other nations, such as Israel, Britain, and France, are effectively the same (for game purposes).



Kevlar Gear

Kevlar® (Trademark of DuPont) is one of the most important manmade organic fibers ever developed. Because of its unique combination of properties, Kevlar is used today in a wide variety of industrial applications. Kevlar para-aramid fiber possesses a remarkable combination of properties that has led to its adoption in a variety of end-uses since its commercial introduction in the early 1970's. Fibers of Kevlar consist of long molecular chains produced from poly-paraphenylene terephthalamide. The chains are highly oriented with strong interchain bonding which result in a unique combination of properties. Kevlar has High Tensile Strength at Low Weight, High Structural Rigidity, High Chemical Resistance, High Toughness, and High Cutting resistance, while maintaining a low rate and good flexibility (from DuPont.com).



Hunter's Vest

This is a light camouflaged vest, Kevlar lined on the inside and padded with comfortable quilted cloth on the inside. The Hunter's Vest can be found in many hunting goods stores or mail ordered at a reasonable price. Though it does offer some protection against small arms fire, it is not sufficient to stop larger caliber bullets (it is only Level I). It can be worn under heavier armor, but was not exactly designed for that.

Kevlar Vests

Currently the most common form of bodyarmor in the world is the Kevlar vest. Kevlar vests are the choice form of protection for police, SWAT, U.S. Marshal, and armed forces worldwide. The lightest vests can be concealed under every day clothing, and even the heaviest vest (Level III) can be covered by a jacket or coat. Protective ratings range from Level II-A to Level III (and even Level IV if "strike plate" inserts are added). The smallest type available, Level II-A, can be worn under a tee-shirt, and is less than half an inch thick, but can stop bullets from a .32 pistol or .22 rifle. Furthermore, Level II-A can be worn under heavier armor, such as Level II, III-A, or III, giving superior protection. In fact, a Level III vest worn over a Level II vest gives nearly 40 KD of protection, rating it a Level IV, capable of stopping a .30-06 round dead in its tracks! Kevlar vests come in all for major Levels of protection, II-A (12KD), II (16KD), III-A (20KD), and Level III (25KD).



OPTIONS:

Camouflaged: In green or tan patterns. +\$20 (+0.20OP)

Ordinance Pockets: Six large pockets for holding ammo, supplies, and miscellaneous equipment. +\$50 (+0.50OP)

Female Molded: Designed to more comfortably fit the female form. +\$20 (+0.20OP)

Executive Vest: Discrete protection for the 21st century executive. This option makes any Kevlar vest appear to be a business suit vests with tie. +\$80 (+0.80OP)

Vest Extension

These are extensions for any Level III-A or III Kevlar vest, which drape over the abdomen, groin, and hips, offering protection to otherwise vulnerable areas. Level III-A (20KD) and III (25KD) only.

Shoulder Attachment

These shoulder attachments offer full Level II protection to the shoulders and upper arms with minimal restriction to movement or hindrance of shooting ability. This one of a kind armor protective piece works in concert with many different types of vests, and uncompromised protection. It gives 18KD to the shoulders and adds +4 KD to the overall arm protection (or alternatively, 12 KD to the upper arms).



Steel Plate Insert

Armor Plate Inserts (also know as Strike Plates or Strike Faces) are an invaluable addition to any bodyarmor (Level II-A to III) and can greatly increase its ability to absorb damage. The Steel Plate insert is a 10x12 inch plate, which can be inserted in either the front or back of a Kevlar vest, increasing its protective value by +8KD, increases its Level by +1, and changing it from Soft or Medium type to Hard. Each plate is sold separately, *so you need to have two* in order to cover both the back and the front.



"Ablative" Ceramic Plate Insert

Even better than the standard steel plate is the Ceramic Plate insert. The Ceramic Plate also comes as 10x12 strike face, but is made of advanced composite materials, not unlike those used on some armored vehicles. The Ceramic Plate can be inserted in either the front or back of a Kevlar vest, increasing its protective value by +30KD, increases its Level by +2, and changing it from Soft or Medium type to Hard. Each plate is sold separately, *so you need to have two* in order to cover both the back and the front. This plate is ceramic so it will break apart quickly an "ablate" as it takes damage. Thus, it will lose 50% of its value on each hit doing greater than 5 damage. Starting at 30KD, each hit will reduce its value by half, that is to 15 on the second hit, then 8, 4, 2, 1, after which point it has been broking to pieces and is useless.

Kevlar Lined Coat

Any jacket, vest, or heavy quilted shirt can be lined with Level II-A Kevlar, giving it a moderate level of protection in addition to high concealability. A standard jacket lined with Kevlar gives 12KD of protection to the body (Level II-A) and 6 KD to the arms. However, if the jacket already has some protective qualities (such as a heavy leather jacket or Kevlar biker jacket), these bonuses are added. The cost of the armor lining does not include the cost of the jacket (usually just \$80 to \$100). The coat can be worn over a Level II or lower vest for superior protection.

Kevlar Lined Trenchcoat

Ever popular for both undercover P.I., federal agents, Secret Service, and hitmen alike. This is a Kevlar lined trenchcoat which comes in three major Levels of protection, II-A (12KD), II (16KD), and III-A (20KD). It provides full length protection from the chest, down the hips and legs, however, the arms receive only half protection (that is, 6KD for Level II-A, 8KD for Level II, and so forth). The Kevlar trenchcoat can be worn over a Level III-A or lower vest for superior protection.

Kevlar Shin Guards

For unmatched protection to the lower legs and knees, these Kevlar and aluminum modeled shin guards are a must. This protective armor consists of a resilient aluminum alloy plate, sandwiched between two layers of Kevlar. The outer layer is of black DuPont Cordura, and the inside is cushioned by a comfortable layer of foam rubber to help absorb impacts.



These shin guards come in two flavors, Level II-A (+4KD to the legs) or Level II (+6 KD to the legs). If directly hit (or lower leg or knee is hit) these offer 12KD or 15KD of protection, respectively. Also good for bikers.

Kevlar Leg Chaps

These strap on armor pieces protect the thighs and upper legs. Much like the Kevlar Shin Guards, the Leg Chaps are made of layered Kevlar and form-fitting aluminum plates. The outer layer is of black DuPont Cordura, and the inside is cushioned by a comfortable layer of foam rubber to help absorb impacts. They are strapped secure by Velcro tabs in the back and attachments to loop them through a belt. Kevlar leg chaps come in two flavors, Level II-A (+4KD to the legs) or Level II (+6 KD to the legs). If directly hit these offer 12KD or 15KD of protection, respectively. May be used in conjunction with shin guards for total protection.

Steel Bracers

Protection for the lower arms (or arms in general) is hard to come by since most consider protection of the body to be foremost in consideration. Steel bracers that protect the lower arms are available, however, most are medieval replica armor from craftsmen and S.C.A. shops. If such armor is needed, reinforced replica steel bracers can be used. Covered in black (or camouflaged) Cordura or other material they can make the perfect addition to any SWAT or special ops armor scheme. A steel bracer offers only Level I protection, giving a +3KD bonus to the arms (or 8KD if directly hit).

Kevlar Bracers

Injury or immobility to the arms can cripple an officer or soldier's ability to fight and defend himself in a critical situation. Like steel bracers, Kevlar bracers may one day be manufactured for additional armor protection to SWAT and law enforcement officers. Though this type of armor is not currently available, it is reasonable to assume that it will be in the near future. A Kevlar bracer offers Level II-A protection, giving a +4KD bonus to the arms (or 12KD if directly hit).

Modern Headgear

Above and beyond all parts of the body, even the heart itself, the head (specifically, the brain) is the most important and vital. It was not long after ancient man began to bash each others heads in, did someone learn to way to protect their heads. Helmets have served as that protection for thousands of years -- from bronze and copper, to iron, to

steel, and finally, to Kevlar. Though helmets cannot be concealed like some armor, and is thus inappropriate for undercover or "low profile" work, they can be vital in a "hot" situation, such as storming an enemy holdout, where being subtle is not an issue.

OPTIONS:

Protective Goggles: Dark, polarized goggles, offering good eye protection against sand, debris, and UV sunlight. 2KD to eyes. +\$50 (+0.5OP).

Full Face Visor: A full face visor of tough, transparent Plexiglas, offering protection from debris and some shrapnel. 5KD to face and eyes, +\$150 (+1.5OP)

Headset/Mic: An 8km range microphone and headset radio transmitter. +\$300 (+3OP).

Rebreather/Gasmask: A rebreather/gasmask for use in riot control, or in situations involving smoke, teargas, and so forth. It offers full protection from such gas (but no biological contaminants, corrosive materials, or nuclear radiation), and offers 5KD of protection to the face and jaw. +\$150 (1.5 OP).

Riot Helmet

Used by police forces world wide, this hardened plastic and steel helmet offers superb protection against riot conditions, and can protect an officers head from injuries inflicted by bottles, rocks, improvised weapons, and other thrown items. It is not rated to withstand handgun fire, but can deflect some low caliber shot or help absorb their impact. The helmet only covers the cranium (back and top of the head), as well as protecting the ears (roll 50/50 on a head hit, or determine some other way). Most riot helmets come with a full face visor (see Options).



SWAT Helmet

Often in situations beyond a mere, SWAT teams require head and face protection beyond a simple impact helmet. The typical SWAT helmet offers full Level II protection (15KD) capable of stopping 9mm and .357 handgun rounds or less, which cover over 90% of all firearms encounters. The helmet only covers the cranium (back and top of the head), as well as protecting the ears (roll 50/50 on a head hit, or determine some other way). Most SWAT helmets come with a full face visor (see Options).



PASGT Kevlar Helmet

With the advent of Kevlar, steel armor's days were numbered. In 1980 the US Army decommissioned the long revered M1 Helmet in exchange for the superior Kevlar combat helmet to go with the PASGT (Personal Armor System Ground Troops) outfit. Not only is this helmet used by the US military, but versions of it are sold to



allied nations and law enforcement, making it a prime choice for many SWAT teams. U.N. Peacekeeper version is typically white with a blue "U.N." on the front. The PASGT helmet only covers the cranium (back and top of the head), as well as protecting the ears (roll 50/50 on a head hit, or determine some other way). There is a riot control version (used also by SWAT) which comes with a 4KD Plexiglas visor.

Modern Bootwear

The feet are the most often overlooked area to protect, but it is one of the most critical. With serious damage to the foot or leg, a combatant will be unable to retreat from a hot situation, or incapable of pressing forward to finish his mission. Having good protection to the feet protects from traps, broken glass and debris, stray bullets, spilled chemicals, fire, and any number of other hazards.

Combat Boots

These are the typical General Issue military combat boots -- tough leather, lace-up half-leg boots with steel toe and thick leather soles. They are a comfortable fit and offer superior protection for the ankles while walking on rigorous terrain. These boots provide an overall 6KD of protection to the feet and +2KD to the legs. Gives +1 to kicking damage as well.



Armored Boots

Similar to standard military combat boots, these fully armored combat boots are lined with Kevlar and metal plating long the soles, sides, top, and toe. These boots provide an overall 10KD of protection to the feet and +4KD to the legs. Gives +1 to kicking damage as well.

EOD Suit

The Explosive Ordnance Disposal Suit (EOD suit) unquestionably offers the highest level of protection from explosives, shrapnel, flak, and even firearms, available to a single-man unit. The EOD suit featured here, the SafeCo EOD 2000, is one of the latest variations of the EOD suit design, with a Level III-A helm, near-impenetrable chest protection, and even its own closed air-circulation and cooling system! The EOD suits are designed primarily to serve as protection while disarming bombs and explosives by qualified personnel, but they are equally resilient against firearms as well. Though unwieldy in combat, one hardly needs to be able to dodge and duck about when you are a walking tank of Kevlar and steel plating. The suit is also heat and fire resistant (to a point), and anti-static.



The SafeCo EOD 2000 costs \$15,600 as a full suit, including the integrated air-circulation and cooling system, but the individual components have been broken down for technical specifications below.

EOD Jacket

The EOD Jacket, with strap on front and rear ballistic plates, offers Level IV protection, able to stop projectiles moving in excess of 5000 feet per second (30KD, chest/stomach/groin). Overlapping Ballistic panels wrap completely around the upper torso, shoulders, neck and arms eliminating providing optimal protection. The jacket features all Kevlar construction with anti-static filament cover material. An articulated spine protector is built into the rear panel of the jacket, designed to prevent spinal injuries. The EOD Jacket offers 30KD to the Chest, Stomach, and Groin areas, 20KD to the Shoulders, and 18KD to each Arm. The Jacket itself, with full plating, weighs 16 kilograms and costs \$10,000. It comes with an integrated air-circulation and cooling system, which connects to the helmet and pants.

EOD Pants

The EOD pants feature, which are more like extremely heavy duty suspenders, are design to stop projectiles from mines or grenades, and offers a high level of protection from fire. Specially designed neoprene-coated Kevlar knee pads provide extra durability and padded knee comfort. The EOD Jacket offers 18KD of protection to the Legs.

EOD Helmet

The EOD helmet is state-of-the-art, and features bulletproof visor, rebreather mask (which plugs into the suits air-circulation system), and radio headset. The visor is rated at Level II, able to stop a .357 Magnum round, and the Helmet itself is Level III-A (at 20KD). The helmet only covers the cranium (back and top of the head), as well as protecting the ears (roll 50/50 on a head hit, or determine some other way), for 20KD. The visor protects the face for 15KD.

EOD Gloves

While on the job, most EOD technicians do not wear gloves, as they get in the way of the delicate wire-working they have to do. But the suit does come with a pair of heavy Kevlar gloves. These gloves offer 6KD of protection to the Hands, but due to their thickness, give a -2 DEX or TECH to any attempt at fine manipulation.

EOD Boots

The EOD boots are more like Kevlar slippers, but offer a high level of protection from explosions on the ground, as well as shrapnel and fire. They give 12KD of protection to the Feet.

Armor Table

There are fifteen body locations that can be protected, *not* including the Vitals. The Vitals are covered by Chest armor. Areas in question are: Head(3-5), Hands(6), Arms(7-8), Shoulders(9), Chest(10-11), Stomach(12), Thighs(14), Legs(15-16), and Feet(17-18), as numbered on the **Standard Hit Location Chart**. Remember, *Vitals(13) are protecting by Chest armor*. Paired items, such as gloves, boots, etc., have stats listed as if **both** were taken.

Armor	KD	Level	Type	Pen	Locat. Coverd	OP val	Weight (kg)	Notes
Leather Jacket	3	n/a	S	-0.1	7 -13	1.5	1.2	
Leather Pants	3	n/a	S	-0	14 - 16	1.2	0.6	
Leather Gloves	2	n/a	S	-0	6	0.4	0.1	
Leather Boots	4	n/a	S	-0	17-18	1.5	0.5	
Biker Kevlar Jacket	8	I	S	-0.1	7-13	4.0	1.2	See Description
Biker Kevlar Pants	6	n/a	S	0	14-16	3.5	0.5	
Biker Hvy. Kneepads	<i>spcl</i>	n/a	M	-0.1	15-16	0.5	0.2	See Description
Biker Elbow Guard	<i>spcl</i>	n/a	M	-0.1	7-8	0.5	0.2	See Description
Biker Kevlar Gloves	6	n/a	S	-0	6	1.5	0.1	
Biker Helmet	8	I	M	-0	3-5	2.0	0.7	
20's "Bulletproof" Vest	8	I	S	-0.4	10-13	3.0	2.8	
WWII Flak Vest	10	I	M	-0.6	10-13	4.0	6.0	
M1952 Vest	12	II-A	M	-0.5	10-13	6.0	4.2	
Flak Pants	10	II-A	S	-0.8	15-16	5.0	4.5	
M1 G.I. Helmet	12	II-A	M	-0	3-5	0.5	1.5	
PASGT Vest	22	III-A	M	-0.4	10-13	9.5	3.5	
Hunter's Vest	8	I	S	-0.2	10-13	2.0	1.5	
Lt. Kevlar Vest	12	II-A	S	-0.3	10-13	4.0	2.2	
Med. Kevlar Vest	16	II	M	-0.4	10-13	5.5	3.0	
Hvy. Kevlar Vest	20	III-A	M	-0.5	10-13	7.0	3.5	
L3 Kevlar Vest	25	III	H	-0.6	10-13	9.5	4.0	
Hvy. Vest Extension	20	III-A	M	-0.2	14	3.0	2.1	
L3 Vest Extension	25	III	H	-0.3	14	4.0	2.9	
Shoulder Attachment	<i>spcl</i>	II	M	-0.2	9	2.0	1.0	See Description
Steel Plate Insert	8	+I	H	-0.2	10-13	3.0	4	
Ablative Ceramic Plate	<i>spcl</i>	IV	H	-0.2	10-13	5.0	3.8	See Description
Kevlar Lined Coat	<i>spcl</i>	II-A	S	-0.4	7-16	7.0	2.6	Arms 6KD
Kevlar Lined Trenchcoat	12	II-A	S	-0.8	7-16	10.0	4.2	Arms 6KD
Kevlar Lined Trenchcoat	16	II	M	-1	7-16	12.0	5.0	Arms 8KD
Kevlar Lined Trenchcoat	20	III-A	M	-1.3	7-16	15.0	6.5	Arms 10KD
Kevlar Shin Guards II-A	<i>spcl</i>	II-A	M	-0.2	15-16	3.0	2.0	See Description
Kevlar Shin Guards II	<i>spcl</i>	II	H	-0.2	15-16	4.0	2.3	See Description
Kevlar Leg Chaps II-A	<i>spcl</i>	II-A	S	-0.2	15-16	3.0	2.0	See Description
Kevlar Leg Chaps II	<i>spcl</i>	II	M	-0.2	15-16	4.0	2.4	See Description
Steel Bracers	<i>spcl</i>	I	H	-0.1	7-8	1.5	1.5	See Description
Kevlar Bracers	<i>spcl</i>	II-A	H	-0.1	7-8	2.5	2.0	See Description
Riot Helmet	8	I	M	-0.1	3-5	1.5	1.2	
SWAT Helmet	15	II-A	H	-0.1	3-5	2.0	1.0	
PASGT Helmet	20	III-A	H	-0	3-5	4.5	1.2	
Combat Boots	6	N/a	M	-0.1	17-18	1.0	1.5	
Armored Boots	10	I	H	-0.2	17-18	2.0	3.0	
EOD Jacket	<i>spcl</i>	IV	H	-1.5	7-13	100.0	16	See Description
EOD Pants	16	II	M	-1	14-16	40.0	4	
EOD Helmet	20	III-A	H	-0.3	3-5	6.0	3	
EOD Gloves	8	I	S	-0.1	6	3.0	0.2	
EOD Boots	12	II-A	M	-0.2	17-18	3.0	1.5	

Type: S = Soft, M = Medium, H = Hard

By this chart, a SWAT officer going into a hot zone might fit himself out with a Med. Kevlar Vest, Shoulder Attachments, Kevlar Shin Guards II-A, a SWAT Helmet, and Combat Boots. In total, this would add up to 8.5 kgs (20lbs), a cost of 13 (or US\$1,300), and an action Penalty of -1 (meaning he has a -1 to physical activities).

WEAPONS

"Support gun control -- Take time to aim."

Firearms



This is a listing of the most common weapons available to police, military, and mercenary forces. Some small arms can be licensed to civilians for personal protection. Almost all can be found on the Black Market (except for the very exotic ones). Listed in this section are descriptions of various weapons, followed by a summary table listing all their characteristics. You will **not** find the DC for most weapons shown -- instead, you will see the ammo type listed. This is because the damage is a function of the ammunition chosen (see Chapter 5 on Ammo).

Typically there are four ways to fire a gun - single (S), burst (B), full auto (F), and extended (E). Semi-automatic weapons can only fire single shot, however, many guns can fire 2 or even 3 single shots in one Action (just by clicking the trigger several times). Some automatic weapons can fire a burst, usually of 3. All automatic weapons can fire Full Auto (usually 8-12 RoF), or Extended, meaning all or most of the magazine. All these are detailed in the following chapter. Essentially, an H&K G41, which has an RoF listed as 3/3/15/30, means it can fire up to three single shots, three burst of 3, or 15 rounds at full auto or can completely empty all 30 rounds within 3 seconds.

Handguns

Beretta 92-FS

The Beretta 92 series is one of the best personal handgun weapons. It is safe, reliable, lightweight, and best off all, it carries 15 rounds per magazine. Most have a black finish, but some may be steel or camo. The Beretta 92 is used in law enforcement, government agencies, and the military.



Beretta 93R 9mm

The Beretta 93R is a machine pistol, basically a Beretta 92 with burst fire capability. It comes with a folding stock to add support (+1 WA), however, this is usually discarded as the 93R is mostly used by criminals or gangsters (or even police) wanting to keep it hidden. In reality, the 93R is rather impractical, being terrible inaccurate when firing a three-shot burst. It works just as a 92 on semi-auto.

Colt M1911A1 Pistol

The Colt M1911A1 pistol has served the US army, police forces, and numerous other groups around the world for decades. This .45 caliber is only single-action weapon, as opposed to the safer, double-action that must pistol now use. Thus, keeping it "ready to fire" with a round in the chamber is considered unsafe, and it is highly recommended you do not do this with the M1911A1. If you fall down, or take some sort of sudden impact, the weapon has a 10% chance of discharging. The M1911A1 is somewhat obsolete compared to modern firearms, but is still extremely common.



Colt Python .357 and .38 Special

Colt Pythons are the most common revolver weapons available. The .357 and .38s are practically universal cop guns. The .357 and .38 Special hand guns can be easily found in gunstores, gun shows, and in the hands of civilians and criminals alike.



Desert Eagle

The Desert Eagle is a class of semi-auto handguns ranging from the .357 Magnum to the .50 caliber Action Express that Hollywood so loves. They are very powerful and highly reliable. And of course, the most powerful semi-automatic handgun available is the Desert Eagle .50 AE. And the Desert Eagle Action Express is a BIG gun, massing nearly two kilos and carrying an even bigger price tag. Desert Eagles do have some serious recoil, but not as much as you would imagine due to their advanced gas-operated recoil compensation mechanism. Nevertheless, the kick with as much force as a .44 Magnum, so handle properly.



Glock 17 / 19

The Glock 17 one of the best all around handguns. It's lightweight is due to the fact that incorporates rigid plastic components, though this in no way hampers its effectiveness. Weighing only one kilogram, and able to hold 17 9mm rounds, makes this weapon an excellent small arms choice. There is also a longer 19 round magazine available. Despite what Hollywood says, the Glock 17 is not invisible to X-ray scanners and metal detectors. Even with the magazine, internal barrel, and firing pin removed it can be detected by most modern metal detectors. The Glock 19 is similar, but smaller.



Glock 18C 9mm

As the Beretta 93R is an automatic version of the 92, so the Glock 18C is an automatic version of the Glock 17. However, this machine pistol does not fire in bursts of 3, it can only fire semi-auto or at full auto, unlike the 93R which only has semi-auto and burst. It is also lighter than the 93R, and has an optional 33 round magazine. It is actually fairly easy to control, given it's extreme rate of fire.

FN Mk3 9mm

The Mk3, developed jointly in the 1920s by FN and Browning, has been one of the most popular and successful handguns in the world. It is used by police, special agents, and military forces in over 100 countries. The Mk3 fires 9mm rounds, has an ambidextrous design, and numerous safety mechanisms to prevent accidental discharge (such as when dropped or struck). It is, however, a single action pistol, giving it a somewhat slower rate of fire.



FN Five-seven, 5.7mm

Only once every few decades does a true revolution in weaponry technologies come along. Fabrique Nationale's new 5.7x28mm aluminum-core rounds are one such technology, capable of penetrating Level III-A armor. Already implemented in widespread use as the P90, the the Five-seven is the latest usage of this caliber. It packs as much punch as a 9mm, but is highly armor-piercing (against S,M). This pistol is lightweight, durable, and lethal. This is, without a doubt, the handgun of the 21st century. 20 rounds of 5.7 cost 0.4 OP.



H&K Mk 23 SOCom .45 ACP

The SOCom special operations command pistol is one of the finest handguns available. It comes with an attachable suppressor and a clip-on under-mounted laser-sight, and is used by the US Special Forces. This handgun is very reliable and accurate, and has a price tag to boot (price includes a silencer and a laser-sight).



S&W Model 10 .38 Special

Not a powerful revolver by any means, the Model 10 is, however, the most common revolver in the world. It is the easiest handgun to obtain, and is most often found in homes and used for personal defense. It can fit easily in a glove compartment or ankle holster.

S&W .357 / .44 Magnum

These two guns are powerful, reliable, and versatile revolvers, favored by police, security guards, and movie stars like Clint Eastwood (the Magnum .44 is the Dirty Harry gun). The Magnum .44 is the most powerful revolver weapon made, comparable in punch to the Desert Eagle.



SIG P228 9mm

The SIG P228 9mm is the primary weapon for Secret Service and the ATF, as well as the choice weapon for the FBI. The weapon is compact, concealable, and light, but at the same time is highly accurate, reliable, and easy to use. It is also a common back-up pistol for SWAT, special ops, and counter-terrorist teams, and is used by covert intelligence agents as well due to its concealability.



Walther PPK

No British secret agent is complete without a Walther PPK. This gun was, of course, made famous by James Bond, and is worthy of the distinction.

Sub-Machine Guns

FN P90, 5.7x28mm

The P90 is one of the most interesting and uniquely designed weapons, it hardly even looks like a gun at all.



It is a bullpup design and is surprisingly accurate for its appearance. The P90 also fires its own custom ammunition, which is arguably as powerful as 5.56mm ammo, but taking up half the space. The magazine is also unique - it is transparent and feeds backwards into the chamber on the top of the gun. The gun has an extremely high rate of fire (over 900rpm) and can rip through its entire magazine in four seconds. A 50 round magazine of 5.7x28mm ammo costs 10P, and is AP against Soft and Medium armor.

H&K MP5 series Submachine Gun

The world-famous H&K MP5 is the all time favorite, highly reliable, submachine gun of choice for the British SAS, US Special Forces, FBI Hostage Rescue, SWAT teams, the Marine Corps, and most counter-terrorist organization. It is the best weapon for close quarter fire fights. There are many versions of the MP5, primarily the MP5A5, MP5KA5, and MP5PDW (favored by the US Navy SEALs). These weapons can fire a single burst of twelve deadly chunks of hot spinning lead per second, or may be switched to a semi-auto mode. All models outlined here can fire in bursts of three, as well as semi-auto and full auto. It is not uncommon to have them modified with silencer, flash suppressor, scopes, or a flashlight. The MP5SD6 comes with a built-in suppressor.



H&K MP45 UMP .45

The latest addition to the MP series is the MP45 UMP (Universal Machine Pistol). The MP45 is a .45 caliber version of the MP5 series, but is lighter, as most of it is plastic. The MP45 is the culmination of 50 years of unparalleled SMG development. The weapon has only a few moving parts and fires standard .45 ACP rounds. The MP45 can easily snap-on and snap-off accessories, such as sights, suppressors, and flash suppressor. The MP45 is one of the choice SMGs of the early 21st century.



Uzi series 9mm

This is just your friendly neighborhood Mafia toy. The Uzi 9 is so common and popular, in fact, that you can probably rummage through the dumpsters of most major cities and find one (in conjunction with a dead body, of course).



The Mini-Uzi is the Uzi's little brother. It's the same as the Uzi, only smaller, lighter, and more compact, almost as cancelable as a pistol (it's about as close as you can get to being a true machine pistol). However, it's lacking on accuracy and powers. Nevertheless, this little puppy is hot.



The newer model Micro-Uzi is even smaller than the Mini-Uzi, though not by much. The Micro-Uzi is so small, however, the bolt has a solid tungsten core to help add weight so as to keep the weapon at least reasonably stable. Both the Mini and Micro-Uzis are commonly used by criminals for their easily concealability.



Intertec TEC-9 9mm

The TEC-9 is a small, simple, cheap, and common sub-machinegun. The TEC-9 was never intended for military use, it's just not powerful or reliable enough. The most common production model is the "pistol" version that only fires semi-automatic and has no mode selector. In criminal hands, the TEC-9 can be easily converted to full auto, though it still lacks the selector switch. A modified TEC-9 can *only* fire full auto, but the military TEC-9 model can fire both semi-auto and full auto.



Ingram MAC 10

The only rival to the Uzi is the American made Ingram M10. Despite its compact size and ease of concealability, the military never gave the weapon much though. For criminals, however, it is an all time favorite. It is noticeably more difficult to control than an Uzi (though about the same as a Mini-Uzi), but has a higher rate of fire. It can fire in semi-automatic or full auto modes. Mounted with a suppressor, this can be a sweet little weapon. With two a gunman can make short work of any foe.



Skorpion Model 61, .32ACP

The Skorpion 61 is a compact submachine gun, and one of the smallest to be adapted to military service. The Skorpion, however, lacks punch, and has several shortcomings including a lack of reliability and is notoriously inaccurate. Nevertheless, this gun is extremely common in the former Soviet states, Eastern Europe, and Africa. Its widely availability on global black market, making it primarily a terrorist weapon.



Steyr TMP, 9mm

Never judge a gun by its size. The Steyr TMP (Tactical Machine Pistol) is a sub-machinegun no larger than a heavy pistol, with a screaming rate of fire. Surprisingly, this 1.5 kg is both accurate and stable, when properly held with both hands. It comes with both a 20 round magazine as well as a 30 round version.



Rifles

Berrett M82A1 .50 Browning

The M82A1 is a semi-automatic sniping rifle, and one of the best. It should be, because it fires .50 Browning rounds, powerful enough to blow a man's head into a fine red mist. The M82A1 is a rugged and reliable weapon used by the US Army and special forces for sniping and long range attacks. The M82A1 comes with a bipod, standard sight, and large stock. The M82A2 is similar, but designed to be carried and fired from the shoulder, lacks the bipod, and has a shorter stock.



Berrett M90 .50 Browning

The M90 is a smaller bolt action version of the M82. It is smaller, lighter, and can take almost any kind of sighting device. As it is bolt-action, the M90 is favored by hard-core, old-school snipers, but it is much slower than the M82.

Browning BAR Mark 2, Semi-Auto

When it comes to stopping power, few calibers pack as much punch as a .30-06 round. The BAR Mark 2 is a commercial version of the automatic BAR M1918A1, which is illegal for civilian use (being that it is a machinegun), and it may be purchased in gunstores. The BAR semi-auto fires .30-06 rounds, and features a x4 scope.



Colt AR-15

The AR-15 is an assault carbine in the M16/M4 family. The AR-15 is a semi-automatic, gas-operated, locking bolt rifle, with high precision and reliability. It is commonly used by law enforcement and counter-terrorist forces, and can be purchased with a Class III license. It fires standard 5.56mm rounds, and many parts (including the 20 or 30 round) are interchangeable with other weapons of the M16 family.



H&K MSG90, 7.62mm

The MSG90 is a long range sniper rifle based on the same technology as other H&K weapons. Thus, as expected, the MSG90 is highly reliable and very accurate, but has a typically high H&K price tag to boot. It is a semi-automatic weapon with only a five round 7.62mm magazine, and comes with a bipod and its own custom-made x4 scope (which can be replaced with nearly any other sort of scope).



H&K PSG1, .308

The PSG1 Counter-Sniper Rifle is one of the best designed and deadliest sniper rifles. As a weapon, it serves only one purpose -- one shot, one kill. The PSG1 is extremely accurate, even at 1200 meters, and is the dream gun of most SWAT and special ops snipers. The loading mechanism is silent, and with a silencer/suppressor this weapon is completely silent. It comes with a x8 scope.



Remington Model 700 .223 / .308

Introduced in 1948, the Model 700 has become the most popular sporting rifle in the US. Everyone from boy scouts to Marine Corps snipers use the Model 700, in one version or another. This time proven bolt action rifle is durable, accurate, and easy to use.



Ruger 96/22 Lever Action

When one thinks of sporting rifles, .22 long rifles often come to mind. The Ruger 96/22 is one of the (if not the) most common lever-action .22 rifle, popular for game hunting and competition. It is well made, accurate, durable, and reliable.



Ruger Mini-14, .223

The Mini-14 is semi-automatic rifle, popular with law enforcement and game hunting, and is second only to the Model 700 in popularity. It is basically a scaled down M14 and is very similar to the M1 in its basic operation. The Mini-14 fires standard .223 (5.56mm) rounds, typically held in a 10 round clip (though 20 and even 30 round clips are available).



Springfield M1 Garand .30-06

The main US rifle during WWII, over 4 million M1s were built between the years of 1942 and 1945.

The "Garand" long held its place as the primary military weapon of the US, though was displaced by such rifles as the M14 and M16. It still serves as a sniper rifle, and firing .30-06 rounds, it is very powerful.



Steyr AMR 5075 15mm

With limited applications, the Steyr 15mm Anti-Material Rifle never saw a large production distribution. The AMR 5075 was designed to destroy equipment, not shoot personnel. Nevertheless, this weapon carried tremendous punch and can kill anyone with one hit. The gun fires a special 15mm (.60 caliber) solid tungsten fin-stabilized sabot, capable of penetrating over to two inches of steel. It is still ineffective against tanks and APCs, and is overkill against a single target, so its tactical usefulness is questionable. Each 15mm bullet must be special ordered (1 OP per 20 rounds), and is armor piecing against *all* armor. It can be special ordered by military forces from Steyr.



Soviet SVD 7.62mm Sniper

The Sniper Rifle Dragunov (SVD) is a gas-operated, semi-automatic weapon. It fires the 7.62 (Soviet) cartridge and uses a detachable 10 round box magazine. Its bolt mechanism and gas recovery system are similar to those of the AK-47, but, because of the difference in cartridges used, parts are not interchangeable with the assault rifle. The most distinguishing features of the SVD are the open buttstock, which has a cheek pad for ease in sighting, and the telescopic sight mounted over the receiver. It also has a combination flash suppressor/compensator and a 4x telescope. It is commonly found on European and Middle-East black markets.



Winchester M14, 7.62mm

The M14, along with the M1 Garand, was long held as the US Army's main-stay weapon in the years following WWII. The weapon was still in use during the Vietnam conflict, but was replaced at about the same time by the M16. Nevertheless, the M14 is a powerful rifle, and packs more punch than the M16, bullet for bullet.



Winchester Model 70 .30

The Winchester series Model 70 bolt-action rifle has undergone many versions since its introduction. This hunter's version features the .30 caliber rifle round, common in most gun



stores and capable to taking down large game, such as deer, bears, and similar animals. It comes with a x4 scope.

Winchester Model 94 .44 Magnum

This is a classic of American heritage, and still in production today for hunters and sport shooters alike. The Model 94, first introduced in 1894, is a lever action rifle loaded with twelve Magnum .44 rounds, the same used in .44 Magnum pistols. It is often an invaluable asset to have the same type of ammo for both your rifle and pistol. It comes with a x4 scope.



Automatic Rifles

Browning BAR M1918A1 .30-06

John Browning designed the BAR (Browning Automatic Rifle) for use during the First World War.

The M1918A1, adopted by the Army in 1940, saw extensive service during World War II and in Korea. It has selective fire to either semi-auto or fully-auto modes. The BAR uses devastating .30-06 cartridges in 20-round magazines, with an effective rate of fire of 550 shots per minute. It is still available in army surplus, though unavailable to civilians. It is very rare on the Black Market, but may be acquired from collectors or rebuilt by gunsmiths.



CIS Ultimax 100 Mk3

Though technically a light machinegun, the Ultimax 100, 5.56mm automatic rifle is small and light enough to be handled just like an assault rifle. It would normal be an unremarkable, rather generic weapon, if it wasn't for its one out standing feature: a 100 round ammo drum. It can be switched between full automatic and semi-automatic fire in one action, but with a 100 round drum, who need's semi-auto mode?



Colt M16A1/A2

The M16 is one of the most war-proven automatic rifles in existence. The latest model is the M16A2. This is a lightweight rifle, firing 5.56mm rounds, fired at a velocity of 853 meters per second. The M16A1 can fire semi-auto or full auto. The M16A2 can fire semi-auto or a three round bursts. This new M16A2 also supports better accuracy and stability than the M16A1, and conforms to the NATO ammunition standards (so any NATO standard 5.56 ammo will work in the A2, thus it is interchangeable with the SAW) and will also shoot the older M16A1 ammo as well. The A2 made of tougher materials than the A1, and has a better cartridge ejector.



As options, any M16 can be mounted with an undercarriage shotgun, the Cierner Ultimate 12gauge, or an M203 40mm grenade launcher.

Colt M16SP

The M16SP, the newest of the M16 family of weapons, is the shortest weapon of its class available today, about as large as an MP5 submachinegun. The lethality of the M16SP is unchallenged by any other make of short 5.56mm weapon, surpassing the M4 and AR-15. The key to the M16SP's accuracy is its unique breach locking system, which remains open until the projectile has exited the muzzle, thereby preventing any recoil until after the projectile exits the muzzle (it can even be fired one-handed). The M16SP serves a wide range of military, security, and law enforcement applications.



Colt M4 Commando

The Colt M4 Commando is very similar to the M16A1, however, it is shorter and lighter. It also has a telescoping stock allowing for it to be shortened even more for added mobility (making almost as small as some large SMGs). Like the M16A1, the M4 can only fire in semi-auto or full auto modes. Though the M16SP is probably superior, the M4 is much more common and less pricy.



H&K G11K2

The H&K G11K2 looks like a weapon right out of a Hollywood sci-fi film, and rightfully so. The G11K2 is a unique weapon, but most unique of all is its caseless ammunition. Because it's special 4.92mm caseless ammo the G11K2 has a much higher rate of fire than ordinary weapons, as there is no need for the extra stage to eject the spent shell. In fact, because it fires so fast in burst mode (firing all three in under half a second) with no recoil until just after all are fired, all three bullets will strike the exact same location on the target!



The G11K2 has a unique loading system. The 45 round magazine is nearly as long as the barrel, and is mounted above the barrel feeding backwards into the loading mechanism. Two additional 45 round magazines are located to either side of the center one allowing for easy access and quick change over.

It can theoretically fire at well over 2000 rpm, and it does so on a 3-round burst. However, firing 40 rounds in one second at full auto would literally throw the gun out of the

gunman's hands! So the rate of fire is purposefully lowered to 15 rounds per second at full auto. It can still completely empty one magazine in three seconds.

The G11K2 differs from the prototype G11 which used 4.7mm caseless ammo in a 50 round magazine, and the two are not compatible. Currently, the G11K2 is not in active production, though there are over a thousand units worldwide. Until a large order is placed, G11K2s are only available for special operations. In a futuristic setting in early to mid 21st century, they may be standard military issue. It should be noted that H&K is also developing a caseless support machining gun and caseless pistol for use with the G11K2s ammo.

H&K G41 (and G41-TGS)

The G41 type assault rifle is H&K's attempt at surpassing the M16. It fires 5.56mm rounds, and can mount nearly any type of sight, and has an optional suppressor. The G41 can mount an Ultimate 12gauge shotgun, and the G41-TGS comes with an undercarriage M79 grenade launcher. It is capable of semi-auto, burst, and full auto modes. Further production of the G41 has been cancelled in favor of the G36.



H&K G36

The G36 is the epitome of years of research and development at H&K. The G36 is lighter and cheaper than the G41, though not as versatile. Like all H&K weapons, it is extremely reliable and easy to use. Its magazine holds 30 rounds of 5.56mm NATO, and there are a myriad of scopes available. Unlike the G41, there are no variations with undercarriage shotguns or grenade launchers.



Soviet AK-47 series

AK-47s are one of the most common types of assault rifles manufactured today.

They are cheap, reliable, and extremely common; literally hundreds of weapon manufacturers in third-world and former-Soviet state nations churn out clones of this weapon every day. However, the AK-47 is antiquated, and certainly not compliant with NATO standard munitions, sights, silencers, or other accessories.



Swiss SG 551 5.56mm

The SG 551 is a fairly new assault rifle used by the Swiss Army and all over the world. Its thirty-round magazine is translucent, allowing for easy assessment of remained rounds available. The SG 551 is a fully ambidextrous design, and is considered one of the best automatic rifles. It is capable of semi-auto, burst, and full auto modes.



Steyr AUG 5.56mm Carbine

The Austrian AUG carbine is an uniquely designed assault rifle, often depicted in movies and on TV for its strange appearance. But it is very ergonomic and easy to use. The AUG is easy to assemble and disassemble, allowing for a variety of configurations. It can be quickly rebuilt to suit both right and left-handed users, incorporate nearly any type of sight or silencer, and has a transparent magazine. The barrel can be switched from a long, more accurate barrel (+1 WA), or a short compact barrel (+0 WA). The weapon can fire semi-auto on a light trigger pull, but full auto (or burst) on a hard pull. Internally, the weapon can be set to fire a three-round burst *or* fully automatic, but *not* both.



as possible, and the well-padded stock helps quite a bit as well. The SPAS-12 requires specially built 12ga ammunition. This ammo cost 3x as much as standard 12ga shells. The "civilian" version is pump-action only and limited to 6 rounds, but can be converted into a full-auto *only* version with little difficulty.

Franchi SPAS-15

The SPAS-15 shotgun looks almost like a large assault rifle, and can mount a variety of scopes and has a removable six round magazine. The SPAS-15 also fires a special type of 12ga ammo that is more powerful than standard 12ga shells. These cost 3 times more, but gives the weapon its x2 range modifier. It can also fire standard shotgun rounds as well, but the range modifier will only be x1.3.



Shotguns

Beretta 1201 12ga

The Beretta 12ga shotgun is one of the more common semi-automatic shotguns used for police work. Like all semi-auto shotguns, the 1201's rate of fire is much higher than pump-action shotgun due to the autoloading mechanism. It can hold six shells which are loaded like a pump-action.



Benelli M3 Super 90 12ga

The new "M3 Super 90" shotgun from Benelli can operate in two distinct modes: semiautomatic action, based on fixed barrel inertial operation, using the recoil's kinetic energy; or manual pumpaction designed in a straightforward and innovative manner to be compatible with the former. This weapon holds seven 12ga shells, and can be quickly reloaded. The stock to help absorb recoil when firing.



Ciener Ultimate 12ga

The Ultimate 12 is designed to be used with an M16, mounted on the undercarriage, for use in close combat situation. It is, essentially, a modified Remington 870 pump-action shotgun, with 5 shells.

Franchi SPAS-12

The SPAS-12 (Special Purpose Automatic Shotgun) is one of the deadliest combat shotguns ever made. It is a fully-automatic shotgun (military version), but the selector switch can allow for semi-auto (pump action) as well. Thus, the SPAS-12 can blast a literal cloud of death into a room, killing or maiming anyone within. The weapon is designed to compensate for as much recoil



Ithaca Model A

The Ithaca Model A is a powerful "break-open" double-barrel shotgun. This shotgun was often called the Burglar gun as it was designed in the early 1920s for home defense, however it was more often that not used by criminals instead of against them. Due to its small size and short barrel, this gun is technically a pistol. The Ithaca Model A has two triggers (one for each barrel), and both may be pulled at once.



Pancor Jackhammer

With an intimidating name, the Pancor Jackhammer is even more intimidating at close range. The Jackhammer is a rapid fire assault shotgun, capable of semi-auto or fully automatic fire! The Jackhammer does not have burst fire capability, but it can unload nine rounds in less than three seconds. The gun is light weight for its size, made of durable plastic, fiber glass, and only a few metal components. The weapon absorbs almost all of its recoil when firing, lessening what would be a catastrophic kickback to about that of an M16. The Jackhammer has a revolver-like ammo barrel in the back, which can be quickly ejected and replaced with a filled one.



Remington 870

The Remington 870 has been the most popular shotgun since the 1950s. This pump-action shotgun is used by police, military, criminals, and sportsmen alike. Second only to handguns, the 870 is the most common police weapon in America. Countless versions exist, but all are basically functionally the same. These guns can be purchased almost anywhere and are extremely reliable and accurate.



Remington Double-Barrel

The Remington double-barrel was one of the more notorious shotguns.



There were many different models of this weapons produced during the 19th century, and used by extensively by Wild West outlaws such as Billy the Kid and Doc Holiday. Even today the double-barrel shotgun is an impressive weapon, and though now used mostly for game hunting and sporting, it can still be a very lethal weapon. The infamous "sawed-off" shotgun is usually a Remington double-barrel shotgun with the wooden stock and front six inches of barrel removed. The sawed off shotgun has a shorter range, but a much great spread.

Winchester 1300

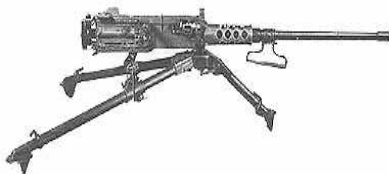
The Winchester 1300 Defender is a sleek, ergonomic pump-action shotgun. It has no stock, and is made of a black stainless steel finish. The 1300 is a popular shotgun in movies, due to its modern design, while maintaining the romantic air of the "slow-motion" pump-action cinematography.



Machine Guns

Browning MG .50 M2

The Browning M2 heavy machinegun is the classic version used WWII. It fires .50 Browning rounds, the most powerful machinegun caliber, at an alarming 500 rounds per minute. This weapon is no longer in service, though has been replaced by the FN M2HB, but these guns can still be found in military surplus (not available to civilians), or in the hands of collectors with a Class III license. It must be belt feed, and the weapon does overheat unless it is allowed to cool down every hundred or so rounds fired.



FN M249 SAW

The Squad Automatic Weapon is a 5.56mm light machine gun, using NATO standard 5.56mm ammo, so it is interchangeable with M16 ammo. Most often, the SAW is used as a light gun implement, either of bunkers or on vehicles, but it may be carried and fired like any machine gun rifle. It uses 30 round M16 magazines, or can be fed from an ammunition belt or a 200 round drum.



FN M240G

The M240G medium machine gun is a 7.62mm gun designed to be mounted on tanks



and light armored vehicles. It may be used in emplacements, and could also be used with a tripod, but this is uncommon due to the limitation of ammo portability.

However, the weapon has three different fire control regulator mechanisms to alter its rate of fire. It takes one action to change this (it is not selective fire by burst, like M16 and such) and the gunner may chose from 1, 3, 5, 9, 10, or 15 shots per one second burst. It takes only 1 action to change to any setting.

This weapon can be modified to be a man-portable machine gun (*very good* for backup fire support). This includes a flash suppressor, laser sight, a stock, a pistol grip, and bipod. This adds 4 kgs to the weight. *Used in this way, the M240 has a WA of -2.* This is due to the increased recoil when fired by hand, unassisted by a tripod.

FN M2HB 0.50

For taking out big things (such as APCs, helicopters, legions of aliens) the M2HB is the right weapon for the job. This fully automatic air-cooled chain gun is just the sort of thing for anti-vehicle, anti-aircraft operations (and is quite effective at anti-personnel). It may be mounted on emplacements or vehicles, or on its heavy, custom tripod. The custom tripod (20kgs) is specially designed to support this weapon, and its is included with the package as shipped from FN Herstal. It *cannot* be fired hand held, unless you are a superhero (Min STR is 12).



SACO M60E3

The M60E3 7.62mm machine gun (which is being phased out by the heavier, M240G medium machine gun) is a link-belt fed, tripod mounted machine gun. It can be fired hand held, however there is an additional -2 penalty to hit (in addition to penalties from burst or auto fire). This particular model comes packaged with a tripod (5kgs), so one does not need to be purchased separately. This weapon can be belt feed, but has an optional 200 round drum for more portable deployment.



Soviet RPK 7.62mm

The RPK is a variant of the AK assault rifle. It has a longer, heavier barrel, a stamped metal bipod, and a heavier type of fixed, wooden buttstock. The RPK normally feeds ammunition from either a 40-round curved box magazine or a 75-round spring-loaded drum magazine. However, it can also use the 30-round curved box

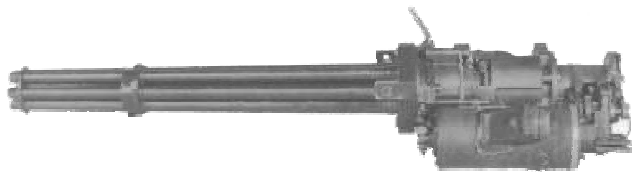


magazine of the AK, if necessary. Some RPKs can mount an infrared night-sighting device. The RPK has a maximum effective range of 800 meters in either automatic or semiautomatic mode. Almost all of the moving parts of the RPK are interchangeable with those of the AK -47.

GEC M134, 7.62mm Minigun

Lead. Lots of lead. That's the best way to describe this infamous weapon of awesome destruction. The General Electric 7.62mm, electric motor, six barreled, air-cool, spinning fury of death is one of the most feared and ridiculously overkilling weapons on the battle field today.

The minigun is only practical when mounted on and installations, tanks, gunships, aircraft, or ships. It is, unfortunately, a rather silly weapon to haul into a firefight (despite what Hollywood thinks). Miniguns are big, heavy, cumbersome monsters, and when they fire, you *do not* want to be holding on to it. You should have an STR of 10 to handle the M134 unaided, and the penalty to fire it is equal to your STR - 10. Even then, the recoil will thrown the gunner so much off balance that he may suffer knockback and possible damage. When fired by hand, treat the effect as a 6DC+1D6 knockback, vs. the gunmans' BOD. If 6DC+1D6 exceeds his BOD, use normal knockback rules, and he suffer STUN damage equal to the difference between the two. For example, Munchkinman (STR 5, BOD 7) heaves over an M134 and lets loose. He is at a -5 penalty to hit (STR 5 minus 10 = -5). For knockback, he must also roll 1D6 and add it to 6 (6DC+1D6). If his total is 10 he will be knocked back 1.5 meters and take 3DC of STUN damage. Ouch!



This gun should **ONLY** be fired from a vehicle mount or tripod (it comes with a 12 kg heavy tripod). Because the minigun is also electrically powered, it must either have a gas-powered generator, battery, or some other source of continuous energy to keep it firing. It may be powered off a vehicle's electrical system, or a man-portable gasoline generator. The generator runs on a standard gas/oil mix, and can run for 1 hour of constant use (and sounds like a lawnmower). It masses 30kgs and costs \$350 (actual output is 110 volts at 4 amps, or 440 watts per second). Numerous batteries are also available, but the must supply 110 volts (or 440 watts per second). A heavy electric battery can also be used weights about 10 kgs, but only lasts 10 minutes and costs about \$200. It can be recharged in six hours. The more advanced super-conductive hydrogen fuel cell (see experimental weapons) can also be used (at a rate of 0.5 kws per burst).

Lots of ammo must also be lugged around. Normally, this is in a big metal box (50kgs, 5000 rounds) and is chain feed into the gun. Often, two people are required to handle this weapon when it is used as a man-portable gun (that is, with

a heavy tripod). This gun is so big and mechanical that regular mechanic maintenance must be performed or else the weapon will break down on the next mission.

The weapon's RoF is listed as 0/0/10/30. However, every "shot" is actually a group of 10 rounds. The minigun fires so fast, 10 bullets are counted as *one single bullet* for impact, damage, and armor penetrating purposes doing 3 Kills (or 16DCs) of damage, total. Therefore, if you have a 500 round ammo chain, consider this to be 50 "shots".



GEC M214, 5.56mm Minigun

The GEC M214 is a smaller, more manageable minigun, and has been adapted for man-portable use. However, its most common roll is still that of a tripod or vehicle mounted heavy machinegun. Nevertheless, gun-fans everywhere will recognize this gun as being the one used in the movies *Predator* and *Terminator 2*.

Like the M134, the M214 comes with a 12kg heavy tripod or vehicle mounting assembly, and function very similar to its larger cousin, requiring loads of ammo and a constant supply of energy (though somewhat less). However, of notable interest is the man-portable "Arnold" retrofit of this gun, if you really want to lug it around like the *Terminator*.

The "Arnold" version is considerably rare, it actually has to be special ordered or reworked in a gunsmith shop. This version has a grip and handle in the back, set upside-down like a joystick, with the firing trigger and RoF select position under the index finger and thumb, respectively. About midway down, just above the electric motor, is a padded steel bar, which you must grip to hold and control the weapon. Often a sling or harness is used to support the weapon over the shoulders. This setup comes with a backpack that holds a nickel-cadmium battery and 600 rounds of belt ammo (good for about 20 seconds of continuous fire). The battery will last through about six thousand firings (or 10 belt reloads). The entire backpack itself weights 40kgs, and the gun weights 28kgs, so this is not for the faint of heart (or faint of bones).

The penalty to fire the gun is equal to your STR - 8. Furthermore, he may suffer from knockback and possible damage. When fired as such, treat the effect as a 2DC+1D6 knockback, vs. the gunmans' BOD. If 2DC+1D6 exceeds his BOD, use normal knockback rules, and he suffer STUN damage equal to the difference between the two. For example, Munchkinman (STR 5, BOD 7) is packing an

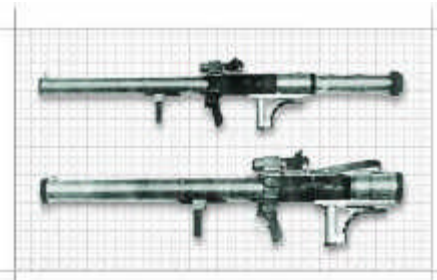
M214 "Arnold" and lets loose. He is has a -3 penalty to hit (STR 5 minus 8 = -3). For knockback, he must he must roll 1D6 and add it to 2 (2DC+1D6). If his total is 8, he will be knocked down and take 1DC of STUN damage.

The weapon's RoF is listed as 0/0/6/18. However, every "shot" is actually a group of 5 rounds. This minigun fires so fast, 5 bullets are counted as *one single bullet* for impact, damage, and armor penetrating purposes doing 1 Kills (or 14DCs) of damage, total. Therefore, if you have a 300 round ammo chain, consider this to be 60 "shots".

Heavy Weapons

ACL-APX 80mm

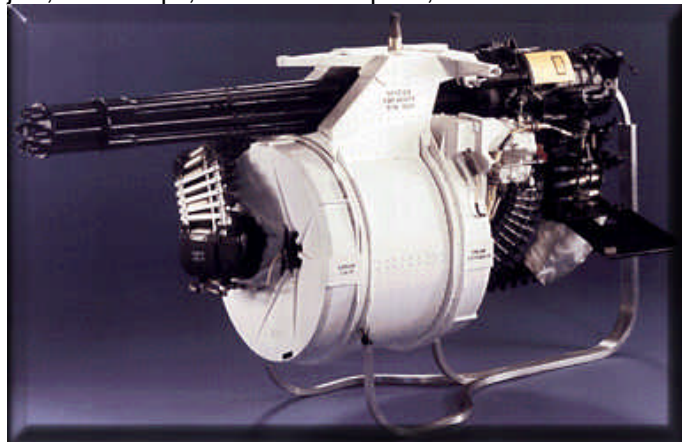
The ACL-APX is a shoulder launched two stage recoilless cannon. Like the Miniman, the ACL projectile is launched by an explosive charge which vents through



the back port while sending its 80mm warhead toward the target. Once launched, the projectile's second stage kicks in, firing a solid-fuel rocket blasting the warhead to nearly 500 meters per second (or 700mph). The warhead is armor piercing and primarily design for use against tanks and APCs. It is a single shot dumb-fire missile, but it can be reloaded in 10 Phases (30 seconds). Anyone standing directly behind the launcher takes 8DC damage from the blast (-2 DC per meter back). Each 80mm round cost 20 OP (\$2000). It weighs 4.2 kgs.

GEC GAU-4 Vulcan 20mm Gatling Gun

If ever you have wondered why miniguns were called "miniguns"? Because they are miniature versions of this GAU-4 Vulcan. The Vulcan 20mm Gatling gun (also, called the M61A1) is one of the most powerful "cannons" MGs ever made. It has been mounted on everything from fighter jets, to warships, to attack helicopters, to tanks.



The Vulcan has a max rate of fire of 7,200 rounds per minute. That's 120 bullets *per second*. The GAU-4 is a self-powered version of the M61A1 which sustains its rate of fire from the exhaust gases, and only requires an 240watt power source to get the barrel's spinning up (after which the gun takes over). As mentioned, this gun can be placed on a wide variety of platforms, but there has yet to be a ground deployment of this weapon for use on installations or tripod mounts. It is, however, theoretically *possible*. Mounted on a 12kg heavy tripod (similar to the one used on the M134 minigun), this weapon becomes the most powerful, portable machinegun available on the face of the planet. It is absolutely impossible to wield this weapon in hand, or even with an articulated harness. After all, it is normally mounted on tanks, ships, or fighters.



The GAU-4 (M61A1) requires special 20mm rounds, which are by default only Armor Piercing. This cost 3OP for a chain of 10 shots (of 100 actual rounds). Armor Piercing Explosive costs 6 OP for a chain of 10 shots (and does 6K, or 20DCs).

The weapon's RoF is listed as 0/0/4/12. However, every "shot" is actually a group of 10 rounds. The Vulcan fires so fast, 10 bullets are counted as *one single bullet* for impact, damage, and armor penetrating purposes doing 5 Kills (or 18DCs) of damage, total. Therefore, if you have a 1000 round ammo chain, consider this to be 100 "shots".

Oerlikon-F 20mm Conversion

In WWII, Oerlikon company made some of the finest aircraft machinegun cannons of the war. Though old, these weapons are still among the most powerful machineguns every made. Originally designed for aircraft, this package is a man-portable conversion weapon. Using the surplus aircraft guns and rebuilding them for usage on the ground has made a devastating, though somewhat peculiar, weapon.

The 20mm Conversion machinegun (which itself weighs 30kgs) is mounted on a 12kg heavy tripod (10OP) and is feed from an ammo chain. Firing 20mm (.80 caliber!) armor piercing rounds, this weapon is more devastating than even the best Browning machinegun. Nevertheless, this weapon has serious problems. It overheats *extremely* fast, as it was designed to have been cooled by airflow of the fighter flying through the sky (and even on fighters it overheated quickly). It can sustain fire for no more than 3 seconds straight (one extended burst) at time, after which it must cool down for another 12 seconds (1 Round). It can safely sustain quick 9 shot bursts every few seconds, with only marginal difficulties, though even at this rate it will overheat after 30 seconds of continuous useage. Any critical failure made while firing this weapon results it a serious mechanical

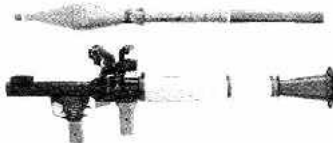
failure which can only be repaired after several hours of work.

Miniman Disposable

The Miniman is a cheap, disposable recoilless anti-armor weapon. Designed by the Swiss, this weapon is used for short-range general purpose destruction against anything from tanks, to APCs, to bunkers. The 80mm HEAT round (High Explosive Anti-Tank) can penetrate up to 10 inches of steel (less against more advanced armor, such as that of an M1A1 tank), and explode with massively destructive force. The launcher, projectile, and propellant come prepackaged as one unit. After firing, the launcher is discarded and cannot be reused. It comes with its own sighting device, and cannot be easily modified. Anyone standing directly behind the launcher takes 8DC damage from the blast (-2 DC per meter back). It weighs only 2.9 kgs. This gun requires special 20mm rounds, which are Armor Piercing against all armor. This cost 30P for a chain of 100 rounds. Each shot does 1Kill, or 14DCs, of damage.

RPG-7

The RPG-7 is a recoilless, shoulder-fired, muzzle-loaded, reloadable, rocket propelled grenade launcher. It fires an 85mm rocket-assisted HEAT grenade from a smoothbore launcher tube. The RPG-7 is light enough to be carried and fired by one person. The internal rocket motor of the grenade ignites after traveling approximately 11 meters; this gives the projectile higher velocity (sustained out to 500 meters), flatter trajectory, and better accuracy. The PG-7 grenade, with a shaped-charge warhead, has armor penetration of 330 millimeters (3K, AP all). Each PG-7 round cost 12 OP (\$1200). This is the most common RPG or LAW today, used by terrorist and armies around the world. It is frighteningly common on the global black market.



RPG-18

The RPG-18 is a short-range, tube-launched, disposable infantry antitank rocket launcher, somewhat similar to the US LAW (M72A2). It fires a 64-mm rocket (PG-18) with an effective range of 200 to 250 meters and a HEAT warhead capable of penetrating up to 375 millimeters of armor (2K AP all). The fuse of the HEAT grenade activates 2 to 15 meters after leaving the tube and self-destructs after a flight time of 4 to 6 seconds. It must be discarded after use.



M72A2 66mm LAW

The M72A2 Light Anti-tank Weapon is a disposable missile launcher used by the United States. It is kept collapsed for easy storage (such as in a backpack or vehicle), and is telescoped out and locked into position before being fired. Like other such weapons, the M72 is launched from the shoulder. It fires a shaped charged HEAT rocket and the

launcher must be discarded after use. It weights only 2.4 kgs.

M47 Dragon

The M47 disposable rocket launcher is an advanced man-portable armor-buster. It consist of three major parts: the M47 Dragon missile, the disposable launching tube, and the optical guidance and targeting unit. The M47 is fired from the shoulder, and the gunman must aim through the large optical tracking scope. When the missile is launched, the gunman can continue to guild the rocket using a small control lever on the optics scope, when remains in contact with the rocket via an infrared single. As the range is 700 meters, the time in flight under three seconds, during which time the gunman can steer the missile on toward its target. In effect, this eliminates all range penalties. Even though the launch tube is disposable, the optical tracking unit is not, and should be retained to attach on subsequent M47s. Total cost is 30 CP without the optical tracking scope. An M47 tracking scope cost an additional 10CP.

M79 40mm

The M79 is the grenade launcher used on M16s of the Vietnam era. They are still common throughout the world, and many older M16s still have this attachment. M79s come as a "shotgun-like" weapon with a wooden stock and ironsight, and is reloaded by breaking it open much like a shotgun (it holds only one 40mm round). It can be used as a single weapon, or disassembled and reassembled as an attachment on an M16, or similarly compatible assault rifle, such as the H&K M41. It can fire most any standard 40mm grenade. The M79 is being replaced by the newer M203.



M203 40mm Grenade Launcher

The M203 is designed to be used with an M16 (mounted on the undercarriage), but it can be modified to fit other rifles (such as the M41). It was designed to replace the older M79 of the Vietnam War. Unlike the M79, however, the M203 cannot be used as an independent grenade launcher. It must be attached to rifle. It is very much like the M79 and holds one 40mm round.



This pump action launcher fires 40mm grenades -- HEDP, HEAA, smoke, flare, or gas. The grenades are normally set for "flight-range arming" or a simple timer (see grenade description).

MK-19 40mm Machine Gun

A fully automatic 40mm grenade launcher. The key here is, it doesn't fire bullets, it fires grenades. Oh, what fun! A fully automatic disintegrating chain feed grenade launcher with a cyclic rate of nearly 360 rounds per minute! So what does the MK stand for? In this



case, it must be Maximum Kill, for this weapon can unleash an ungodly amount of destruction. It can fire 40mm grenade, but they must be of a specially type specific for the MK-19. They grenades come in HEDP or HEAA form, bust cost x1.2 more. There could be special ordered buckshot or fl  chette grenades as well.

The MK-19 is belt feed and barely man-portable. You cannot fire it hand held, at all, I don't care how big or crazy your are. It would just rip you're arms clean off (okay, at STR 15+ you can do it). It is normally mounted on a vehicle, such as a tank or APC, but comes with a heavy tripod for use on the field of battle. Typically, one person will carry the disassemble MK-19 to a bunker or installation, while another person will carry the ammo. It can be assembled and setup in under two minutes. A typical ammo chain consists of 20 to 60 rounds. A chain will weigh about 6kgs per 20 rounds (a 60 round chain weighs 18kgs).

SSG-36 20mm

The SSG-36 is an older gun, but still very powerful. It fires 20mm steel-



core armor-piecing rounds at over 750 m/s (nearly a 1000mph). The gun was designed to be fired with the gunman lying down, his shoulder against the padded stock, and looking down the scoping site. Because 20mm anti-tank weapons are no longer effective against modern tanks there have been no such guns built since the 1930s. However, there are occasions when such a gun might be useful. Each 20mm bullet must be special ordered from surplus warehouses in Switzerland (1 OP per 10 rounds).

Advanced/Experimental Weapons

Ever since there was war, there were people who were seeking an edge in war. Now that the Cold War is over, many think that super-high-tech, ultra-sophisticated weaponry is unnecessary, and such programs as Strategic Defense Initiative are not nothing more than a footnote in history. Others believe that such weapons are necessary, especially in a limited war world.

All of these technologies are experimental or ficitonal, and only a few may see real-world proction. Of all of them, only the OICW and OCSW are being feilding for use in the near-future. The rest are fictional, based on plausible technology. Such fictional technology, in a ficitonal game world, can *only* be found in advanced research labs (such as Area 51 or heavily guarded military compounds). A character can only get one under the following conditions: 1) He steals it by breaking into the compound or "mugging" the soldier who has it on the testing grounds, 2) he convinces the President or some general that he needs one, and that he's fighting to save the Earth (good luck...), or 3) the GM finds some other way to get it into his hands.

It must also be noted that the Fictional technologies listed here are for near-future campaign setting, and give GMs of such campaigns an idea of what sort of weapon systems might be available.

Power Systems (fictional)

Many of these weapons are actually energy based. So, several forms of power are necessary. Most are heavy, bulky, and provide only a few shots before they are drained. The high capacitor hip pack has 100 kilowatts of stored power, cost 5 OP, and weights 10 kgs. The high capacitor backpack has 1000 kilowatts of stored power, costs 30 OP, and weights 35 kgs.

The super-conductive hydrogen fuel cell hip pack has 1800 kilowatts of stored power, but recharges itself at 1 kilowatt per second, so long as you provide it with a bit of water. Costs 500 OP, and weights 12 kgs.

The super-conductive hydrogen fuel cell backpack has 8600 kilowatts of stored power, but recharges itself at 1 kilowatt per second, so long as you provide it with a bit of water. Costs 2500 OP, and weights 40 kgs.

OICW Land Warrior System

The Objective Individual Combat Weapon (OICW) is a newly designed weapon system capable of firing 5.56mm projectiles and high-explosive airbursting munitions.



OICW combines an electronic laser rangefinder and a ballistic computer with a special round to provide a lethal airburst capability. This weapon will enable the soldier to defeat enemies in trenches and behind barriers. In addition, the OICW also employs conventional 5.56mm ammunition. As the lethality component of the Army's 21st Century Land Warrior program, this weapon is expected to replace the current M16/M203 weapon system. The weapon system is modular, with the Kinetic Energy Gun (that is, the 5.56mm rifle) detachable from the 20mm launcher.

The 5.56mm Kinetic Energy Gun is similar to the M16, though lighter, more accurate, and more advanced. It has a 30round magazine, and a rate of fire of 900 rounds per minute. For more even more power, OICW mounts a 20mm cannon, capable of firing air-bursting high explosive rounds, or armor piercing anti-tank. The HE round detonates with an 10DC area-effect explosions, and the AP (Armor Penetrator) round does 8DC focused area-effect, AP against all armor. Both fire to a range of about 1000 meters. A clip of 6 HE or AP rounds should costs \$600 (6OP).

More remarkable of all is the system's electronic sighting and target range finder system. This system includes a powerful laser sight, video-display day/night vision 4x scope, and a battle-computer, capable of setting the 20mm detonator for air-burst above a target automatically.



Alliant Defense Systems has won the contract to complete development of the OICW for the US government. Deployment is scheduled for 2009. The entire system will weight about 7kgs, and cost \$8000 per unit to the US army, which plans to buy 50,000 units. Under existing plans, the army will equip four members of a nine-strong infantry squad with the OICW.

OCSW

The Objective Crew Served Weapon (OCSW) is an integrated machine gun system which couples the firepower of air bursting munitions with opto-electronic fire control to



provide all-environment operation and enhanced lethality. The OCSW is an ultra-light, two-man portable, crew-served weapon system incorporating state-of-the-art electronics, advanced materials, and small arms technologies. This unique weapon permits a high probability of incapacitation and suppression of enemy soldiers up to 2000 meters away and has a high potential to damage lightly armored vehicles, water craft, and slow-moving aircraft beyond 1000 meters. The OCSW is the potential replacement weapon for the 40mm MK19 Grenade Machine Gun and the caliber .50 M2 Machine Gun.

A prototype of the Objective Crew Served Weapon (OCSW) is began firing trials in mid-1997. The design forms part of the Objective Family of Small Arms, which includes the Objective Individual Combat Weapon (OICW), a personal weapon, a sniper weapon, and other mission-specific types. The OCSW is planned to replace most of the US Army's M2 0.50-caliber heavy machine guns and Mk19 grenade launchers, and may also succeed a proportion of the M60 machine guns. It may enter service around the time of the OICW, between 2009 to 2011.

The OCSW fires 20mm HE and AP rounds, the same used on the OICW, and has a similar targeting/range finder

system. The HE round detonates with an 10DC area-effect explosions, and the AP (Armor Penetrator) round does 8DC focused area-effect, AP against all armor. Both fire to a range of about 1000 meters. 20 rounds of HE or AP rounds should costs \$2000 (20OP).

Blinking Laser (fictional)

This weapon is under heavy fire from the UN ethics committees on the fact that such a debilitating weapon could have a terribly traumatic impact on any soldier inflicted by its effects. While this weapon does not kill, which is a 'pro' by the new non-lethal warfare initiative, the major point of concern is the fact that it causes permanent partial or total blindness to the victim.

The blinding laser is a small, rifle-like device that is plugged into one of the man-portable power sources listed earlier (or to a smaller 5 shot battery "magazine"). When fired, the red beam is swept across the face of the attacker in an attempt to hit his eyes (-6 to hit, but just -4 over all, due to the weapons +2 WA). If it is a hit, he is permanently blinded. If it is a miss, nothing happens at all. The beam drains 10 kws per shot (that is, per second).

DETALAS Laser (aka the Akira Laser) (fictional)

The THELAS (Directed Energy Tactical Anti-personnel Laser Assault System) man-portable laser systems is the first practical beam weapon for troop-to-troop engagements on the battlefield. Basically a miniature version of anti-ballistic missile lasers, the DETALAS is capable of piercing level III and IV armor, and slicing through flesh, muscles, bones causing devastating injury.



The DETALAS is a chemical laser, using a pulse of electrical current to excite pellets of deuterium fluoride, focusing the intense light energy given off through a series of mirrors and zinc sulfide lenses. The beam is invisible in daylight, but in darkness (or dim light), or in smoke, the beam appears to be a thin line of coherent blue-green light.

The beam is powerful enough to burn a hole through Kevlar, aluminum, and other materials, in a matter of seconds, creating a hole only one millimeter in diameter. What makes the energy beam lethal, however, is that the light's wavelength has been modulated to that of water. Upon striking flesh, the directed energy beam causes water molecules to excite, boil away, and evaporate *near instantly*. This has the effect of causing a searing hot explosion to erupt inside the body, damaging tissue and organs.

The DETALAS uses a great deal of power, a quarter megawatt per DC of damage, but it is Armor Piercing against Soft and Medium armor (but not Hard armor). Nevertheless, when linked to a super-conductive fuel cell, the laser weapon can turn out some massive damage.

Each DC of damage uses nearly 200kws. Linked to a super-conductive hip pack, 10 DC is available. This may be fired all at once, or in pieces (one shot of 3DC, then one shot of 5DC, and so on). Hooked to a backpack, it has 43 DC (3 Kills), at its disposal! That's enough power to cause serious damage a tank.

The DETALAS also has the advantage of being its own laser sight. With a light squeeze on the trigger, the gun projecting a very low powered laser for aiming purposes. This acts exactly like other laser sight devices (giving a +1 WA). Squeezing the trigger tighter will fire the weapon at whatever power level the gunman had selected.

XMP-52 PDW Machine Pistol (fictional)

The XMP-52 Personal Defense Weapon is simply a pistol-sized, fully automatic weapon. It is similar to a Barrette 93 or Glock 18, but can fire like an M16. It has three settings, semi-auto, to fire like any ordinary pistol, burst of three, or full auto. On fully auto it has a cyclic rate of 600 rpm!



This weapon is also fully electronic. The switches and trigger are not mechanical, but digital. There is a digital display on the top of the gun that has a counter for ammo expenditure. On the back of the gun is a computer interface plug. Through this, diagnostic equipment can be connected to easily check for problems (and it may have a Smart-Link interface). It fires 4.92mm caseless bullets (like those of the G11K2), and it comes with either a 20 round or 30 round magazine (no larger than a Glock magazine).

SMG-MP6 4.92mm Sub-Machinegun (fictional)

Filling out the roll between the G11K2 and TCR-12 and the smaller 4.92mm Machine Pistol, the MP6 4.92mm sub-machinegun is used for tactical situations such as hostage rescue, close-quarter urban combat, and similar applications. Like all 4.92mm caseless weapons, it is suited to space combat, with low recoil and no brass cartridges to eject. A more advanced version, the MP6Z is specifically design for Zero-G combat, with the additional of rear gas-ejectors to fully compensate for recoil, and uses subsonic, underpowered ammunition (only 3DC damage) which has less of a chance of penetrating a hull.



Like the XMP-52, the MP6 is fully electronic. The trigger and switches are all digital as is the ammo counter display. On the back of the gun is a computer interface plug. Through this, diagnostic equipment can be connected to easily check for problems, and for interfacing with

computerized optical scoping devices and image enhancers (and it may have a Smart-Link interface). It has a mode selector switch for changing between Safety, to Semi-auto, to 3-round burst, to full auto.

TCR-12 4.92mm Tactical Combat Rifle (fictional)

The TCR-12 (pronounced Tak'er 12) is an advanced military assault rifle, the 21st century equivalent of the M16. It is fully automatic, and can fire semi-automatically or in short bursts. Like other advanced slug-throwers, the TCR-12 fires 4.92mm caseless rounds, like those of the G11K2. It has a maximum cyclic rate of 1600rpm, but this can be set to any lower value as the gunman desires.



Like the XMP-52, the TCR-12 is fully electronic. The trigger and switches are all digital as is the ammo counter display. On the back of the gun is a computer interface plug. Through this, diagnostic equipment can be connected to easily check for problems, and for interfacing with computerized optical scoping devices and image enhancers (and it may have a Smart-Link interface). The TCR-12 comes with a Digital Image Enhancement Scope (DIES) which gives a +2 bonus when aiming.

The gun can be set between semi-auto, burst, and full auto using a selector switch. As mentioned, the TCR-12s burst and full auto rates of fire can be set to anything under 1600rpm using a small dial on the side. Burst can be set to fire 3, 4, 6, or 8 rounds with one trigger pull. Full auto (RoF mode F) can be set to fire 10, 12, 16, or 20 rounds *per second*. Thus, firing for a fully 3-second Phase (RoF mode E) multiplies these values by 3. So, on setting 1 the gun will fire a 3 round burst or 10 rounds at Full auto, or 30 rounds Extreme (3/3/10/30). On setting 3 the gun will fire 3/6/16/48. At max this weapon can fire 3/8/20/60.

HELAR XGC-1 3.2mm Gauss Gun (fictional)

The 3.2mm XGC-1 Gauss Gun, as known as the HELAR (High Energy Liner Accelerated Rifle) is a cutting edge man-portable armor-buster. Nothing short of the backpack super-conductive hydrogen fuel cell (8600 KW) can hope to power this gun (you *can* get off one shot with the hip pack). The gun is fairly large and heavy, and contains within two super-cooled super-conductive electromagnetic gauss coils which generate a powerful field to accelerate a single 3.2x90mm tungsten-ferrite needle to nearly 6000m/s (over six times the speed of sound). Unfortunately, each shot requires a tremendous mount of energy (nearly 1.8 megawatts), and it takes about 3 seconds (1 Phase) for it to charge up for each shot (sounds like a high pitched electric whine). Even with the backpack super-conductive hydrogen fuel cell it can only get five shots. The gun can carry a magazine of up to 100 rounds, but due to limited energy a 5 round magazine is more practical. The gauss gun is armor piercing.

Weapons Table

(List Cost is per commercial or military sales, as an OP value, x \$100 for US\$)

Use the weapon the skill Range Weapons (type) as listed

A Caliber shown for DC means use the damage for that type of ammo.

Handguns (Pistol)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
Beretta 92S 9mm	+0	9mm	2/0/0/0	15	70	1.3	3.0	L	
Beretta 93R 9mm	+0	9mm	2/3/0/0	20	70	1.3	4.6	P	Pistol/SMG
Colt M1911A1 .45	+0	.45	2/0/0/0	8	50	1.3	2.4	L	
Colt Double Eagle .45	+0	.45	2/0/0/0	8	65	1.3	2.6	L	
Colt Python .357 / .38sp	+0	.357	2/0/0/0	6	65	1.3	2.2	L	Revolver
Desert Eagle .357	+2	.357	3/0/0/0	9	75	1.6	5.0	L	Cool
Desert Eagle .44	+1	.44	2/0/0/0	8	80	1.8	7.2	L	Very Cool
Desert Eagle .50 AE	+0	.50p	2/0/0/0	7	90	2.0	8.5	L	God of Cool
Glock 17 9mm	+0	9mm	3/0/0/0	17/19	60	1.0	3.8	L	
Glock 19 9mm	-1	9mm	2/0/0/0	15/17	60	0.8	3.0	L	
Glock 18C 9mm	-1	9mm	3/0/12/33	17/33	60	0.8	4.5	P	Pistol/SMG
FN Mk3 9mm	+1	9mm	2/0/0/0	13	70	0.9	5.5	L	
FN Five-seveN 5.7mm	+0	3DC	3/0/0/0	20	80	0.75	8.5	P	AP(S,M)
H&K Mk 23 SOCom	+1	9mm	3/0/0/0	12	70	1.2	15.0	P	w/ accessories
Intratec TEC-9 9mm	-1	9mm	3/0/0/0	20/32	80	1.7	2.6	L	Pistol version
S&W M10 .38sp	-1	.38	2/0/0/0	6	50	1.0	1.7	L	Revolver
S&W M19 .357	-1	.357	2/0/0/0	6	70	1.2	1.8	L	Revolver
S&W M29 Magnum .44	+1	.44	2/0/0/0	6	70	1.5	3.2	L	Revolver
S&W 1076 .45	+0	.45	2/0/0/0	9	50	1.3	2.8	L	
SIG P228	+1	9mm	3/0/0/0	13	65	0.9	5.0	L	
Walther PPK .32	-1	.32	3/0/0/0	7	40	0.6	1.8	L	
Sub-Machine Guns	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
FN P90, 5.7x28mm	+1	3DC	3/3/16/40	50	80	3.0	12.5	P	AP(S,M)
H&K MP5A5 9mm	+1	9mm	3/3/12/30	30	175	2.9	9.0	P	
H&K MP5KA5 9mm	-1	9mm	3/3/15/30	30	125	2.5	6.5	P	
H&K MP5PDW 9mm	+0	9mm	3/3/15/30	30	125	2.8	7.2	P	
H&K MP5SD6 9mm	+1	9mm	3/3/12/30	30	120	3.7	13.6	P	Suppressor
H&K MP45 UMP .45	+0	.45	3/3/12/25	25	150	2.4	7.5	P	
IMI Uzi 9mm	+0	9mm	3/0/10/30	20/32	120	3.7	5.0	P	
IMI Mini-Uzi 9mm	-1	9mm	3/0/12/32	20/32	90	3.0	5.6	P	
IMI Micro-Uzi 9mm	-2	9mm	3/0/12/20	16/20	80	2.2	4.5	P	
Intratec TEC-9 9mm	-1	9mm	3/0/15/32	20/32	80	1.7	3.2	P	Military Model
Intratec TEC-9 (Mod)	-1	9mm	0/0/15/32	20/32	80	1.7	2.8	P	Black Market
MAC Ingram M10 .45	-1	.45	3/0/16/32	32	90	3.2	5.8	P	
Scorpion 61 .32	+0	.32	3/0/12/20	20	50	2.4	2.2	P	
Steyr TMP 9mm	+1	9mm	3/0/12/30	20/30	100	1.5	6.3	P	
Rifles (Rifle)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
Barrett M82A1 0.50	+2	0.50B	3/0/0/0	11	2500	15.9	24.0	M	semi-auto
Barrett M82A2 0.50	+1	0.50B	3/0/0/0	11	2500	13.5	28.0	M	semi-auto
Barrett M90 0.50	+3	0.50B	1/0/0/0	5	1250	10.6	20.0	M	bolt-action
Browning BAR Mk2	+2	30-06	2/0/0/0	4	2000	5.4	7.2	L	Scope
Colt AR-15 5.56mm	+1	5.56	3/0/0/0	20/30	300	3.4	5.5	P	semi-auto
H&K MSG90 7.62mm	+2	7.62	3/0/0/0	5/20	1000	6.5	9.2	P	Scope
H&K PSG1 .308	+3	7.62	2/0/0/0	5	2000	8.1	15.3	P	Scope
Remington 700 .223	+2	5.56	1/0/0/0	6	1200	3.3	2.6	L	bolt-action
Remington 700 .308	+2	7.62	1/0/0/0	5	1400	3.3	3.2	L	bolt-action
Ruger 96/22, .22	+1	.22	1/0/0/0	10	800	2.2	2.6	L	lever-action
Ruger Mini-14, .223	+2	5.56	2/0/0/0	10	1000	3.0	3.0	L	semi-auto
Springfield M1 Garand	+1	30-06	2/0/0/0	8	1500	4.5	6.0	L	semi-auto
Steyr AMR5075, 15mm	+2	12DC	1/0/0/0	5	2200	20	15.0	M	AP(all), Scope
Soviet SVD 7.62	+1	7.62	2/0/0/0	30	1300	4.9	20.5	M	Full package
Winchester M14	+2	7.62	3/0/0/0	20	1200	4.4	10.0	L	Scope
Winchester Model 70	+2	.30	1/0/0/0	5	1000	4.5	7.2	L	bolt, Scope
Winchester Model 94	+1	.44	1/0/0/0	12	800	3.1	4.2	L	lever-action

Automatic Rifles (Rifle)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
Browning BAR M1918A1	+1	30-06	2/0/8/20	20	600	5.4	7.6	P	
CIS Ultimax 100 5.56	+0	5.56	2/0/9/27	100	340	4.9	6.5	P	
Colt M16A1 5.56mm	+1	5.56	3/0/12/30	20/30	350	3.9	7.5	M	
Colt M16A2 5.56mm	+1	5.56	3/3/0/0	20/30	350	3.9	7.5	P	
Colt M16SP 5.56mm	+1	5.56	3/0/12/30	20/30	250	2.6	7.2	P	
Colt M4 5.56mm	+0	5.56	3/0/12/30	20/30	300	3.3	5.2	P	
H&K G11K2	+1	4.92	3/3/15/45	45	400	4.2	15	M	Caseless ammo
H&K G41 5.56mm	+1	5.56	3/3/14/30	30	320	4.7	10.8	M	
H&K G36 5.56mm	+0	5.56	3/3/12/30	30	300	3.5	8.5	P	
Soviet AK-47, 7.62 x 39	+0	7.62	3/0/8/24	30	250	4.8	4.2	P	
SIG SG 551 5.56mm	+0	5.56	3/3/12/30	20/30	350	4.1	6.5	P	
Steyr AUG Carbine	+1	5.56	3/3/0/0	30/42	400	4.0	6.2	P	Burst version
Steyr AUG Carbine	+1	5.56	3/0/10/30	30/42	400	4.0	6.2	P	Full Auto
Shotguns (Rifle)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
Beretta 1201 12ga	+0	12ga	2/0/0/0	6	x1.3	3.2	4.4	L	Semi-auto
Benelli M3 Super 90 12ga	+0	12ga	2/0/0/0	7	x1.2	3.8	5.2	P	Semi-auto
Ciener Ultimate 12ga	+0	12ga	1/0/0/0	5	x1	2.9	2.8	P	for M16
Franchi SPAS-12 12ga	+0	12ga	2/0/3/9	9	x1.5	4.4	9.4	P	Full auto
Franchi SPAS-15 12ga	+0	12ga	3/0/0/0	6	x2	4.2	8.3	P	Semi-auto
Ithica Model A	-1	10ga	2/2/0/0	2	x0.5	3.3	3.2	L	2-barrel
Pancor Jackhammer	+0	12ga	2/0/4/10	10	x1.2	5.1	8.5	P	Full auto
Remington 870 12ga	+0	12ga	1/0/0/0	7	x1.2	4.0	3.2	L	Pump
Remington Double-Barrel	+0	12ga	2/2/0/0	2	x1	3.6	2.7	L	2-barrel
Remington Sawed-Off	-1	12ga	2/2/0/0	2	x0.5	3.1	2.7	P	2-barrel
Winchester 1300 12ga	+1	12ga	1/0/0/0	7	x1	3.4	3.5	L	Pump
MachineGuns (Heavy)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
Browning MG .50 M2	+0	0.50B	0/0/8/24	belt	800	33.0	40	M	
FN M249 SAW 5.56	+1	5.56	0/0/15/45	30/belt	450	6.8	24	P	200 round drum
FN M240G 7.62mm	+1	7.62	variable	belt	600	10.9	28	M	w/ accessories
FN M2HB 0.50	+1	0.50B	0/0/8/24	belt	1100	38.2	60	M	
Saco M60E3 7.62mm	+0	7.62	0/0/9/27	belt	650	10.5	20	P	200 round drum
Soviet RPK 7.62mm	+0	7.62	3/0/0/9/27	30/75	800	7.2	33	M	
M134 Minigun 7.62	+0	3K	0/0/10/30*	belt	600	38	100	M	whole package
M214 Minigun 5.56	-1	1K	0/0/6/18**	belt	400	26	50	M	whole package
Hvy Weapons (Heavy)	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
ACL-APX 80mm	+2	2K	1/0/0/0	1	600	10	30	M	AP (all)
Miniman Disposable	+0	1K	1/0/0/0	1	250	3	9.5	M	AP (all)
GEC GAU-4 Vulcan	+0	4K	0/0/4/12*	belt	3000	250	300	M	AP (all), RoF*
Oerlikon-F 20mm	+0	1K	0/0/8/24	belt	2300	26	30	M	AP (all)
RPG-7 Reusable	+1	3K	1/0/0/0	1	500	6.0	32	M	AP (all)
RPG-18 Disposable	+1	2K	1/0/0/0	1	250	4.2	18	M	AP (all)
M72A2 66mm	+1	2K	1/0/0/0	1	200	3	18	M	AP (all)
M47 Dragon	+2	4K	1/0/0/0	1	500	30	30	M	AP (all)
M79 40mm	+0	type	1/0/0/0	1	350	3.2	8	M	stand alone
M203 40mm	+0	type	1/0/0/0	1	350	+2	8	M	Mount on M16
MK19 40mm	+0	type	1/0/3/6	belt	1200	38	130	M	
SSG-36 20mm	+2	1K	1/0/0/0	5	2000	36	20	M	AP(all), Scope
Advanced/Experimental	WA	DC	RoF	Ammo	Range(m)	Weight(kg)	Cost(OP)	Leg.	Notes
OICW Kinetic 5.56mm	+1	5.56	3/0/15/30	30	500	3.0	80	M	
OICW 20mm HE Cannon	+2	10DC	1/0/0/0	6	1000	4.0	"	M	HE and TP
OCSW 20mm Cannon	+2	10DC	2/0/4/12	20	1200	6.2	120	M	HE and TP
Blinding Laser	+2	-	1/0/0/0	pwr	50	3.2	50	M	Blinding
DETALAS Laser	+2	var.	1/0/0/0	pwr	150	6.7	1200	M	AP (S,M)
XMP-52 PDW 4.92mm	-1	4.92	3/3/10/30	20/30	80	1.1	20	M	caseless ammo
SMG-MP6 4.92mm	+0	4.92	3/3/10/30	30	350	2.9	30	M	caseless ammo
TCR-12 4.92mm	+1	4.92	variable	60	500	4.1	40	M	caseless ammo
HELAR XGC-1 GaussGun	+0	3K	1/0/0/0	5	2500	5.8	2500	M	AP (all)

* indicates that the RoF is Special. Each "shot" is in fact a group of 10 rounds counted as one (doing listed damage).

** same as above, but its only a group of 5 rounds counted as one (doing listed damage).

ACCESSORIES

"Don't leave the bunker without them."

Weapons Accessories

Gun Cleaning and Repair Kit

A standard gun cleaning kit with tools to assist in disassembly and repair of guns as well. It is not a complete gun building kit, but is intended for general maintenance purposes only. Don't leave the barracks without it. 2 OP, 1.5 kgs.

Barrel Extension

Many guns can have an attachable barrel extension, even a pistol. However, heavy weapons, such as machineguns, rocket launchers, and so forth, cannot have such extensions. An extension adds +1 bonus to the weapon's accuracy but it makes it far less concealable. It is not interchangeable between other guns, but is between guns of the same type. 2 OP, +0.4 kgs.

Flashlight

A flashlight can be attached to a rifle, usual on the right or left side, or undercarriage. This allows for the gunman to engage in night combat, or combat in dark places, and utilize a flashlight without having to have a free hand. Instead, he can hold and point the gun in the desired direction. The flashlight has a small "black spot" in the center, which can be used as a crude site (like an inverse laser site) but this provides no real game bonus. 1 OP, +0.3 kgs.

Revolver Speedloader

A speedloader holds six bullets in a single circular block for easy insertion into the pistol's revolver chamber. Loaded speedloaders can be carried in the pocket, belt pouches, or any easily accessible location. They allow a revolver to be completely reloaded in one Action.

Flash Suppressor

When guns go bang, they usually create a muzzle flash which is detectable at night and can easily blow one's cover (as if firing a gun doesn't already blow one's cover). A flash suppressor simply absorbs this flash. It adds a +3 penalty to detect gunfire. 2 OP, +0.3kgs.

Suppressor (Silencer)

A handy device, this suppressor muffles that terrible bang a gun makes when it fires. All that is heard with such a suppressor is the mechanism of the gun and the sound of the bullet whizzing through the air. Such "silencers" exist for many types of guns: pistols, rifles, and SMGs alike. It adds a +5 DV to detect gunfire. 3 OP, +0.3kgs. Subsonic bullets can make the weapon nearly inaudible.

Suppressor (combo)

This is a silencer/flash suppressor combo. Such devices are becoming far more common now than the separate models (called, simple Suppressors). It adds a +8 penalty to detect gunfire. 5 OP, +0.3 kgs.

Optical Sighting Scope

A simple scoping device with no or minimal telescopic zoom (under x2). This is a very common and popular sighting device, and is overall worth the cost. Usage of a sighting scope when aiming will give an additional +1 WA bonus. 1 OP, +0.3 kg.

x4 Telescopic Scope

A telescopic scope allows an aimer to zoom in on a target, thus negating some of the range penalties. Usage of a telescopic scope when aiming will negate all range penalties up to 50meters. -1 penalty per 50 meters thereafter. 2 OP, +0.5 kg.

x8 Telescopic Scope

Like the x4, this telescopic scope allows an aimer to zoom in on a target and negating some of the range penalties. Usage of this scope when aiming will negate all range penalties up to 100meters. -1 penalty per 100 meters thereafter. 5 OP, +1 kg.

x12 Telescopic Scope

The x12 telescopic scope is a fairly large and expensive scope. It negating range penalties up to a range of 200meters. -1 penalty per 100 meters thereafter. 10 OP, +1.5 kg.

x20 Telescopic Scope

The x20 telescopic scope is a huge lense with high powered telescopic capabilities. It allows an aimer to zoom in on a target and negating all range penalties up to 500 meters (half a kilometer!). -1 penalty per 200 meters thereafter. 20 OP, +3 kg.

Starlight Scope

The Starlight scope, like the goggles, collects what little light is available and use it to enhance images. When used, these half the penalty for darkness. However, it cannot see invisible creatures, as it uses the normal spectrum. The image is usually in a false color, normally shades of light green, but full color is now available. This scope also acts as an x8 telescopic scope. 15 OP, +1 kg. (20, +2 kg for computer enhanced color). It lasts for four hours of use on a C battery.

UltraMag Starlight Scope

The UltraMag Starlight Scope is basically an enormous 20x telescopic scope with starlight capabilities. It combines the best of both, and is the ultimate night-time sniper scope. But it comes with a price. The UltraMag costs 30 OP, 4 kg (40, +2 kg for computer enhanced color). It lasts for one hour of use on a C battery.

Thermal Imaging Scope

The themal imaging scope allows the user to see heat in darkness. The cut the penalties for darkness by half, but you can only see in a false spectrum of heat. Cold objects may be very difficult to see on cold backgrounds. This scope may also be a able to see targets through thin walls. This scope is also telescopic, and gains a +1 bonus when aiming. 18 OP, +1 kg. It lasts for four hours of on a C battery.

Laser Sight

This can be attached to the top of a gun or under the barrel, and will projects a small laser dot at the point where the weapon will hit. However, it has a range of only 200 meters. It adds a +1 to the weapon's WA, and +2 WA when aiming. 4 OP, +0.2 kgs.

Digital Imaging Scope (fictional)

The digital image enhancement scope (DIES) is a new computerized targeting system, developed primarily for use with the TCR-12 and G11K2. This scope looks like a small rectangular box with a 40mm full color flatpanel display. The gunman uses the scope as he would with older style scopes. However, the scope has several switched which he can control with his left hand (or right hand for left handed models) which control zoom, optics mode, and virtual crosshair display. The front of the scope has optics for

daylight, IR, and color Starlight, all of which are x3 telescopic. On the view, in whatever mode, a virtual crosshair is project on the target, its position calculated by the computer to compensate for range, velocity, and apparent motion. This gives a +2 bonus when aiming. 60 OP, +1 kg. It lasts for two hours of use on a C battery.

XV-1 Ultrascope (fictional)

Though functionally less impressive than the DIES, the Ultrascope has one major advantage: it sees through everything. The XV-1 uses a combination of short-wave radar and lower powered X-rays to penetrate the equivalent of up to 6cm of steel. Like the DIES, it uses a digital scope, and projects the view on a 40mm display along with virtual crosshairs. However, the view is only in shades of green, the darker colors showing areas of higher density. The controls on the top of the sight adjust the "viewing range" to a max range of 600 meters. The x-ray projection is simply not powerful enough to extend past 600 meters, and in most cases will not be able to go beyond 200 or 300 meters depending on the materials it must penetrate. The Ultrascope can easily see through forests up to 400 meters (300 for dense forests or jungles). It can also see through most house and small buildings, inside of vehicles (even tanks and APCs), and through half a foot of solid concrete. The Ultrascope does have its limitations, and the denser the materials it must penetrate drastically reduces its range. Over all, this negates all range penalties when aiming. 150 OP, +1.5 kg. It lasts for 2 minutes of use on two C battery.

Holster

This is a device that mounts on your belt, side, or back, and is used to hold a pistol weapon. It must be made for a specific weapons. A holster exist for almost all hand held pistol weapons, and most guns come with a holster included. 0.5 OP, 0.2 kgs.

Bipod

A light two legged stand, used for proping a long rifle or machine gun. It can support 15kgs. 2 OP, 3 kgs.

Tripod

This is a weapons mount that has three legs and an attachment at the top for a weapon to be mounted on. All heavy weapons must be mounted on one of these (or a bipod) to be used. It can support 30 kgs. 2 OP, 5 kgs.

Heavy Tripod

For those really big guns you need a really big tripod. It can support up to 100 kgs. 10OP, 12kgs.

ORDINANCE & AMMO

"Guns don't kill people; the bullets do."

Pistol and Rifle Ammo

There are many different types of ammunitions available for pistols and rifles. Below is a listing and description of these types of ammunition.

Full Metal Jacketed (FMJ)

FMJ bullets are the standard ammunition used for most small arms and rifles today. They are simple lead bullets jacketed in a thin layer of machine pressed copper or steel, inside a cartridge. Because of this, they have a very slight armor piercing quality against soft armor (Level I and II-A), as the bullet does not lose its pointed form. This is the only type of ammunition usable by military forces in accordance to the Geneva Convention. Thus, all military weapons should technically fire FMJ rounds exclusively. These are mass produced, common, and very cheap.



Jacketed Soft Point

JSP are a very common civilian ammunition, similar in most regards to Jacketed Hollow Point, but without the hollow point. JSPs are not plastered by armor as JHPs are, and thus are marginally more effective against harder armors. Unless it is a powerful rifle round, however, it still won't penetrate body armor. Like JHPs, it does give a slight mushrooming effect through the body, but not nearly as great. JSPs are a good middle-ground between JHPs and FMJs, for those needing that sort of cartridge.



Jacketed Hollow Point

Hollow points (or "dum-dum" bullets) are the second most common type of ammunition. Hollow points are semi-jacketed, that is to say, metal jacketed with the front half exposed. The tip of the bullet is concave, giving it a "hollow point". When a hollow point enters the body at a high speed, its hollow tip has the effect of being a "scoop" so to speak, and tends to shovel out one's innards. Furthermore, this bullet is an "expander" meaning it will squash out and mushroom, causing devastating trauma. In effect, any damage that *penetrates* armor and hits flesh does 30% (x1.3) more damage. However, Hard armor protects at twice (x2) its listed value. There is no damage bonus to damage against non-living (SDP) material.



Extra Power (+P+)

Often manufactures of ammunition come up with +P or +P+ type bullets that either pack more explosive powder or enhanced blends of power to generate greater effect. Companies such as Cor-Bon specialize in these (see Cor-Bon) but the greater majority of "generic" manufacturers have a powerful but lower quality product. JHP +P and JSP +P+ are a popular round for gun enthusiasts, and they do tend to give more bang for the buck. +P+ can only be added to generic FMJ, JSP, or JHP ammo (pistol or rifle). You cannot get +P+ for Cor-Bon (they are already supercharged) as are other unique ammo types, such as Hydra-Shoks and Glasers. +P+ gives +1DC of damage, but suffers a -1 WA due to questionably reliability.

Federal Hydra-Shok®

Hydra-Shok® rounds are type of JHP with a unique center-post design and notched jacket. Because of the notching it is able to deliver a reliable, controlled expansion for efficient energy transfer and stopping power. Hydra-Shok is designed for law enforcement, hunting, home defense and personal protection (from Federal Cartridge's homepage). Hydra-Shoks, like Black Talons and Cor-Bons, are just another specialized JHP round.



Olin-Winchester Black Talon

The Black Talon handgun bullet was introduced in 1991 from Winchester. The cartridge contains a black colored bullet seated in a nickel-plated case (the black paint is a lubricant to keep wear off the gun barrel). The bullet has six serrations on the rim of the hollow point cavity, and six "talons". The talons deploy when the bullet hits a target and expands, causing further internal injury. The ammo is *not* armor piercing (except against very soft armor such as Level I, heavy leather, and older materials), nor is it illegal to buy. However, Black Talons are more devastating than hollow points after impacting the body.

Cor-Bon™ JHP +P

Cor-Bon™ pistol ammo is among the worlds best. Cor-Bon rounds have alarming stopping power and can give any gun the extra kick it needs. Cor-Bons are made for nearly every type of pistol, from .38s to 9mm, and as such can also be used with SMGs



(primarily, 9mms). Cor-Bon achieves the potent punch of their ammo by packing the each round with extra powder and giving the high-density bullet's shape a ridged, concaved hollow-point form (JHP +P). Cor-Bons are available for all pistol ammo, and most rifles (only .223, .308, .30-06, 5.56mm, 7.62mm).

Tri-Core™

Another great innovation of Cor-Bon are Tri-Core bullets. Tri-Cores are soft lead bullets which contain inside three separate tungsten cores. On impact with flesh or armor, these cores separate from the expanding lead slug, each inflicting a separate wound increasing the likelihood of striking a vital organ, though slightly lessening its overall killing punch. Tri-Cores are available for all pistols and most rifles (only .223, .308, .30-06, 5.56mm, 7.62mm). Though damage is slightly less, three (not one) traumatic wounds can be created. In game terms, this means that if the target took more than 5 damage from the hit, then you roll 3 dice (rather than 1) to see if there was a Traumatic Effect (that is, if the Traumatic Effect occurs on a roll of 4, then however many of the dice rolled 4 or better, that is how many Traumatic Effect may be rolled).

Rhino (Sorry, my mistake)

The previous versions of **Atomik WAR** included the Rhino Advanced Energy Transfer rounds. Though this round really does exist, my information about it was incorrect. Below is a bulletin I found on-line from the North Carolina Constitution Defense Association regarding this ammunition:

"A former Defense Department contractor, Signature Products, claimed to have developed an armor-piercing and devastating handgun ammunition. They released advanced press releases telling of how these new bullets would perform and how one would defeat the "ballistic armor" used by police. ABC News sought the help of the H.P. White Laboratory in testing the Rhino Ammunition. The results appeared on ABC's Nightline and the truth was exposed. The Rhino bullets performed in an inferior fashion to the ordinary full metal jacket .45 cal Army bullets in all tests. The ATF has since approved of the sale of Rhino Ammunition after finding it to be no more impressive than common ammunition. It has never actually been offered for sale."

So you can't actually buy Rhinos, and if you did, they would work just the same as standard FMJ ammo. They would just cost lot more. But don't fret, see below:

KTW Metal Piercing Ammo

The truth is, there is no such thing as a "cop-killer" bullet, as the media and movies would like you to believe (I even fell for it with the Rhinos, see above). But there is one type of ammo which is close, the KTW MPA, and it was, in fact, this ammo which spawned the entire "Teflon coating" myth (Teflon makes no difference *at all* on armor penetration). KTW ammo (from KTW Company) is nothing more than a *solid brass* bullet coated in Teflon (the green part you see) to prevent



fowling and wear on the gun barrel. Brass is heavy and strong (more so than FMJs) and does not deform on impact, enabling it to punch through some types of soft armors (Level II-A and II) and thin sheets of metal, such as car doors, with much greater effect. KTW ammo was only produced for law enforcement and was never available through civilian gun stores. Production of KTW ammo stopped several years ago, so what remains is very expensive and can only be found on the black market, police storage, and in the hands of licensed collectors.

Glaser™ Rounds

An interesting idea, but not really worth the cost, Glasers are bullets that break apart on impact, and scatter deadly fragments through the body. This delivers almost all of the round's kinetic force to the target, and makes it nearly impossible to remove all the fragments. However, Glasers may not always work correctly. Sometimes they may go off prematurely, or might not break apart at all. For all practical purposes, Glasers will act as normal bullets. If more than 50% of the rolled damage penetrates, the bullet will fragment. If "lodged in body" is successfully rolled the bullet will explode *inside* the body (if not, then it failed to do so). If the subject survives to seek medial attention, *he has a 50% chance of dying due to complications*. Hard and Medium armor (KD) protects at x2 its listed value. Glasers cost x5 (it is pretty exotic).

Rubber Bullets

Rubber bullets were developed as a crowd control and anti-riot weapon. They are essentially under-powered munitions (pistol or rifle) with a rubber bullet instead of a lead or metal round. They do a lot less damage (Stunning damage instead of Lethal Damage), but even so, a rubber bullet can still kill. Remember, if a person takes 20 Stun damage, he also takes 4 Hit as well (1 Hit per 5 Stun). Hard and Medium armor (KD) protects at x2 its listed value.

Subsonic Bullets

Subsonic bullets have less propellant than standard bullets. Usually, the propellant is measured to give the bullet just enough kick to fly slightly under the sound barrier, thus they do not create the supersonic "lightning-crack" common to most bullets. They do less damage (-1 DC), but adds a +5 penalty to any attempt to detect gunfire. Subsonic bullets are often used in conjunction with a silenced weapon.

Armor-Piercing (heavy rifles)

These are true Armor Piercing rounds, but are made for rifles, generally only for 30-06 and Browning cartridges as "anti-material" rounds, and restricted to military usage for that purpose. This type of bullet contains a dense tungsten core, which gives the bullet much greater mass and penetrative power (as the tungsten core is usually pointed like a dart). On impact with armor, the tungsten core will punch through, entering the body and inflicting damage. Damage to the body is less than that of standard bullets, as

the tungsten round does not deform and often punches right through, transferring only a fraction of its energy to the target. This type of bullet is Armor Piercing against *all* armor types, but any damage which penetrates and hits flesh does only *half damage*. Damage to armor and hard targets is not modified.

Tracer Rounds

Tracers rounds contain a "firework-like" combustible compound inside which is lit upon firing. As it flies, the bullet burns, creating a bright yellow streak in the air to show where the "stream of lead" is going. It does have a hard lead tip to inflict damage, though it is usually not as great with a solid bullet. Tracer Rounds give a +1 WA bonus to hit, but there must be at least 1 for every 4 rounds shot in a burst for this +1 WA to be valid.

Incendiary

The incendiary rounds are a steel jacketed bullets that contains phosphorous, magnesium, and other burning compounds. Upon firing, these compounds are ignited, and the round becomes extremely hot. On impact, it bursts into a searing chemical fire, inflicting not only impact damage, but fire damage as well. The incendiary fire will do 4DC on the next Phase (or Action), then 2DC, then 1DC. Incendiary cartridges are only made for .30-06 and Browning .50, but could be custom made for other cartridges of equal or greater size. API (Armor Piercing Incendiary) is a valid combination in this caliber.

Silver Bullets

Silver bullets (and gold bullets as well) are rare and often found as collectors items or prestige bullets (a certain assassin or hitman's signature may be to only use silver bullets, for example). However, it is possible that there maybe certain special conditions, circumstances, or adversaries where a silver bullet is needed. Normally, a silver bullet will act just like an FMJ bullet.

Shotgun Ammo

12guage Buckshot

12guage buckshot shells can be had at any hunting store, and even some department stores (So shop smart... Shop S-Mart!). A buckshot shell contains between 8 to 16 lead pellets and can deliver a devastating blast a close range. Over a distance, buckshot quickly loses its energy, but spreads out over a wide area (as per standard Shotgun rules).

12guage Birdshot

More common and easy to come by than buckshot are birdshot rounds. A birdshot shell consists of many tiny BB-sized lead balls. At close range, this can be just as deadly as buckshot, but at longer ranges birdshot quickly loses its punch, more so even than buckshot.

12guage Slug (Ball)

A slug is a solid lead projectile inside a shotgun shell. This projectile acts as a normal bullet, delivering the full listed damage at any range (up to the max range of the weapon). However, slugs are somewhat unstable, and can miss the target altogether. Slugs are not terribly effective against hard-target (see below), but can still turn a man inside inside out.

12guage Slug (Steel Penetrator)

This is a machined steel slug, shaped like a very large Browning round, which is capable of penetrating a quarter inch of solid steel. It is extremely effective against armor and soft-targets alike. It has a stable trajectory and is vast improvement over the ball slug (above). The Steel Penetrator round is Armor Piercing against *all* armor, and does a substantial amount of damage. However, its cost is x5 that of standard shotgun ammo!

12guage Incendiary

The incendiary slug is a steel jacketed slug (tubular shaped) which contains phosphorous, magnesium, and other burning compounds. Upon firing, these compounds are ignited, and the round becomes extremely hot. On impact, it bursts into a searing chemical fire, inflicting not only impact damage, but fire damage as well. The incendiary fire will do 4DC on the next Phase (or Action), then 2DC, then 1DC. Incendiary rounds cost 0.2OP per round.

12guage Slap Jack

The Slap Jack shotgun round is a nylon bag filled with sand or other fine powder, which on impact does minimal damage to the target. It is basically designed to stun, frighten, or temporarily impair the target. It can kill if used improperly, and is extremely painful, capable of leaving a severe bruise or even break a bone if it hits just right. Slap Jacks do the listed damage, but it is only Stunning. Hard and Medium armor (KD) protects at x2 its listed value.

12guage Fléchette

Fléchette shells are similar to buckshot shells, but instead of containing lead balls, they contain about 20 to 30 tungsten-steel darts! Fléchettes typically do less damage than solid bullets (-2 DC), however, they are Armor Piercing against Soft armor (only). Otherwise, they act as per the Shotgun rules.

12guage Grenade

This is a grenade for a shotgun. It is much smaller than a 40mm grenade, and looks just like a full metal shotgun shell. The round is in fact a miniature grenade with an impact detonator, and can deliver a deadly explosion, of a magnitude comparable to that of a typical 40mm grenade. On impact, a 12guage Grenade will deliver an 8DC explosion with an area effect out to 8 meters. 12guage Grenades cost 0.5OP per round.

40mm Grenades

40mm Grenades

These are the type of grenade you launch from an M79 or M203 (or other 40mm launcher). Most can be set for "flight-range arming" or put on a timer. On flight-range arming, the grenade will arm itself after flying a certain distance (normally, 10 meters minimum, but this can be lowered or increased) then arm itself to detonate on impact. Should the firer blast the grenade into a nearby object by accident, it will (hopefully) not go off. However, the range could be reset to zero, thus eliminating this safety (it's a manual dial on the grenade). For a timer setting the gunner must set each grenade to detonate a certain number of seconds after being fired, normally five to ten seconds. Most flares are set a timer, detonating after 5 seconds (at their peak altitude).

HEDP 40mm

High Explosive Dual Purpose grenade is simply a standard anti-personal explosive grenade. It creates a big bang and lots of shrapnel. It is not Armor Piercing, but does do a lot of damage. On explosion, the HEDP 40mm grenade does 8DC of damage, and as an area of effect of 8m (using Area Effect rules). It costs 1 OP and weighs 0.3 kgs.

HEAA 40mm

Like the HEDP, but designed for maximum armor penetration. The High Explosive Anti-Armor 40mm grenade inflicts 8DC damage, and is Armor Piercing against all armor. It has a forward focused area effect of 8 meters, using Focused Area Effect rules. It costs 1.5 OP and weighs 0.3 kgs.

Smoke 40mm

This is a grenade which sprays a field of quickly expanding, line-of-sight obscuring cloud of colored smoke (many colors are available). In the first second after activation, it covers a one meter radius. It will expand at one meter per Phase (3 seconds) after that, up to a radius of six meters. All objects in this area, or attempting to look through it, have full visual penalties for smoke (or darkness). It can cause 4DC damage if it directly impacts something. A smoke grenade costs 0.50 OP and weighs 0.2kgs.

Flare 40mm

The flare grenades are used as a signaling device, or to illuminate darkened areas. It will explode shortly after being launched, creating enough light to illuminate the field of battle with "moon-bright" light. The more flares active the more light will be available. Each flare will last just 20 seconds (5 Phases). The phosphorous/magnesium compound can cause damage if it directly impacts something (4DC impact damage, plus 1DC burning damage for 5 Phase, unless removed). Flares come in a variety of colors. A flare costs 0.3 OP and weighs 0.2 kgs.

Buckshot Grenades

Turn your M79 into one honking-huge shotgun! When the buckshot grenade is fired, it blasts for 26 quarter-inch ball bearings capable of massive destruction. With the buckshot grenade, treat the weapon as a 12DC shotgun with a x0.75 range modifier and a +1 to-hit bonus. Each round cost 0.20 OP and weighs 0.2kgs.



Fléchette Grenades

Another shotgun adaptation, the fléchette grenade, turns your grenade launcher into a meat-grinder. When fired, 50 armor-piercing needle-like darts will tear out from the barrel, turning any near-by targets into hamburger. When used, treat the grenade launcher as a 8DC shotgun with a range modifier of x1.5 and a +1 to-hit bonus. This attack is considered to be Armor Piercing against Soft armor (only). It is, however, expensive, due to the rarity of the ammunition. Each round cost 1.5 OP and weighs 0.2 kgs.



.22 Adapter Grenade

Similar in many respects to the buckshot and fléchette grenades, the .22 Adapter Grenade is an experimental device that can be used to fit a charge holding eighteen .22 caliber bullets into a grenade launcher. Needless to say, this is incredibly destructive. Unlike the flechettes used in the fléchette grenade, the .22 ammo is very easy to come by. Even so, the weapon should be treated as a 10DC shotgun with a range modifier of x2.0 and a +1 to-hit modifier. Each round cost 0.5 OP and weighs 0.2 kgs.



Hand Grenades

US MK2 Fragmentation Grenade

This is the hand grenade popularized by WWII and the Vietnam War. Also known as the "pineapple" grenade for its distinctive iron shell which consists of forty fragmentation blocks. This grenade acts on a three to seven second fuse and can create a deadly amount of shrapnel. Most people are not killed by the explosion of the MK2, but the fragmentation created by its pineapple shell.



US M68 Fragmentation Grenade

The M68 is an advanced hand grenade now used by the US Armed Forces. It is smaller and lighter than the MK2, but arguably just as good. It is shaped somewhat like a lightbulb, with the pin and clip at the top. When the pin is pulled and clip removed (by throwing it), the grenade will arm itself after two seconds. On impact it will detonate, exploding and showering the area of red-hot



shrapnel. Alternatively, the grenade can be set to a timed delay between three and seven seconds (one or two Phases), with or without the impact detonator active.

Smoke Grenade

This is a grenade which sprays a field of quickly expanding, line-of-sight obscuring cloud of colored smoke (many colors are available). In the first second after activation, it covers a one meter radius. It will expand at one meter per Phase (3 seconds) after that, up to a radius of six meters. All objects in this area, or attempting to look through it, have full visual penalties for smoke (or darkness).



Flashbang Grenade

This is a hand thrown grenade containing fast burning chemicals, irritants, and magnesium. The flashbang produces an explosive "bang" and a brilliant flash, releasing its energy radially and equally through top and base ports. The grenade is not an explosive itself, and remains intact (though non-functional) after use. In effect, a flashbang will blind anyone (whose eyes are open and unprotected) standing within 8 meters, and within LOS, and partial blindness to anyone within 16 meters. This effect lasts for 1D6 Phases.



Pipe Bomb

A pipe bomb is an extremely simple, but deadly home-made bomb. It consists of a lead or iron pipe (about six to ten inches long), threaded at both ends. The pipe is filled with an explosive compound and end caps are screwed on to seal it (one cap must have a hole for the fuse). The bomb is then simply lit and thrown. Do not try this at home.

Nail Bomb

A nail bomb is essentially the same as a pipe bomb, but with nails taped around the pipe, or attached by coils of wound wire. Obviously, the nail bomb creates far more deadly shrapnel than a plain vanilla pipe bomb. It is armor piercing against Soft armor.

Molotov Cocktail

A Molotov Cocktail is simple homemade firebomb in which a volatile or flammable liquid (such as gasoline, kerosene, methyl alcohol, etc.) is poured into a glass container (such as a beer or wine bottle). A cloth fuse, usually soaked in gasoline, is then fitted tightly into the top of the bottle. Just light, throw, and run. On impact the firebomb explodes and splatters burning gasoline all over the area. In essence, a Molotov Cocktail explodes for 3DC damage with an area effect of 3 meters. Everything in that area also catches fire. It will burn as a 3DC fire until it is extinguished, but could also spread if on a flammable surface.

Bombs And Explosives

Bombs are common for booby-traps and sabotage. They use normal rules for blast radius and shrapnel. All bombs can be either timer or remote detonated. Land mines are set off as described.

High Explosive

This is a bomb that uses standard high yield, lightweight explosives. It can be placed anywhere and has an effective blast radius with a fair amount of damage. Explosives do 10DC damage and has a blast radius of 10 meters *per kg*. Cost 2 OP per kg.

Plastique

This is a malleable explosive, similar to clay in texture. It can be formed to whatever shape is needed. However, the blast radius is not as high as that of High Explosives. Plastique does a total of 12 DC damage per kg, but its blast radius is only 6 meters per kg (or 1 meter per 2 DC). Plastique cost 4 OP per kg.

Shaped-Charge Bomb

Using plastique, or other similar type of explosive, this can produce a focused blast to devastating effect. It can be placed on walls, hulls, or heavy doors to blast through. There is no blast 'radius', as the explosion is focused in one direction. Instead, use the Focused Area Effect rules. Shaped-Charge bombs do 10DC damage per kg, and have a Focused blast of 10 meters. This type of bomb also works as a Claymore mine. It cost 6 OP per kg.

Land Mines

Land mines may use any of the above types of bombs (except plastique. Plastique is impractical for mines) plus the special mine equipment, listed below. Add the price and extra weight of the mine equipment to the price and weight of the bomb.

Pressure Mine

This type of mine is set to detect any pressure on it from any object over 50 kgs (or lower or higher if desired, but it must be preset). If an object of this weight come to be on top of the mine, it will set the integrated bomb off. Pressure mine equipment adds 2 OP to the cost and 2 kgs to the weight.

Trip Wire Mine

This is a set up where a trip wire is strung low to the ground across a small area (such as a forest path or a doorway). When someone triggers it, the mine will go off, normally catching the victim(s) in the blast radius. A trip wire can be spotted on a Competent perception roll (or Heroic if the mine was very well laid). Trip wire mine equipment adds 1 OP to the cost and 2 kgs to the weight.

Ammunition Tables

Grenades

Grenade Type	WA+	DC	AP	Fuse	Cost	Leg.	Notes
40mm HEDP	+0	8 DC	N	impact	1	M	
40mm HEAA	+0	8 DC	Y	impact	1.5	M	AP (all)
40mm Smoke	+0	-	N	3-7 sec	0.5	P	Smoke
40mm Flare	+0	-	N	3-7 sec	0.3	P	Flare
40mm Buckshot	+1	12 DC	N	none	0.2	P	Shotgun
40mm Fl�chette	+1	8 DC	Y	none	0.6	M	AP (S)
40mm .22 Adapt.	+1	10 DC	N	none	0.5	M	Shotgun
US M68	+0	8 DC	N	impact	0.5	P	also timed
US MK2	+0	7 DC	Y	3-7 sec	0.3	P	AP (S)
Smoke	+0	-	N	3-7 sec	0.2	C	Smoke
Flashbang	+0	-	N	3-7 sec	0.2	L	Flash
Pipe-Bomb	-2	5 DC	N	variable	0.10	P	
Nail-Bomb	-2	7 DC	Y	variable	0.15	P	AP (S)
Molotov Cocktail	-2	4 DC	N	variable	0.10	P	starts fire

Shotgun Ammo Table

Ammo Type	WA+	DC	AP	Cost	Leg.	Notes
10ga Buckshot	+2	10DC	N	x1.5	C	10 guage
10ga Birdshot	+4	9DC	N	x1.5	C	10 guage
12ga Buckshot	+2	7DC	N	x1	C	
12ga Birdshot	+4	6DC	N	x1	C	
12ga Slug	-1	8DC	N	x2	L	
12ga Penetrator	+0	8DC	Y	x5	P	AP (all)
12ga Incendiary	-1	8DC	N	0.2OP/per	P	�
12ga Slap Jack	-1	8Stun	N	x2	C	�
12ga Fl�chette	+2	4DC*	Y	x5	M	AP (S)
12ga Grenade	-1	7DC	N	0.5OP/per	M	

Pistol Ammo

Ammo Type	DC	Threat Level	FPS	Leg.	Cost per 100
.32, 70 grain	2DC	I	905	C	0.10 OP
.38, 88 grain	2DC	I	990	C	0.14 OP
.38, 158 grain	3DC	II-A	1090	C	0.22 OP
.45, 230 grain	3DC	II-A	810	C	0.25 OP
.357mag, 158 grain	3DC	II-A	1250	C	0.20 OP
9mm, 100 grain	3DC	II-A	1050	C	0.25 OP
9mm, 147 grain	4DC	II	1175	C	0.45 OP
.44mag, 240 grain	4DC	II	1300	C	0.30 OP
.50mag, 325 grain	5DC	III-A	1450	C	0.50 OP

Rifle Ammo

Ammo Type	DC	Threat Level	FPS	Leg.	Cost per 100
.22 LR, 40 grain	3DC	I	1050	C	0.15 OP
5.56mm(.223) 55 grain	6DC	III	3075	C	0.30 OP
7.62mm(.308)150grain	7DC	III	2750	C	0.35 OP
7.62 x 39 (Rus.)	6DC	III	2400	C	0.32 OP
.30, 110 grain	7DC	III	1950	C	0.40 OP
.300 (or .30) 165 grain	7DC	III	2500	C	0.50 OP
.30-06 180 grain	8DC	III	2850	C	0.50 OP
.50 Browning 710grain	10DC	IV+	2800	L	1.0 OP
4.92mm Caseless	4DC	II	3000	M	5 OP

Ammo Type Modifier (Both Rifles and Pistol)

Ammo Type	WA+	DC+	AP	Cost	Threat Level+	Leg.	Notes
Full Metal Jacketed	+0	+0	Y	x1	+0	C	AP (S)
Jacketed Soft Point	+0	x1.1*	N	x1	+0	C	Standard
Jacketed Hollow Point	+0	x1.3*	N	x2	+0	C	Standard
Extra Power (+P+)	-1	+1	N	x2.5	+1	C	♦
Cor-Bon JHP +P	+0	+1	N	x4	+1	C	¶
Cor-Bon Tri-Core	+0	x0.75*	N	x5	+0	L	¶, £
Rubber	-1	Stun	N	x0.5	-1	C	§
Subsonic	+0	-1	N	x1	-1	L	silent
Silver Bullet	+0	+0	N	x5	+0	C	⊕

Ammo Type Modifier (Pistol ONLY)

Ammo Type	WA+	DC+	AP	Cost	Threat Level+	Leg.	Notes
Hydra-Shok	+0	x1.5*	N	x3	+1	C	
Black Talon	+0	x1.5*	Y	x4.5	+1	L	AP (S)
KTW Round	+0	x1	Y	x6	+0	P	AP (S,M)
Glaser Round	+0	x1	N	x4	+0	C	§, f

Ammo Type Modifier (Rifles ONLY)

Ammo Type	WA+	DC+	AP	Cost	Threat Level+	Leg.	Notes
Armor Piercing	+0	x1/2*	Y	x3	+1	P	AP (all)
Tracer Round	spcl	-2	N	x2	-1	P	special
Incendiary	+0	+0	N	x5	+1	P	¥

* Modifier only effects damage that actually *penetrated* the armor

§ Hard armor protect at x2 their value against Glasers, JHPs, and Rubber bullets.

¶ Cor-Bons and Tri-Cores are available for all pistol ammo, and most rifles (only .223, .308, .30-06, 5.56mm, 7.62mm).

£ Tri-Cores allow three individual rolls to on the wound Effect Table determinain critical hits.

♦ "Extra Power" can be combined with other generic types, such as FMJ or JHP, but not Cor-Bons, Glasers, etc.

f See the discription of Glaser Rounds for more info.

¥ Incendiary fire will do 4DC on the next Phase, then 2DC on the next, then finally 1DC

⊕ Some "special situations" may require the use of bullets made of silver, rather than lead

Melee Weapons & Fantasy Gear

"En Garde, ye villainous fiend!"

To better support those playing in a fantasy campaign, or even a hybrid fantasy/sci-fi campaign, this sourcebook includes a chapter of typical melee weapons and gear, both historical and fantastic. All of this comes from the *Fuzion Lodoss War RPG*, and is only slightly modified (primarily, the prices) to be more generic.

Skills: Usually, you must specialize in the class of melee weapon, such as Melee(Knife) or Melee(Sword).

Prices: All prices are in generic cp (copper pieces), sp (silver pieces), and gp (gold pieces).

1 cp = \$1.00 (US)

1 sp = 10cp = \$10

1 gp = 100cp = \$100

Lodoss War RPG has its own base currency (the Raiden)

Knives	WA	DC	MinSTR	Price	Weight(kgs)	Notes
Dagger	+0	1	1	5cp	¼	1h
Small Knife	+1	1	1	1sp	¼	1h
Large Knife	+1	2	2	3sp	½	1h
Throwing Knife	+0	1	1	6sp	¼	1h, Ranged
Swords	WA	DC	MinSTR	Price	Weight(kg)	Notes
Rapier	+2	2	2	5gp	1	1h, AP (1/2 armor)
Shortsword	+1	2	2	2gp	1	1h
Broadsword	+0	3	3	3gp	1.5	1h
Longsword	+1	3	4	4gp	2	1 and 1/2-handed
Scimitar	+0	4	4	5gp	3	1h
Greatsword	+0	5	6	7gp	4	2h
Claymore	+0	6	7	10gp	5	2h
Axes	WA	DC	MinSTR	Price	Weight(kg)	Notes
Hand Axe	-1	2	2	2sp	1.5	1h
Wood Axe	-1	3	3	5sp	2.5	1h
Battle Axe	-1	4	4	3gp	3	2h
Great Axe	-1	6	6	6gp	4	2h
Throwing Axe	+0	4	4	6gp	2	1h, Ranged
Clubs	WA	DC	MinSTR	Price	Weight(kg)	Notes
Stick (ugly)	+0	2	1	1cp	½	1h, Stun Damage
Club	-1	4	3	3sp	1	1h, Stun Damage
Mace	+0	4	4	2gp	1.5	1h
Great Mace	+0	5	5	5gp	2.5	2h
Hammer	-1	2	3	2sp	3	1h
Maul	+0	4	4	3gp	4	2h
War Hammer	+0	6	6	8gp	5	2h
Spears	WA	DC	MinSTR	Price	Weight(kg)	Notes
Spear	+1	3	3	2gp	2	1h, Ranged or Melee
Javelin	+2	4	3	3gp	2.5	1h, Ranged or Melee
Long Spear	+1	5	4	5gp	3	1h, Ranged
Lance	+1	6	6	8gp	4	2h

Pole Arms	WA	DC	MinSTR	Price	Weight(kg)	Notes
Quarterstaff	+1	5	3	4sp	1.5	2h, Stun Damage
Military Fork	-1	3	2	8sp	2	2h
Harpoon	-1	4	4	4gp	2.5	2h, Ranged or Melee
Scythe	-2	3	4	2gp	3	2h
Battle Scythe	-1	4	5	5gp	4	2h
Pole Axe	-1	5	4	6gp	5	2h, 6m reach
Halberd	+0	6	6	10gp	6	2h, 6m reach
Flail	WA	DC	MinSTR	Price	Weight(kg)	Notes
Fail	+0	3	3	4sp	3	1h
Great Fail	+0	5	5	2gp	4	2h
Whip	-1	1	1	3sp	1	1h
Barbed Whip	-1	2	1	1gp	1	1h
Bow	WA	DC	MinSTR	Price	Weight(kg)	Notes
Bow	+0	4	4	3gp	1	2h, Range STR x 20
Longbow	+1	6	6	6gp	2	2h, Range STR x 20
Cross Bow	WA	DC	MinSTR	Price	Weight(kg)	Notes
Crossbow	+1	4	3	8gp	2.5	2h, Range 100m
Heavy Crossbow	+1	6	5	12gp	4	2h, Range 200m

Armor

Second only to Weapons on most adventurer's shopping lists is Armor. Remember, armor is not the save-all in a sword fight. Your sword is. Parry, strike, parry, strike, parry, and strike. Most fighters typically wear little armor. After all, the best defense is a good offence.

Armor is cumbersome, and thus, penalizes actions. However, PEN does not subtract directly from REF or DEX. Instead, it only causes a restriction on certain actions (mostly, physical and combat actions). Some of these are Acrobatics, Athletics, Climbing, and Defensive Values (to evade, dive for cover, etc.). It does not subtract from the use of weapons (punching, attacking with a sword).

Armor is placed Piecemeal, that is, each strickable location can conceivable have a different type of armor protection. This added realism also complicates combat. If you feel the trade off is not worth the added complexity, please feel free to use the default medieval armor presented in other Fuzion books.

There are fourteen body locations that can be protected, not including the head (to protect the head, buy a Helm), and Vitals. Vitals are covered by Chest or Stomach armor.

The Armour Shoppe

This is armors such as you might find in any armory shop in a major city or weaponsmith. Armors are listed along with what areas they protect. Areas in question are: Head(3-5), Hands(6), Arms(7-8), Shoulders(9), Chest(10-11), Stomach(12), Thighs(14), Legs(15-16), and Feet(17-18), as numbered on the Hit Location chart. Remember, Vitals are

protecting by Chest or Stomach armor. *Paired items, such as gloves, boots, etc, have stats listed as if **both** were taken.* All prices are in Silver Pieces (sp).

Armor	KD	Pen.	Locat. Coverd	Price	Weight (kg)
Leather Jacket	5	-0.7	7 -12	170sp	4.2
Leather Pants	5	-0.3	14 - 16	80sp	2
Leather Boots	5	-0.1	17 - 18	30sp	0.75
Leather Gloves	4	-0.1	6	20sp	0.5
Ring Shirt	8	-1.4	7 - 12	566sp	8.5
Chain Sleeves	10	-.4	7 - 8	268sp	3.35
Chain Shirt	10	-1.9	7 - 12	1100sp	14
Chain Skirt	10	-0.4	14	268sp	3.4
Chain Gloves	10	-0.3	6	200sp	2
Hauberk	10	-1.9	9 - 14	1100sp	14
Leg Greaves	12	-0.67	15 - 16	400sp	4
Bracers	12	-0.67	7 - 8	400sp	4
Pauldron	14	-0.9	9	536sp	5.4
Iron Belt	12	-0.5	12	300sp	3
Breastplate	12	-1.5	10 - 12	900sp	9
Hvy.Breastplate	14	-2	10 - 12	1200sp	12
Tassets	12	-0.67	14	400sp	4
Solleret Boots	12	-0.5	17 - 18	300sp	3
Gauntlets	12	-0.5	6	300sp	3

By this chart, a decked out knight in full plate armor (referred to as being a Full Harness) would have gauntlets, arm plating and leg greaves, solleret boots, tassets, pauldons, a heavy breastplate, and a full helm (from the helm section). This would give about a 12 KD coverage from head to toe (head would have 10KD, pauldron and hvy. breastplate both grant 14KD). The total weight is 38.4kgs (76.8 lbs.), with a penalty of -6 (pretty severe). It would cost a staggering 3836 silver (38 gold).

Forge Your Own Armor

For those who wish to build their own armor, the system used to create the Piecemeal Armor Components (above) is listed below.

There are two charts. One lists the Cost/Weight/Penalty multiplier for armoring a single location. The second chart lists all the available armor types (leather, chain, plate, etc.). When you select a type for a location, multiply its listed cost and weight by the Cost/Weight multiplier and its Penalty by the Penalty multiplier for that location. Don't worry, an example for Parn will follow shortly.

Remember, you have *two* arms and *two* legs, so you must buy armor for both arms, legs, thighs, shoulders, feet, and hands.

Location	Cost/Weight/Pen.
Hands (each)	x1/4
Arms (each)	x1/3
Shoulder (each)	x1/3
Chest	x1
Stomach	x1/2
Thighs (each)	x1/3
Legs (each)	x1/3
Feet (each)	x1/4
For all Locations	x5.14, total

Armor	KD	Pen.	Price	Weight (kg)
Cloth	2	0	10sp	½ kg
Hvy. Cloth	3	0	20sp	0.75kg
Leather	4	-1/4	40sp	1 kg
Hvy. Leather	5	-1/4	60sp	1.5 kg
Stud. Leather	6	-1/3	100sp	2 kgs
Ringmail	8	-1/2	200sp	3 kgs
Scalemail	9	-1/2	300sp	4 kgs
Chainmail	10	-2/3	400sp	5 kgs
Elven Chain	11	-1/2	1000sp	4 kgs
Plate Armor	12	-1	600sp	6 kgs
Elven Plate	13	-2/3	1200sp	5 kgs
Hvy. Plate	14	-1.3	800sp	8 kgs
Dwarven Plate	14	-2/3	1500sp	6 kgs

For example, consider Parn's armor scheme, as outline earlier. Parn has Plate Armor covering his Shoulders, Chest, Stomach, Thighs, and Feet. Heavy cloth covers his arms, hands, and legs. His Plate Armor costs 600 (listed price) x (1/3 + 1/3 (shoulders) + 1 (chest) + 1/2 (stomach) + 1/3 + 1/3 (thighs) + 1/4 + 1/4 (feet)) for a total of **6 x 3.32 = 2000sp**. His Hvy Cloth armor costs 20gp x (1/3 + 1/3 (arms) + 1/4 + 1/4 (hands) + 1/3 + 1/3 (legs)) for a total of **20 x 1.82 = 36 sp**. His total cost is then 2036 silver. Weight is computed similarly, with a total of 6kgs x 3.32 + 0.75 kgs x 1.82, which totals about 21.4 kgs (or about 40 lbs.).

Likewise, Penalty is also computed, with a total of -1 (Plate) x 3.32 + 0 (Hvy. Cloth) x 2.5, which totals out to be -3.32. This can be rounded down to a -3 Penalty. If Parn had

gone with Full Plate over all locations, his totals would have been 31 rp, 31 kgs, and a -5 Penalty.

Feel free to experiment to find the best combination. Remember, each location is protected separately, so if you are hit in the Thigh, you must use the Thigh armor for protection.

Helms

Compared to armor, helmets are really quite simple. They protect the Head location, though often a precise hit can penetrate to the eye (-8 penalty to target the eyes). The only odd factor to consider is Perception Penalty. Large helmets often have a big Perception Penalty, as they are difficult to look out of. Helmets are listed below.

Helmet	KD	Percpt	Price	Weight (kgs)
Leather Cap	1	-0	10 sp	¼kg
LeatherHelm	2	-0	30 sp	¼kg
Steel Cap	4	-0	60 sp	1 kg
Half Helm	6	-1	100 sp	1.5kg
Chain Coif	8	-2	200 sp	2 kgs
Full Helm	10	-3	300 sp	3 kgs
Great Helm	12	-4	400 sp	4 kgs

Shields and Bucklers

Having a shield is an excellent way to put distance between yourself and your opponent. Shields add to your base DV when you take a defensive action, such as Evading. Shields can be used to make a Blocking maneuver, while still keeping your weapon ready to strike (otherwise you'll be using your sword to parry). That is, you can either Evade with your shield (adding the DV bonus granted by the shield), or you can use it in a standard Block maneuver. If you use it to Evade, you cannot follow up with a Block (though you can still use your sword to parry). Shields are only considered destroyed if they are smacked by a heavy amount of damage. However, they do get worn down. Normal shields are typically discarded after battle. "Special" shields, magical shields, or personalize shields are kept, but must be repaired (half cost to repair).

Shield	DV +	Price	Weight (kgs)
Buckler	+1	40 sp	¼kg
Small Shield	+2	100 sp	1 kg
Md. Shield	+3	300 sp	2.5kgs
Large Shield	+4	500 sp	5 kgs

Weapon Accessories

What sword is complete without a scabbard? What bow can work without arrows? This section covers a few weapon accessories and weapon enhancements.

Scabbard

A rather simple item, a scabbard is a sheath for holding a sword. Worn by most warriors, a scabbard is a safe and easy way to carry a blade weapon. A standard scabbard weighs about 1 kg, and has a Price of 80 sp. Fine scabbards can cost much more.

Boot Sheath

A favorite of thieves everywhere, the boot sheath is an excellent way to sneak knives past lazy or careless guards. The boot sheath can hold one blade (can come in all sizes to match any type of knife) and can be made to fit snugly on your leg. Boot Sheaths also come built in to some types of boots. Typically, the pants are pulled over the sheath so as to conceal the weapon.

The practice of concealing weapons in boot sheaths has become so common, guards now make regular boot searches. Recently, thieves and assassins have begun to make arm sheaths, and other types of concealable sheaths. These are basically the same, just made for the arm, back, or side. A sheath weighs about 1/4kg, and has a Price of 50 sp.

Atlatl

An atlatl (at' lat-el) is small device used to help throw spears and javelins. It consists of a smooth rod with a hook at the back for holding the spear in place. The spearthrower then throws the spear using the atlatl as a grip. This allows for more force and better control over the spear. Effectively, the use of an Atlatl raises your STR by +1 (for throwing the spear), that makes it go farther and do more damage. However, using an atlatl requires a different skill than just Spear. The skill to use an atlatl is Ranged Weapon (Atlatl Spear). A good atlatl has a Price of about 60 sp, and weighs 1/4kg.

Fine Blade

Finely crafted blades are those made by the master smiths of Lodoss. Forged in the hottest fires, molded from the strongest metals and alloys, fine blades are weapons to be prized and wielded with honor and glory. Most fine weapons are christened with a name, usually that of its owner or maker, or given a name that implies great power. Fine blades are expensive. You cannot buy a fine weapon in a weapon shop, you must hire a master smith to forge it for you. This can take weeks, even months, for an extremely well made weapon, and the cost for such can be astronomical.

A fine blade is much sharper and better balanced, so it does +1 DC damage and has a +1 Weapon Accuracy. Fine blades are also less prone to breaking (though this is just a

game effect). If not cared for properly (daily cleaning, sharpening, polishing, and so forth), it will lose both these bonuses permanently.

It costs x3 the listed Price to have a fine blade hand crafted. Fine blades are prime candidates for magical enchantments.

Elven Blade

Elven Blades are fine blades forged by the best elven weapon smiths. They are made of Elven Steel, a metal alloy that, though not magical in nature, still baffles the best human and dwarven metalworkers. The blade is practically unbreakable... Elven rapiers can parry a smashing war hammer or battle axe without a scratch.

Elven Blades do not increase the DC of the weapon, rather, they add Armor Penetration (AP). That is, when hit by an Elven Blade, only half your armor value is used (in the case of an elven rapier, the armor is 1/4 as rapiers are already AP weapons). Elven Blades cannot be purchased from elves, and the street price would be astronomical.

Dwarven Axe

Dwarves are master metal workers. Though they have still not learned the secret of Elven Steel, they have their own special alloys that are vastly superior to man-made metals. The preferred weapon of dwarves is the axe. Axes are good, strong, versatile weapons, able to chop wood, bust down doors, and hack up ogres and goblins alike (no one enjoys practicality more than a dwarf).

Dwarven axes are *perfectly* balanced weapons. Axes forged by the dwarves gains a +2 Weapon Accuracy, plus automatically becomes a throwing weapon (so you must have both Melee Weapon (Axe) and Ranged Weapon (Axe)). Even a great axe can be thrown with staggering accuracy. If that wasn't enough, the axe can be thrown in such a way as to return to the thrower if it misses (or just grazes) the opponent. This, of course, requires the thrower to roll higher than 24. If his roll is not higher than 24, or if the axe was imbedded in the target, it will not return. Even so, this is a very handy ability.

Dwarven Axes cannot be purchased from the dwarves, and the street price would be astronomical.

Quiver

A quiver is a small cylindrical case for holding arrows (bows) or quarrels (crossbows), typically worn on the back, for quick, more natural arm action when cocking the bow. A quiver can hold twelve arrows or quarrels. It weighs about 1/4kg, and has a Purchase Price of 60 sp.

Arrows (and quarrels)

There are many types of arrows, the most common simply have a steel arrow head, long wooden staff, and feathers at the end for stabilization. But there are many other types of arrows, and these new arrows can make an archer one of the deadliest fighters on the battlefield.

All prices and weight are per Dozen (12), that is per Quiver. Brief descriptions will follow.

Arrow/Quarrel	WA	KD	Price	Weight (kgs)
Feathered	+0	+0	30sp	1
Steel Shaft	+1	+0	50sp	2
Whistling	+0	+0	40sp	1
Barbed	-1	+0	60sp	1
Broadhead	+0	+1	100sp	1
Steel/Broad	+1	+1	200sp	2
Elven	+1	(AP)	500sp	1

Feathered Arrows

Feathered Arrows are the standard arrow type. They have a sharp V-shaped steel arrowhead, wooden shaft, and four feather fletches in the back.

Steel Shaft Arrows

A steel shaft replaces the wooden shaft. Though the arrow is heavier, it is much more stable. These arrows are more expensive, but they are well worth the cost.

Whistling Arrows

Whistling arrows are designed with a series of holes down the head of the arrow and through the shaft. When fired,

they make a loud whistling sound as they streak through the air. Whistling arrows are primarily used as signaling devices, but can also be used to discourage enemies. They can, of course, kill just as any arrow.

Barbed Arrows

The arrowhead has a set of ugly-looking backward facing barbs. When a barbed arrow is extracted from a victim, it will inflict 2DC of damage, and cause excruciating pain. These arrows are designed to cause as much pain and suffering as possible, and are rarely used by honorable archers

Broadhead Arrows

These arrows have a four-bladed steel arrowhead (shaped like an X seen head on). These arrows do more damage than standard, two-blade arrowheads. Naturally, they cost more due to the added difficulty of forging the arrowheads.

Steel Shaft Broadhead Arrows

Considered by archers to be the ultimate in long-range bow-power. These arrows have a steel shaft and a broadheaded arrowhead. They are well stabilized and inflict a great deal of damage.

Elven Arrows

Naturally, elves make the best arrows. Elven arrows have a wood shaft and an elven steel arrowhead. They gain a +1 WA and have Armor Piercing ability (AP).