d20 MODERN®

WEAPONS LOCKER™



Keith Potter

d20 MODERN Weapons Locker™



Keith Potter

Wizards of the Coast™



Designer
Keith Potter

Additional Design and Development
Christopher Perkins, Rich Redman, Ross Rosenberg, Hans-Christian Vortisch

Editor
Katsuyo Nagasawa

Managing Editors
Kim Mohan and Charles Ryan

Design Manager
Christopher Perkins

Art Director
Robert Raper

Cover Artist
Joe Wight

Graphic Design
Robert Raper

Interior Artists
Eric Chatterjee, N. David Martin, Keith Potter, Richard Stewart, Joe Wight

Director of RPG R&D
Bill Slavicsek

Digital Production Specialist
Carmen Cheung

Production Manager
Joshua CJ Fischer

Special Thanks To
Erik Coons, Eric Chatterjee, Kerry Doyle, David Drake, Eric Duckworth, Nick Garcia, Seth Lindberg, N. David Martin, Chris Potter, Ross Rosenberg, Charles Ryan, David Schweitzer, Richard Stewart, Anthony Valterra, Hans-Christian Vortisch, Dylan Waite, John Waite, Joe Wight

This d20 System™ game product uses mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the *d20 Modern™ Roleplaying Game* by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan.

This Wizards of the Coast® game product contains the following Open Game Content: the sections titled Suppressors, Silencers, Bipods, Reliability, and Alternative Ammunition presented in the Introduction; all of the sections with the d20 Modern Rules heading; and all weapon game statistics. No other material is Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
Questions? 1-800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
T Hofveld 6d
1702 Groot-Bijgaarden
Belgium
+322–467–3360

620-88157-001-EN
9 8 7 6 5 4 3 2 1
First Printing: February 2004



CONTENTS

Introduction 4
Chapter by Chapter 4
  Carbines 5
Guns in the Campaign 5
  Controlling Access 5
How Guns Work 6
  Cartridges 6
  Magazines 6
  The Firing Cycle 7
  Marksmanship 7
Ballistic Investigation 7
d20 Modern Rules 8
  Suppressors 8
  Silent Weapons 8
  Bipods 8
  Reliability 8
  Alternative Ammunition 9
Game Rules and Color Text 9

Chapter One: Pistols 10
d20 Modern Rules 11
Pistol Descriptions 11

Chapter Two: Rifles 54
d20 Modern Rules 55
Rifle Descriptions 56

Chapter Three: Sniper Rifles 84
d20 Modern Rules 85
Sniper Rifle Descriptions 86

Chapter Four: Antimateriel Rifles 108
d20 Modern Rules 109
Antimateriel Rifle Descriptions 109

Chapter Five: Submachine Guns 116
d20 Modern Rules 117
Submachine Gun Descriptions 117

Chapter Six: Shotguns 140
d20 Modern Rules 141
Shotgun Descriptions 142

Chapter Seven: Machine Guns 158
d20 Modern Rules 159
Machine Gun Descriptions 160

Chapter Eight: Grenade Launchers 174
d20 Modern Rules 175
Grenade Launcher Descriptions 175

Appendix I: Weapons in Use 183
Police Forces 183
Federal Agents 183
Spies 184
The Underworld 184
Other Folks 184

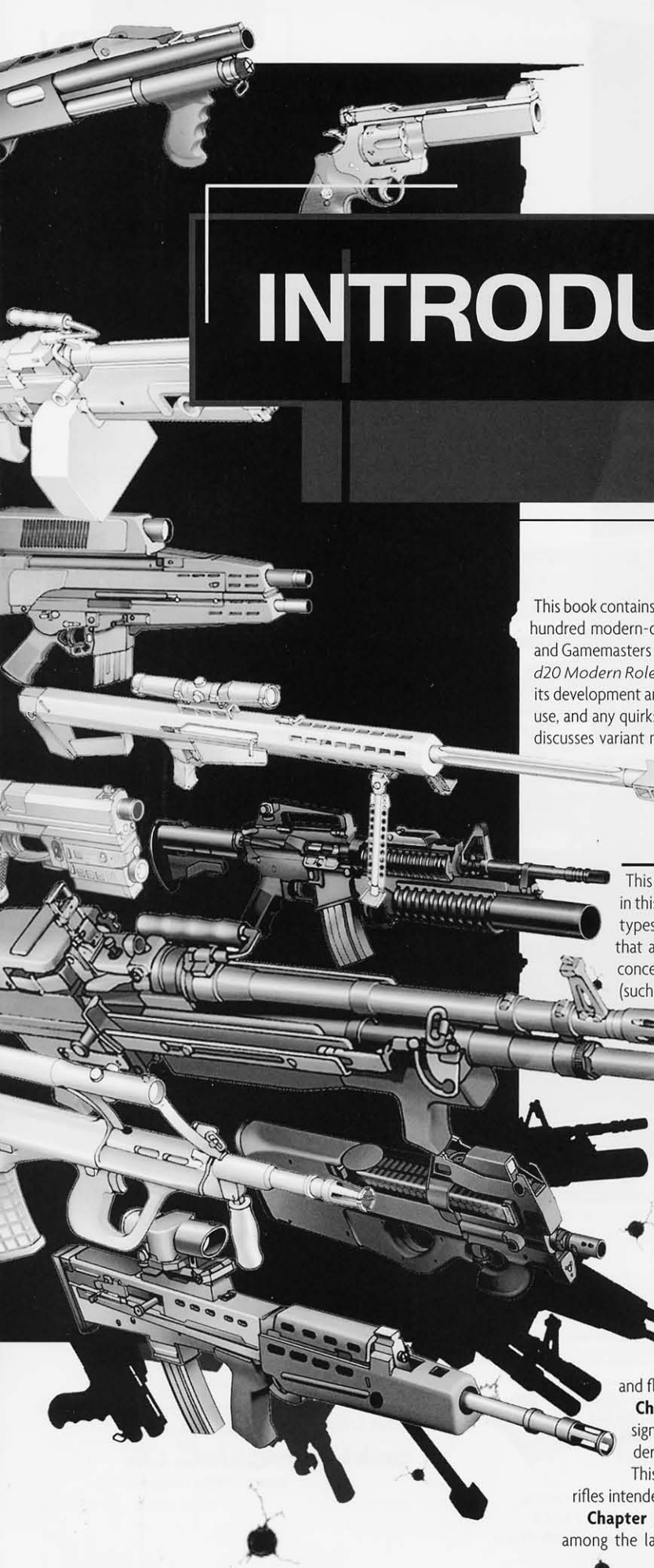
Appendix II: The Language of Guns 185

d20 Modern, Dungeons & Dragons, D&D, d20 System, Wizards of the Coast, *d20 Modern Weapons Locker*, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc.

Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Though based on real-world weapons and information, the information in this product is intended strictly for use as a resource for fictional roleplaying games. It is not meant to instruct the reader on the use of actual weapons.

Printed in the U.S.A. ©2004 Wizards of the Coast, Inc.

Visit our website at www.wizards.com/d20modern



INTRODUCTION

This book contains descriptions, illustrations, and statistics for more than five hundred modern-day firearms. The entries are designed to provide players and Gamemasters with the details they need to bring weapons to life in their *d20 Modern Roleplaying Game* campaigns. Each weapon's entry describes its development and history, some basics of its operation, its reputation and use, and any quirks or special features it might have. In addition, each entry discusses variant models that have been developed and identifies some of the more important users of the weapon. The statistics cover both the weapon itself and its variants.

Chapter by Chapter

This book focuses on military and tactical weapons. Coverage in this area is as comprehensive as possible. It includes all major types in service today, as well as a few cutting-edge designs that are just emerging, and some of the more notable failed concepts from years past. Due to space limitations, other types (such as sporting weapons) receive more limited coverage and are represented by only a few models.

The weapons are classified into eight categories, separated by chapter:

Chapter One: Pistols includes both autoloaders and revolvers. All pistols are compact, easily portable weapons. They are useful for a broad range of applications, including target shooting, hunting, personal protection, and police or military service. Pistols are small, which makes them the easiest firearms to conceal; however, they lack the hitting power of rifles or shotguns and, as such, are of limited military use, generally being reserved for officers.

Chapter Two: Rifles covers long-barreled, high-powered weapons too large to fire effectively using one hand. This chapter deals primarily with assault rifles, which are the most popular military weapons in use today. They are favored for their long-range performance and flexibility.

Chapter Three: Sniper Rifles includes those weapons designed specifically for precision shooting. These include both derivatives of military assault rifles and custom-built designs. This chapter also includes some precision-target and hunting rifles intended for civilian use.

Chapter Four: Antimateriel Rifles describes rifles that are among the largest of the conventional firearms. They fire massive

heavy-machine-gun ammunition for use against large armored targets such as vehicles and bunkers. They also have excellent long-range performance. Antimateriel rifles tend to be bulky and heavy, and for this reason, they are ill suited for antipersonnel use, except at extremely long range.

Chapter Five: Submachine Guns describes compact automatic weapons that fire pistol cartridges. Their automatic capability makes them deadly in close-in fighting; however, their relatively low-powered ammunition limits their use at long range, where assault rifles are far more capable. Submachine gun use is limited to officers or specialty troops involved in close-in fighting where their reduced range performance won't be as great a drawback. Submachine guns are particularly popular with SWAT teams and counterterrorist operatives.

Chapter Six: Shotguns describes large-bore weapons designed to fire a group of smaller projectiles with each shot. Like submachine guns, shotguns are useful for close-in targets, but much less effective at long range; they tend to be used as specialty weapons for close combat. They are also popular for hunting. Because of their large bores, shotguns are capable of firing a variety of special-purpose and exotic ammunition types.

Chapter Seven: Machine Guns covers heavy weapons designed for sustained automatic fire. They are often fed by long belts of ammunition, which reduce the need to reload as often. All but the lightest are fitted with bipods or tripods for stability. Machine guns serve as support weapons, providing suppressive or covering fire for ordinary soldiers equipped with assault rifles.

Chapter Eight: Grenade Launchers describes large weapons that fire explosive shells. They are often large and heavy and, like machine guns, they are used to provide fire support. Like shotguns, grenade launchers can also fire a variety of specialty ammunition types. Many grenade launchers are designed to fit under the barrel of an assault rifle, creating a dual-purpose combination weapon system.

Appendix I: Weapons in Use assigns specific firearms to specific organizations and types of characters, from common bartenders to agents of the Federal Bureau of Investigation.

Appendix II: The Language of Guns explains various technical terms used to describe the characteristics and performance of firearms.

Carbines

A carbine is another type of weapon that falls somewhere between a pistol and a rifle. Traditionally, the term refers to a compact weapon firing pistol-caliber ammunition with a shoulder stock to improve aiming. In this respect, a carbine is much like a submachine gun, except without the capability of firing in automatic mode. Many manufacturers make semiautomatic-only versions of their submachine gun designs for the civilian or law enforcement market; these weapons are called carbines.

More recently, however, the term has come to have another meaning, which can cause some confusion. Compact versions of assault rifles have become popular in recent years. These guns fire the same ammunition as their larger cousins, but they feature cut-down barrels and stocks to improve portability and handiness, especially at close quarters. These weapons have also been termed carbines or assault carbines.

For this reason, carbines are not grouped in a separate chapter. Those that are derived from submachine guns and fire pistol ammunition are described in Chapter Five. Those that are derived from rifles and fire full-power rifle ammunition are described in Chapter Two. The text indicates when a carbine version of a weapon has been developed.

Guns in the Campaign

Every GM should think about what role he or she wants guns to play in the game. Should firearms be important or not? Should the player characters have access to unlimited firepower, or should firearms be rare and hard to obtain? What level of detail do you want to incorporate—should a pistol just be a pistol, or should the difference between a Desert Eagle and a Walther PPK matter? Is the action going to revolve around raging gun battles, or is it going to emphasize plot development and character interaction?

Obviously, there are many different answers to these questions. Before the game even starts, you should think about them. You should also relay your decisions to the players so that everyone is on the same page. This will limit confusion during play.

Nothing brings the game to a halt more quickly than when the players and the GM have different ideas about how things are supposed to work in a campaign. If the game is going to be combat-heavy and revolve around shoot-'em-up action, then an emphasis on the details and minutiae of firearms may be appropriate. If it's going to emphasize suspense and atmosphere, then slowing things down so a player can calculate just how to mix the load of hollow-points and armor-piercing rounds in his high-capacity magazine might be a waste of everyone's time.

Determining just where the emphasis should lie will depend on two factors. The first is what kind of game you're going to play. The second is what your players want and expect from the game.

Obviously, the type of game will set the general tone for many different things, not just the question of how to use guns. The type of game will help to decide what is appropriate when it comes to firepower. Think first about the nature of the campaign. Decide what kind of action you will emphasize. If combat is going to be a large part of the game, then guns will probably be important too—unless you're running a game emphasizing martial arts or melee fighting.

Using similar reasoning, if your players are all looking for a blazing set of gun showdowns, then running a game focused on intricate political relationships in a corporate office complex probably won't interest them. Similarly, if they want to develop their characters and roleplay extensively, then they will expect more than a shooting gallery of enemies to mow down. In all likelihood, you will have different players wanting different things. As the GM, your job is to ensure that everybody is having a good time, which means accommodating all the different approaches. This balancing act is what running a roleplaying game is all about.

If, in the end, you decide to run a game with an emphasis on guns, this book will be an invaluable resource. You can look up information on a broad cross section of weapons from around the world, including virtually every major design in use today. You can draw upon the background information provided to incorporate a great deal of detail into the game. Your players can select the exact models and calibers they want and figure out what combination of weapons with which to equip themselves.

But what if you're running a game in which guns will be less important? This book still has much to offer. When guns do appear, you can use the information in Appendix I to figure out which firearms to use. In this manner, you can make sure the weapons encountered in your game are appropriate and realistic for the types of characters using them.

Controlling Access

It's easy to run a game in which the characters have ready access to any weapon in this book. Let players look through the book and pick the weapons they want. In some campaigns, such as one in which the characters are members of a special counterterrorist squad, it's easy to see why they have machine guns and grenade launchers. Even when the setting doesn't make it so obvious, you will generally

not get much argument from the players when you give them more choices of weaponry than they might otherwise expect.

A problem often arises when you need to restrict access to guns for some reason. Maybe your campaign is meant to focus on investigation or interaction instead of gunfights. Or maybe the enemies you have arrayed against the PCs simply aren't meant to stand up to automatic firepower. In any event, you can all too easily run into the problem of having a player insist that his or her character should be able to get a particular firearm, which for one reason or another you feel would unbalance the game.

Dealing with this problem is a little trickier. Fortunately, there are a number of approaches available. Any of these, or a combination of them, can be useful in limiting the kind of firepower you let loose in your campaign.

Pick the Weapons Yourself: The GM can always decide what weapons to hand out to PCs in a given campaign. This takes player choice out of the situation entirely and prevents a player from showing up with a weapon that would unbalance your game; however, it can make some players unhappy. Many players want to choose the weapons for their characters, just as they want to choose their class, skills, feats, and other abilities.

This approach is nonetheless appropriate for some kinds of campaigns. For campaigns in which the characters are all police officers or military personnel, for example, the players will usually be issued their weapons rather than choose them for themselves. Appendix I can be useful in determining which weapons to provide.

Gun Control Laws: Many types of weapons, such as grenade launchers or automatic machine guns, are illegal for civilians to own. As such, these will be very difficult for the PCs to obtain. In some areas, such as large cities, there might well be additional restrictions, such as prohibitions on assault rifles or pistols.

Gun control laws can keep weapons that would unbalance the game out of the PCs' hands, especially if they are civilians. Getting possession of automatic weapons might well require the PCs to deal with the criminal underworld, which could provide adventure in itself. And the threat of getting caught with such weapons will force them to keep a low profile—if they don't, the police response will be swift and decisive.

The Situation: You can always engineer a scenario to deprive the PCs access to the weapons they have collected. Perhaps the characters are stranded in a remote area after a plane crash, go adventuring in a foreign country where their firearms are prohibited, or are forced to negotiate with powerful GM-controlled supporting characters whose bodyguards will frisk and disarm them before granting an audience. An adventure could take place in an airport, where the security screening will keep guns out. Or the characters could find themselves trapped in a locked-down office tower taken over by terrorists during a party. Use your imagination.

Depending on the approach, you can either disarm the characters entirely or simply limit them to light weapons, such as pistols. With a little creativity, you can separate the adventurers from some or all of their firepower and create an adventure in which they have to rely on their wits instead.

The Antagonist: Consider the nature of the antagonist you are pitting the characters against in a given adventure. If the characters are fighting a street gang, then guns would be useful, and the characters will probably try to use them. But by changing the type of adventure, you can take firepower out of the picture. If the PCs are racing to find the cure for a deadly disease or are trying to prevent a damaged dam from collapsing and flooding a town below, their weapons simply wouldn't do them any good. Such adventures can be just as exciting as a shootout and can offer a good change of pace even in a more combat-oriented campaign.

Compromise: Let the characters have access to guns, but limit their access to the more legally acceptable types, such as hunting rifles. In many places, a sufficiently motivated character will be able to get some sort of firearm. A blanket prohibition will probably be unrealistic, and the resulting frustration will keep the player from enjoying the game.

How Guns Work

A gun is really a weapon system made up of two parts—the gun itself and the ammunition it fires. Each is useless without the other; they function together to fire the projectile downrange toward the target.

Cartridges

Virtually all guns in this book are cartridge weapons. The cartridge, which was developed in the 19th century, represents an innovation that has come to dominate firearm designs. A cartridge is basically a self-contained package consisting of the projectile, the propellant, a primer, and a casing to hold it all together.

The projectile is the bullet or shot that the weapon fires. There are many different kinds of projectiles. Jacketed rounds are encased in a hard metallic shell, which keeps the round from breaking up when it strikes the target. Soft-nosed or hollow-point rounds are just the opposite—they are designed to deform on impact, expanding outward to create a larger wound. Tracers ignite when fired, leaving a visible trail so the shooter can see where they go and adjust his or her aim onto the target. Shotguns often fire many small projectiles, called shot, from each cartridge. There are also many different types of specialty ammunition tailored to particular roles.

The propellant is a charge of gunpowder. When the round is fired, the propellant charge burns up very quickly—in a tiny fraction of a second. In doing so, it expands to many times its original volume. This creates tremendous pressure within the weapon, which forces the bullet down the gun's barrel and out toward the target. The larger the propellant charge, the more powerful the weapon.

The primer is a small explosive cap in the base of the cartridge. When the primer is struck by the weapon's hammer or firing pin, it explodes. This, in turn, ignites the propellant and fires the weapon.

The casing is a cylindrical shell that holds the various components together. The bullet goes at one end, and the primer goes at the other. The propellant charge goes in between. In high-powered weapons, such as rifles, casings are often necked, meaning that the casing is wider than the bullet. This configuration allows more propellant to be loaded, which results in a more powerful blast when the weapon is fired. Casings are usually made out of metal (brass is the most common material). Shotgun shells are often made from paper or plastic instead.

Magazines

The first step in preparing a weapon for firing is loading it with ammunition. Different types of weapons accept ammunition in different ways.

The box magazine is the most common method for loading modern firearms. The box magazine is essentially a detachable box that holds a number of ammunition cartridges. The magazine is inserted into a well on the weapon to load it. When the weapon is fired, it takes a cartridge from the magazine and sends the bullet downrange. After firing, the action is cycled to load the next cartridge. In automatic weapons, this occurs mechanically as part of the firing cycle (see below). When the magazine is empty, it is removed and replaced with a fresh one. Weapons using box magazines can be reloaded very quickly—a feature that has made box magazines widely popular.

Many pistols are revolvers. Instead of getting ammunition from a box magazine, a revolver has a rotating cylinder that holds the ready ammunition. As the weapon is fired, the chamber revolves

to advance the next cartridge to the firing position. Revolvers take longer to reload than weapons with box magazines, but they are mechanically simpler. At one time, revolvers were more reliable as well, though steady development of box-fed weapons has largely closed this gap.

Another type of magazine is the tubular magazine, a type of internal magazine. This consists of a metal tube running along the barrel, usually underneath it, that holds the ready ammunition. As each bullet is fired, a spring pushes the next cartridge in the tube back to be fed into the firing chamber. Tubular magazines are most common in shotguns.

A final magazine type is the blind magazine, also a type of internal magazine. It is similar to a box magazine, except that it is built into the weapon and is not removed. Instead, the action is opened and cartridges are inserted directly into it. Blind magazines are used on some precision-target rifles or sniper rifles.

After loading the weapon with ammunition, it must be cocked. This means that the bolt or hammer is drawn back into position and the first cartridge is loaded from the magazine into the firing chamber. The weapon is then ready to be fired.

The Firing Cycle

Once the gun is loaded, the shooter pulls the trigger to fire it. Pulling the trigger sets the firing cycle in motion.

The trigger mechanism moves an internal arm or lever, called the sear, which releases the weapon's hammer or firing pin. The hammer springs forward, striking the back of the cartridge where the primer is located. The impact detonates the primer, which in turn ignites the propellant and fires the projectile.

With single-shot weapons, that is all that happens. The firer must then cycle the action, which accomplishes three things. First, the empty cartridge case is extracted and ejected from the weapon. Then, the next cartridge in the magazine feeds into the firing chamber. Finally, the bolt closes on the chamber, which seals it, cocks the firing pin back, and readies the weapon for firing again.

On autoloading weapons (those that operate semiautomatically or automatically), this process of cycling is carried out by the mechanical action of the weapon. The action cycles by itself, driven either by the recoil force or the pressure from the propellant gases. For semiautomatics, the user simply pulls the trigger again to fire another shot and repeat the cycle, until the magazine is emptied and the weapon must be reloaded. On automatic designs, the action will continue to cycle and fire as long as the trigger is held down or until the weapon runs out of ammunition. Select-fire weapons are those capable of firing in either semiautomatic or automatic mode, as desired.

Marksmanship

Traditionally, there has been a lot of emphasis on marksmanship (the skill of hitting a target) in firearms training. Various elements are involved in good marksmanship. Many of these stem from ballistics, which is the study of bullets in flight. Ballistics itself includes several different factors, all of which can affect the success of a shot.

One of the most important ballistic factors is gravity, which pulls a speeding bullet down toward the earth. The shooter must adjust the elevation of the weapon to counteract this pull. Another vital factor is wind. A crosswind (wind blowing from the side) can drive a bullet off target, especially at range. A skilled shooter reads the wind, estimates its effect on the bullet, and aims to one side of the intended target to account for that effect. This aiming to the side is called windage.

When shooting a moving target, the time that a bullet spends in flight must be taken into account. This is especially true for long-range shooting or firing against speeding targets such as vehicles and aircraft. Although bullets move exceedingly fast, they do not reach their targets instantaneously. If the target is moving and the shooter fires a bullet at the point that the target occupied at the instant the trigger is pulled, the bullet will miss because by the time it gets there, the target will have moved out of the way. In essence, the shooter has to aim ahead of the target's current position, targeting the point where the bullet's flight and the target's movement intersect. This process is called leading the target or pulling lead.

Generally, the closer a target is to the shooter, the easier it is to score a hit. The farther away a target is, the smaller it appears and the more difficult it is to hit. To counteract this difficulty, the use of telescopic scopes has become popular. A telescopic scope gives the shooter a magnified view of a distant target, facilitating aim. It also uses a targeting reticle or crosshair to identify the bullet's point of impact. When a scope is fitted to a rifle, it must be zeroed, meaning that it must be adjusted so that the crosshairs accurately show the actual impact point at a given range. This process requires some skill and a number of test shots fired on a shooting range.

Scopes are less useful against close-in targets. They are unnecessary, and they actually restrict the shooter's field of view to a very narrow cone, making it easy to miss seeing a target entirely. In combat, scopes can easily get broken or damaged, rendering them useless. Today, rugged armored scopes, capable of surviving a great deal of punishment, have become available.

In addition to ballistic concerns, there is considerable technique involved in good marksmanship. The shooter must learn the way that a gun acts when it is fired and how the recoil will throw off aim. Good shooting involves careful sighting, a correct grip on the weapon (generally with two hands for stability, even with a pistol), and a smooth pull on the trigger. A sharp jerk, a sudden intake of breath, a wince at the moment of shooting from anticipating the recoil, or any of a number of other factors can pull the weapon off target and cause a miss. Like playing a musical instrument or swinging a golf club, correct shooting technique comes only with long practice and experience.

Ballistic Investigation

When firearms are used in crimes, investigators can track down the shooter using modern ballistics analysis, which can tell several things about a gun based on evidence gathered at a crime scene. Rules for analyzing crime scenes and collecting evidence are given under the Investigate skill description (see page 65 of the *d20 Modern Roleplaying Game*).

Ballistics: Where bullets hit walls, they make holes. Ballistics exffperts can measure these holes and use them to trace the bullet's flight back to where the shooter was standing when firing. They can also determine roughly how far away the shooter was based on how far the bullet is driven into the material of the wall.

Bullets: As a bullet travels down the barrel of a gun, the rifling of the barrel causes the bullet to spin. This leaves marks on the bullet itself. Due to manufacturing variations, these markings are different for every individual gun, much like fingerprints are for people.

Because of this, if the investigators have both a bullet and the gun that fired it, they can match the two through testing. An analyst fires the gun in the lab and recovers the bullet. That bullet is then compared to the one found at the crime scene using a powerful microscope. If the rifling marks are the same, then there is a match.

A number of tactics can circumvent this testing. First, the user can remove the weapon's barrel and replace it with a new one. The new barrel will leave different rifling marks, thus preventing a match. This technique is also useless with bullets that break up on impact (such as Glaser ammunition) or with shot pellets. These types of ammunition don't leave behind a bullet that can be tested.

Even if investigators don't have a weapon to match to a recovered bullet, the can still identify the caliber of the weapon.

This information will narrow the type down considerably. Furthermore, by looking at the rifling, investigators can often identify the particular type of weapon used. They can thus often determine whether they're looking for someone with a Smith & Wesson pistol or an Uzi submachine gun.

Cartridge Cases: If a cartridge case is found, investigators can identify the caliber of the weapon used. By examining the extractor and firing pin markings, they can often identify the particular type of weapon used. The ground is often littered with spent cases after a gunfight, making this a useful method of identifying the weapons used.

Fingerprints: Fingerprints are a common source of identification in criminal investigations. If a gun has a person's fingerprints on it, that means that person handled that weapon. Sometimes a criminal will wipe down a weapon after using it to prevent this identification; however, forensics experts look at more than just the gun itself. They also check the inside of the weapon, as well as its magazine and ammunition. Many criminals forget to wipe off the gun's inner parts, which they might have handled while loading or cleaning it.

Neutron Testing: When a gun is fired, the propellant gases leave behind an invisible residue on the shooter's hands. This residue can be detected with a chemical swab. An investigator can use this test to ascertain whether a given suspect fired a gun. This residue lasts for a couple of days, and it is hard to get rid of—simply washing with soap and water won't clean it off. Unfortunately, there is no way to link this test to a particular weapon or shot—all it tells you is whether a particular person fired a gun recently.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game* and apply to the use of firearms in the game.

Suppressors

Even low-powered projectiles make a surprisingly loud sound. With a high-powered rifle or machine gun, the noise can literally be deafening. When on a firing range, most shooters use hearing protection to prevent damage to their ears. In combat, this is less practical, since most people want to be able to hear what's going on around them.

A suppressor is a device that captures the supersonic gases that propel a bullet from the gun, slowing them as they escape from the barrel to below supersonic speed (and hence silencing them). A suppressor does nothing to slow the actual bullet, which also makes a loud noise if it travels at supersonic speed.

When firing standard ammunition, a suppressed weapon that normally deals 2d6 or more points of damage is not silent. (A firearm that deals 2d4 points of damage or less operates silently when used with a suppressor; see Silent Weapons, below.) The sound is reduced, however, and because it originates not from the firearm but from the bullet as it passes the listener, it's difficult to tell where the sound is coming from. A successful Listen check (DC 15) is required to locate the source of the gunfire.

Any weapon fitted with a suppressor can operate in silenced mode by using cold-loaded ammunition (ammunition prepared with a reduced propellant charge). A weapon in silenced mode deals less damage than normal (see Silent Weapons, below).

See page 120 of the *d20 Modern Roleplaying Game* for additional rules about suppressors.

Silent Weapons

Some weapons muffle not just the muzzle blast but also the supersonic boom of the bullet itself, by reducing the velocity of the bullet to below supersonic speed. Generally, a series of tiny holes in the barrel bleed off some of the propellant gases, preventing the bullet from accelerating to supersonic speed. The bled-off gases are trapped and slowed along with the muzzle gases in a built-in suppressor called a silencer.

A silencer reduces a weapon's damage. Firearms that deal 2d4 points of damage are unaffected (such bullets travel at or below the speed of sound anyway). For firearms that normally deal 2d6 points of damage, silencing imposes a –1 penalty on damage rolls. For firearms that normally deal 2d8 or 2d10 points of damage, silencing imposes a –2 penalty on damage rolls. Weapons that normally deal 2d12 points of damage or more cannot be silenced.

When a silenced weapon is fired, the only sound is the mechanical action of the weapon (which is actually moderately loud). Noticing the sound of a semiautomatic or automatic silenced weapon requires a successful Listen check (DC 15).

Some semiautomatic and automatic weapons designed for use with silencers include a bolt lock or slide lock. This device prevents the action from cycling, reducing the mechanical noise of the weapon firing. However, when a bolt lock or slide lock is used, the weapon's rate of fire is reduced to a single shot. Weapons that already have a single-shot rate of fire (such as bolt-action sniper rifles) are always considered locked. Engaging or disengaging a bolt lock or slide lock is a free action. Noticing the sound of a silenced and locked weapon requires a successful Listen check (DC 20).

Bipods

Many weapons—generally sniper rifles and machine guns—come equipped with bipods. A bipod gives a weapon additional stability and, under the right circumstances, improves aim.

To use a bipod, a character must be able to place it on a solid surface at roughly shoulder height. The most common method of using a bipod is to fire from the prone position, so that the firer's shoulder, like the weapon and the bipod, is close to the ground. However, a weapon with a bipod can be used from a crouched or even standing position if the bipod is set on a wall or table.

Only Large or larger weapons can benefit from a bipod. A bipod used with a Large weapon grants the user a +1 equipment bonus on attack rolls. This bonus applies only to the first attack made in each round.

Any Huge or larger weapon must be used with a bipod or other type of mount. Because the bipod or mount is a necessary and standard part of such a weapon's support, it does not grant the +1 equipment bonus on attack rolls that a bipod provides when it is used with a Large weapon.

Most bipods can be folded up for ease of transport. Deploying a folded bipod is a move action.

Reliability

Some firearms are less reliable than others, and all firearms become less reliable if they are not well maintained. Of course, that's true for all forms of equipment, and for other types of weapons as well. The *d20 Modern Roleplaying Game* assumes that characters carry out reasonable maintenance on their equipment in their rest time and between adventures. For this reason, reductions in reliability aren't normally a part of the game rules.

In some circumstances, however, firearm reliability can be a significant issue, and these rules are presented for that reason. Reliability may be a factor if the characters spend a great deal of time in harsh environments, if they tend to use cheap and shoddy weapons and ammunition, or if the setting (a postffapocalyptic campaign, for example) makes maintenance and upkeep difficult.

All firearms are normally considered reliable unless noted otherwise in a weapon's description. No special rules apply to reliable weapons.

An unreliable weapon has a 5% chance of weapon failure every time it is used. Each additional separate cause of unreliability

increases the chance of failure by 5%. For example, a weapon that is using unreliable ammunition and has been immersed has a 10% chance of failure.

A character using an unreliable weapon checks for weapon failure before making the attack roll. If a d% roll is equal to or lower than the weapon failure chance, the firearm has become jammed—the weapon can't be fired until the shooter takes a full-round action to clear the jam.

A firearm can become unreliable from a number of circumstances, as outlined below.

Age: Age and heavy use can render a weapon unreliable. While this should never be a factor through the degree of time and use typical to a normal campaign, the GM can determine that an older weapon obtained by the characters is already unreliable due to age. A weapon that has been sitting in a museum might not become unreliable for fifty years, but one that has sat in the leaky trunk of an abandoned car for a couple of months might be unreliable. This cause of unreliability only goes away if the weapon is overhauled. Overhauling a weapon is a complex repair task (see the Repair skill description on page 70 of the *d20 Modern Roleplaying Game* for details).

Damage: Any firearm that has taken 1 point or more of damage is unreliable. This cause of unreliability only goes away if the weapon is repaired.

Environment: A steamy jungle, dusty desert, or similarly rough environment can make a weapon unreliable. Whenever the characters spend an extended period of time in an extreme environment, the GM can determine that firearms require extra care to avoid beffcoming unreliable. When that's the case, the characters must spend a half-hour per day (per weapon) on extra maintenance. Any weapon not so maintained becomes unreliable. This cause of unreliability goes away when the weapon receives a half-hour of special maintenance.

Immersion: Immersion in water, mud, or other liquids can affect reliability. Any time a weapon is immersed, it becomes unreliable. (Slight wetness, such as that caused by rain, is not sufficient to affect reliability.) This cause of unreliability goes away when the weapon is dried out, which takes 1 minute if the weapon is disassembled and dried by hand, or 6 hours if it is left to dry on its own.

Unreliable Ammunition: Ammunition can become unreliable due to age, damage, or environment, just as firearms can. A weapon firing unreliable ammunition is unreliable. This cause of unreliability occurs only when the weapon is used with unreliable ammunition.

Alternative Ammunition

The damage ranges given for weapons in this book reflect standard ball ammunition. Using alternative types of ammunition usually changes the amount of damage a weapon deals.

The following rules apply to nonstandard ammunition types.

AET Ammunition: Accelerated energy transfer (AET) ammunition provides a +1 equipment bonus on damage rolls. Using AET ammunition makes a weapon unreliable (see Reliability, above).

AET ammunition has a purchase DC of 5 + the purchase DC of standard ammunition of similar caliber.

Armor-Piercing Ammunition: If the target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition. However, you take a –1 penalty on damage rolls (whether the target is armored or not).

Armor-piercing ammunition has a purchase DC of 1 + the purchase DC of standard ammunition of similar caliber.

Cold-Loaded Ammunition: Cold-loaded ammunition is prepared with a reduced propellant charge so that the bullets do not exceed the speed of sound. For firearms that normally deal 2d4 points of damage, cold-loaded ammunition has no special effect. For firearms that normally deal 2d6 points of damage, cold-loaded ammunition imposes a –1 penalty on damage rolls. For firearms that normally deal 2d8 or 2d10 points of damage, cold-loaded ammunition imposes a –2 penalty on damage rolls. Cold-loaded ammunition is not available for weapons that normally deal more than 2d10 points of damage.

Some silenced weapons do not require cold-loaded ammunition. However, using standard ammunition in these weapons imposes the same penalties on damage rolls as the use of cold-loaded ammunition (because the weapon slows the bullet's speed in the same manner that cold-loading does).

Cold-loaded ammunition has a purchase DC of 1 + the purchase DC of standard ammunition of similar caliber.

Glaser Ammunition: If the target has armor or natural armor, you take a –2 penalty on attack rolls when using this ammunition. However, you gain a +2 circumstance bonus on damage rolls (whether the target is armored or not).

Glaser ammunition has a purchase DC of 4 + the purchase DC of standard ammunition of similar caliber.

Hollow-Point Ammunition: If the target has armor or natural armor, you take a –1 penalty on attack rolls when using this ammunition. However, you gain a +1 circumstance bonus on damage rolls.

Hollow-point ammunition has a purchase DC equal to the purchase DC of standard ammunition of similar caliber.

Tracer Ammunition: This ammunition grants a +1 equipment bonus on attack rolls, but only when the weapon is fired on autofire and 10 bullets are used in the attack. For instance, this bonus applies if you make a standard autofire attack. If you use the Burst Fire feat, you gain the bonus only if you choose to fire 10 bullets instead of the 5 normally required by the Burst Fire feat (firing these additional bullets does not otherwise affect your attack or damage rolls).

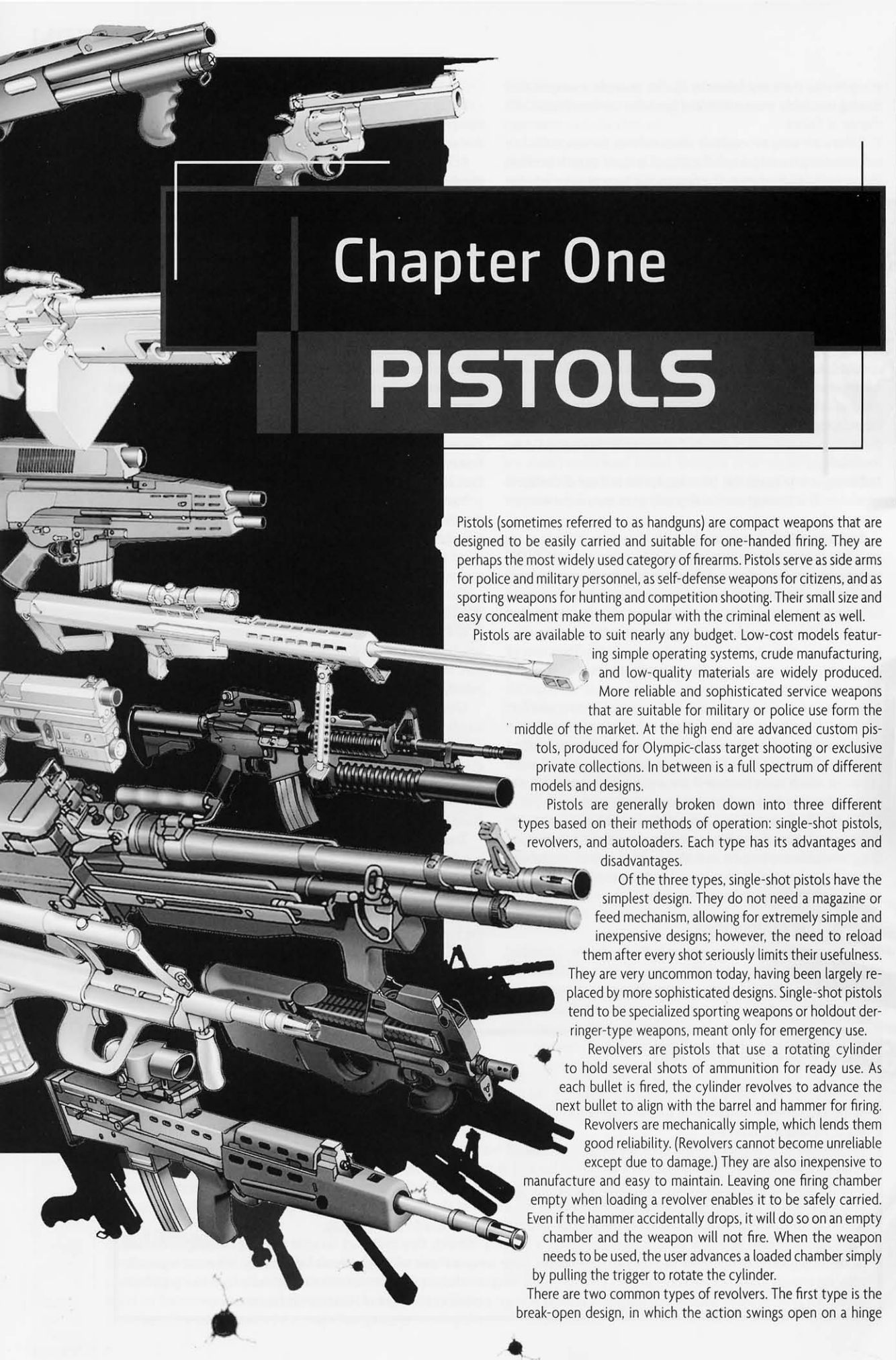
Tracer ammunition has a purchase DC of 2 + the purchase DC of standard ammunition of similar caliber.

Game Rules and Color Text

In the real world, when individuals or agencies select their weapons, they base their decisions on a great many factors—including some that are very subtle or even downright intangible, like the ergonomics of weapon design. Many such factors are not modeled in the *d20 Modern Roleplaying Game*—they're just too minor to be worth creating rules over. That doesn't mean that they aren't worth mentioning, however.

The firearm descriptions in this book are extremely detailed, but not every detail is significant in the game. Where special rules apply to a weapon, the rules are given in a section at the end of the description, following the phrase "d20 Modern Rules." Other factors mentioned in the text, such notes about a weapon's reputation for reliability or stopping power, its ambidextrous controls or safety features, or its heavy recoil, are simply there to give you a sense of the weapon's flavor. Unless specific rules are given for such factors in the d20 Modern Rules section of the weapon description, they have no effect on play.

Additionally, even when the stats or rules can reflect a firearm's features, they might not do so in the case of features that are moderately good—but not really exceptional. For example, some weapons have solid reputations for accuracy, but aren't especially accurate enough to warrant exceptional stats. Likewise, some weapons that are designed for concealability or easy drawing, perhaps having few protrusions to snag on clothing, don't actually warrant a modifier to Sleight of Hand checks for concealment.



Chapter One

PISTOLS

Pistols (sometimes referred to as handguns) are compact weapons that are designed to be easily carried and suitable for one-handed firing. They are perhaps the most widely used category of firearms. Pistols serve as side arms for police and military personnel, as self-defense weapons for citizens, and as sporting weapons for hunting and competition shooting. Their small size and easy concealment make them popular with the criminal element as well.

Pistols are available to suit nearly any budget. Low-cost models featuring simple operating systems, crude manufacturing, and low-quality materials are widely produced. More reliable and sophisticated service weapons that are suitable for military or police use form the middle of the market. At the high end are advanced custom pistols, produced for Olympic-class target shooting or exclusive private collections. In between is a full spectrum of different models and designs.

Pistols are generally broken down into three different types based on their methods of operation: single-shot pistols, revolvers, and autoloaders. Each type has its advantages and disadvantages.

Of the three types, single-shot pistols have the simplest design. They do not need a magazine or feed mechanism, allowing for extremely simple and inexpensive designs; however, the need to reload them after every shot seriously limits their usefulness. They are very uncommon today, having been largely replaced by more sophisticated designs. Single-shot pistols tend to be specialized sporting weapons or holdout derringer-type weapons, meant only for emergency use.

Revolvers are pistols that use a rotating cylinder to hold several shots of ammunition for ready use. As each bullet is fired, the cylinder revolves to advance the next bullet to align with the barrel and hammer for firing. Revolvers are mechanically simple, which lends them good reliability. (Revolvers cannot become unreliable except due to damage.) They are also inexpensive to manufacture and easy to maintain. Leaving one firing chamber empty when loading a revolver enables it to be safely carried. Even if the hammer accidentally drops, it will do so on an empty chamber and the weapon will not fire. When the weapon needs to be used, the user advances a loaded chamber simply by pulling the trigger to rotate the cylinder.

There are two common types of revolvers. The first type is the break-open design, in which the action swings open on a hinge

located on the frame. This exposes the cylinder, allowing empty cartridge cases to be extracted and fresh cartridges to be loaded. Break-open revolvers have fallen out of favor and are seldom seen in modern designs. The second, and more common, type of revolver is the swing-out model, in which the cylinder drops out to one side on a swinging arm.

The third type of pistol is the autoloader, or self-loading, pistol. Autoloaders use a mechanical action to cycle the weapon when it is fired. This action ejects the empty cartridge case, loads a fresh cartridge from the magazine into the firing chamber, and resets the firing pin so that the weapon is instantly ready to be fired again.

Modern autoloader pistols usually use detachable box magazines, enabling the user to reload them very quickly. This feature makes them particularly suitable for tactical combat weapons; they have largely eclipsed revolvers in this role. Autoloaders are significantly more complex than revolvers, making them more expensive. While early designs were prone to failure, decades of refinement and technological advances have greatly improved their reliability to the point where good-quality models are just as good as revolvers.

Autoloader pistols come in many different designs. The simplest is the blowback pistol, which uses the recoil energy of the firing cartridge to drive the slide back and cycle the action. Blowback pistols are easy and inexpensive to produce, but they are unsuitable for use with high-powered ammunition, which forces the action to cycle too quickly and can cause a jam. For more powerful calibers, a mechanism must be incorporated that prevents the action from cycling until the bullet has left the weapon and the pressure in the firing chamber has dropped by venting gases down the barrel. There have been a great many solutions to this problem; the most successful have been widely copied through different designs.

Both revolvers and autoloaders can incorporate either single- or double-action triggers. In the former, the trigger does nothing but release the hammer to fire the weapon. In the latter, the trigger mechanism also draws the hammer back, allowing the weapon to be fired without having to cock it backward first.

In revolvers, the advantages of the double-action trigger have led to the near disappearance of single-action designs. Indeed, the only single-action revolvers still in wide use today are replicas of historic 19th-century designs used in the increasingly popular sport of "cowboy shooting"—target shooting with authentic period firearms.

For autoloaders, the action of the slide is used to cock the hammer back, reducing the need for a double-action trigger. Any shot other than the first one can be fired by simply pulling the trigger, because the cycling action will leave the hammer cocked. To fire the first shot from a single-action autoloader, the shooter must first cock the hammer back manually, though on most designs the shooter will do so when he or she works the slide to feed the first cartridge off the magazine upon loading.

The proponents of different shooting doctrines and techniques have argued passionately for years about whether revolvers are better than autoloaders and whether double action is better than single action. Ultimately, it is a highly subjective question. Individual preference, familiarity, and experience are better guides than any hard-and-fast rule about pistol design.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game* and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a pistol without taking a –4 penalty on the attack roll.

For pistols with an automatic rate of fire, one must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

Burst Fire: Some pistols have three-round burst settings even if they do not have an automatic rate of fire. These weapons can be used with the Burst Fire feat. They cannot be used to make autofire attacks or to gain any other benefit of the automatic rate of fire. They do not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

Chambered Rounds: Any firearm with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Loading Large Magazines: According to the *d20 Modern Roleplaying Game* (see Reloading Firearms, page 97), refilling a box magazine is a full-round action. Actually, as a full-round action you can refill up to 20 rounds of ammunition in a box magazine. Larger box magazines take more time to fill. For example, an 18-round box magazine takes 1 full round to fill, while a 27-round box magazine takes 2 full rounds to fill. You do not have to fill a box magazine to its full capacity; if you can only spare 1 full round, you can choose to partially fill a larger magazine.

Machine Pistols: Any pistol that has an automatic rate of fire or a three-round burst feature is considered a machine pistol. Like any other pistol (or Medium-size or smaller weapon), a machine pistol can be fired one-handed. However, when fired on the automatic rate of fire or using the Burst Fire feat, a machine pistol imposes a –1 penalty on all attack rolls. This penalty is negated if the weapon is fired two-handed.

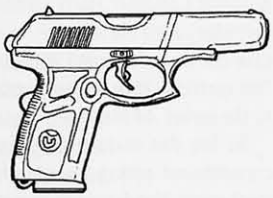
Reliability: Revolvers cannot become unreliable, except due to damage.

Pistol Descriptions

The pistols described in this chapter are presented alphabetically.

6P35

Russian 9mm Double-Action Autoloader Pistol



The 6P35 is a derivative of the P-9 Gurza, chambered to fire the 9mm Parabellum cartridge and intended to serve as a replacement for the PM Makarov in the military service pistol role. As such, it is in direct competition with the MR-443 series from Izmash.

The 6P35 uses the same dropping-block mechanism and steel-polymer combination frame found on the Gurza. Operation is similar as well, with dual grip and trigger safeties to permit safe carrying. Currently in the final stages of development, it is essentially ready for production and could begin replacing the PM Series should Moscow decide to adopt a 9mm Parabellum design.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 18 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

AEK 906

Russian 9mm Double-Action Revolver

The AEK 906 is a new revolver design from Russia. Unlike the monstrous Udar and Gnom series, it is moderate in size and is chambered to fire the standard 9mm Makarov pistol cartridge.



The AEK 906 is conventional in most respects but has one highly unusual feature: Unlike other revolvers, the barrel is aligned with the bottom chamber of the cylinder, rather than the top. It is claimed that this provides better balance and also transfers recoil directly up the firer's hand, improving controllability. A metal prong extends from the muzzle back over the top strap, holding the forward sight and giving additional strength.

Aside from this feature, the AEK 906 operates in the traditional fashion. It features a swing-out cylinder and composite grips. Ammunition is loaded with 6-round speed clips, which are supplied with the weapon. The trigger guard is shaped to facilitate a two-handed grip.

Variants: The AEK 906-1 is identical, except that it is chambered for the 9mm Parabellum caliber.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

AMT .44 Automag

American .44 AMP Single-Action Autoloader Pistol



The Automag was designed in the late 1960s to provide performance similar to the .44 Magnum round in an autoloader pistol (prior to that, the .44 Magnum was available only in revolvers). For a variety of technical reasons, the .44 Magnum revolver cartridge proved unffsuitable for use in an autoloading pistol. The Automag's designer, Harry Sanford, instead developed a whole new cartridge called the .44 AMP—essentially a .30 caliber rifle cartridge case cut down in length and used to fire a new .44 caliber bullet. This cartridge gave ballistic performance that was nearly identical to the earlier .44 Magnum.

To fire this massive cartridge, the Automag required an unconventional action. Instead of the more common recoil-driven mechanism, the Automag employs a gas-powered semiautomatic action with a rotating bolt. In this respect, it functions more like an assault rifle than a pistol. The resulting mechanism is much more complex and expensive than a typical pistol design, but this is necessitated by the tremendous firing pressures of the big Magnum cartridge. This type of system has since been copied in later high-powered pistols, such as the IMI Desert Eagle.

Unfortunately, the exotic ammunition proved to be the Automag's undoing. Due to lack of demand, no U.S. manufacturer ever mass-produced the .44 AMP rounds (though they were made in Mexico for a time). This meant that Automag owners had to handload their own ammunition, a time-consuming and expensive process. The added trouble simply wasn't worth it to most shooters, and the Automag was soon withdrawn. The Automag has been revived from time to time and is currently in production once again in limited numbers after a long hiatus. It has never found widespread popularity, however. As a result, .44 Automags are rare and highly prized collector's items. This fact drives their cost up considerably.

The Automag is a large and bulky single-action pistol. It is constructed from stainless steel. There is no slide; instead, its gas-powered action is housed in a tubular receiver. Its unusual shape gives it a sleek, flashy look that enhances its reputation. Production quality is top-notch due to the relatively small numbers made. The Automag is a very accurate design, though its high-powered cartridge causes a powerful kick when fired.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 7 box
Size: Medium
Weight: 4 lb.
Purchase DC: 17
Restriction: Lic (+1)

AMT Backup

American .45 ACP Double-Action-Only Autoloader Pistol



The Backup is a compact hold-out pistol from AMT. As its name implies, it is meant to be a secondary weapon designed for use as a last resort. Its small size and smooth surfaces, free of corners or protrusions, make it easy to carry in a concealed holster or even just stashed in a boot or pocket. It uses a conventional delayed blowback action. It can be brought into action very quickly because there is no safety catch for the shooter to fumble with in an emergency. Instead, it uses a double-action-only mechanism to prevent accidental firing. There are also no sights, since these could snag when the weapon is drawn, and they are considered unnecessary for the point-blank shooting for which the Backup is designed.

Variants: The Backup pistol is available in a variety of common pistol calibers up to .45 ACP (Automatic Colt Pistol), to suit an individual's preferences.

Who Uses It: The Backup is very popular with civilians in the U.S. in states that permit concealed carry and has sold in large numbers as a self-defense weapon. It is also widely used by police officers, particularly as a holdout pistol or for undercover use.

d20 Modern Rules: The 9mm and .45 caliber versions of this weapon each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

AMT Backup (.38S Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 5 box
Size: Tiny
Weight: 1 lb.
Purchase DC: 15
Restriction: Lic (+1)

AMT Backup (9mm Autoloader)

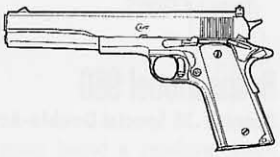
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 6 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

AMT Backup (.45 Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 5 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

AMT Longslide Hardballer

American .45 ACP Single-Action Autoloader Pistol



AMT produces a series of M1911 clones known by the trade name Hardballer. One of the best-known versions is the Longslide Hardballer, developed especially for target shooting. As its name suggests, it features a lengthened slide and special custom barrel. These features improve accuracy in a number of ways. The longer barrel results in a higher muzzle velocity. The longer slide is much heavier, giving the pistol a significant nose-heavy balance that counteracts muzzle climb. The sight radius is also increased, allowing for better aiming.

Aside from the increased length, the Longslide is essentially just a copy of the Colt M1911. Design and operation are identical, with the Browning dropping-barrel action and a single-action trigger mechanism. The Hardballer series is characterized by exacting production quality, and the Longslide is no exception. It is carefully hand finished to ensure smooth and reliable operation. The trigger is hand tuned as well. A wraparound rubberized grip and adjustable target sights are standard.

Variants: Standard Hardballers feature regular-length barrels and slides and are essentially identical to the M1911A1 custom pistols described above.

Who Uses It: The Longslide Hardballer is a target pistol, rather than a tactical or service weapon. It is primarily sold to competitive sportsmen.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Medium
Weight: 5 lb.
Purchase DC: 16
Restriction: Lic (+1)

APS Stechkin

Russian 9mm Select-Fire Machine Pistol



This weapon was designed in the 1960s as an automatic pistol for use by military and KGB officers. It uses a modified version of the Walther PP's blowback action (considerably scaled up) and fires the 9mm Makarov cartridge. The mechanism is highly complex. It is expensive to manufacture, and it requires an inordinate amount of maintenance to ensure reliable operation.

The Stechkin's most unusual feature is that it is capable of selective fire. Unfortunately, it is nearly uncontrollable in automatic mode and is useful only when fired in short bursts. Various shoulder stocks can be fitted to improve accuracy, including a hollow wooden one designed to double as a holster. The Stechkin was generally considered unsuccessful, and after only a few years, it was replaced by the AK-74SU submachine gun and the ordinary Makarov pistol.

Variants: A modernized version, the OTs-33 Pernach, has recently been made available (see separate entry below).

Who Uses It: The Stechkin was withdrawn from active service; however, despite its problems, it has proven popular with terrorists and criminals.

d20 Modern Rules: This weapon is unreliable when used to make autofire attacks.

This weapon is difficult to control when used on the autofire setting. When used to make autofire attacks (including the use of the Burst Fire feat), the –1 penalty for machine pistols (see page XXX) is increased to –2. The penalty is –1 if the weapon is fired with both hands. There is no penalty if it is used with the shoulder stock.

Attaching or detaching the stock is a move action. If you have a base attack bonus of +1 or higher, you can attach or detach the stock as a free action when moving. With the stock attached, this weapon is considered Large.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Medium
Weight: 3 lb.
Purchase DC: 17
Restriction: Res (+2)

Armenius Vindicator

German .357 Magnum Double-Action Revolver



Armenius is a division of the Weirauch company, a name associated with high-quality air rifles for sportsmen. Armenius produces a range of high-end revolvers for competitive target shooting. The Vindicator (also known as *Windicator,* its German name) is a high-quality .357 Magnum revolver designed for practical pistol competitions. It features a solid frame, double-action mechanism, composite grips, and a shrouded barrel. It is a sophisticated and expensive weapon, optimized for accuracy and on the cutting edge of quality.

Variants: The Vindicator is available in both .357 Magnum and .38 Special calibers.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Armenius Vindicator (.357 Revolver)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Armenius Vindicator (.38S Revolver)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

ASAI AG onePRO Series

Swiss Double-Action Autoloader Pistols

ASAI AG is a relative newcomer to the field of small-arms design. It is dedicated to producing relatively low-cost designs on the cutting edge of technology. The onePRO series is a tactical autoloader pistol available in a variety of different popular calibers, including 9mm Parabellum, .45 ACP (Automatic Colt Pistol), and .400 Cor-Bon.

The onePRO operates on the modified Browning system. It features a decocking lever, allowing the user to safely carry the weapon



when it's loaded. The handle is set at a sharply raked angle that is designed to accommodate instinctive shooting techniques. The barrel, frame, and slide are all made from an advanced stainless steel alloy that is extremely resistant to wear and corrosion. Metal components are further protected by a high-tech finish that was originally developed for aerospace rockets. The onePRO disassembles rapidly for service or cleaning.

Variants: ASAI AG produces versions of the onePro in .400 Cor-Bon and in .45 ACP. There is also a .45 caliber sporting model for practical pistol shooting competitions that conforms to IPSC tournament regulations. Reduced-size, 10-round magazines are available in the U.S. market, where high-capacity clips are prohibited by law.

ASAI onePRO (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

ASAI onePRO (.45 Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

ASAI onePRO (.400 Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Astra A-100

Spanish 9mm Double-Action Autoloader Pistol



The A-100 is the latest in a series of modern autoloader pistols from Astra. Its slab-sided appearance is similar to that of the Swiss SIG-Sauer range (described later in this chapter), and it operates on a similar recoil-driven mechanism. The hammer can be lowered on the loaded chamber for carrying. The firing pin is completely disengaged from the action, except at the moment the trigger is pulled. This means that even if the hammer accidentally falls, the pistol will not fire. This redundant system ensures that an accidental discharge is nearly impossible, making it a popular design with law enforcement.

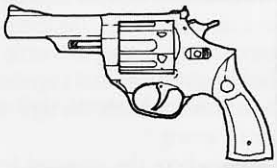
Variants: The earlier A-90 is identical to the A-100, except that it also features a manual safety catch. This was felt to be redundant, given the other safety devices on the pistol, which led to its removal from the A-100. The A-100 is produced in a variety of popular pistol calibers.

Who Uses It: The A-100 is in police service worldwide.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 17 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Astra Model 960

Spanish .38 Special Double-Action Revolver



Astra produces a broad range of police service revolvers, of which the Model 960 is a typical example. It is a conventional design with a full-sized solid-frame, swing-out cylinder, and exposed hammer. The grips are made of wood. It is available in a number of different barrel lengths.

Who Uses It: The Model 960 is in service as a police weapon, both in Europe and worldwide.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Tiny
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Astra Police

Spanish .357 Magnum Double-Action Revolver



The Astra Police is another service revolver from Astra. As its name suggests, it is intended for the law enforcement market. It is largely similar to the .38 caliber Model 960 in both appearance and operation. The biggest difference is that it is designed to fire the .357 Magnum round, in addition to the .38 Special caliber. It also comes with an alternate cylinder, which can be rapidly substituted and can use 9mm Parabellum ammunition.

Astra Police (.357 Revolver)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

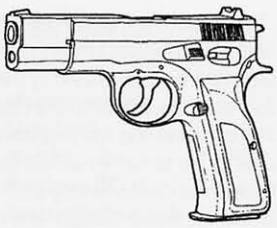
Astra Police (.38S Revolver)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

AT 2000 Series

Swiss 9mm Double-Action Autoloader Pistol

The AT 2000 is an advanced derivative of the Czech CZ 75, produced under license by Sphinx in Switzerland. The AT 2000 incorporates dozens of modifications and improvements to the basic CZ design, resulting in what is essentially a new and thoroughly modern design.



The AT 2000's frame is a lightweight alloy, while the barrel and slide are forged steel. Controls are ambidextrous, and an automatic firing pin safety is standard. There is no decocking lever on standard models, which is unusual for a modern pistol; however, one is available as an optional extra.

Variants: A whole series of pistols are derived from the basis AT 2000 design. There are full size (AT 2000 S), compact (AT 2000 P), and subcompact (AT 2000 H) models. There is also an AT 2000 PS Police Special model, which is optimized for law enforcement use. This incorporates the short barrel and slide of the AT 2000 P with the large frame of the AT 2000 S, combining short overall length with high-magazine capacity.

Who Uses It: The AT 2000 PS Police Special is in police service in Belgium, Switzerland, and Venezuela.

d20 Modern Rules: The AT 2000 P grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

AT 2000 S and AT 2000 PS (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

AT 2000 P (9mm Autoloader)

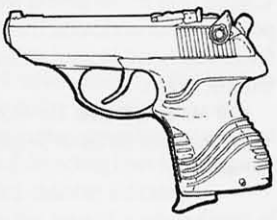
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

AT 2000 H (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Baikal 441

Russian .25 ACP Double-Action Autoloader Pistol



With the end of the Cold War, many Russian arms manufacturers found themselves in jeopardy. The government contracts that had sustained them for decades were drying up, and the onset of capitalism meant they had to suddenly compete to survive. The Izmash Company looked to the large American market and decided to introduce a new design especially for it. The result was the Baikal 441, an export version of the PSM autoloader pistol chambered for the .25 ACP (Automatic Colt Pistol) cartridge.

The Russian designers studied American gun control laws and designed the 441 to be completely compatible with them. In addition to the new caliber, it features wooden grips, a loaded chamber indicator, and adjustable target sights. Unfortunately, the tough new import restrictions imposed on firearms in the mid-1990s closed the door on the Baikal before it could even get off the ground.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Tiny
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

Baikal 442

Russian 9mm Autoloader Pistol



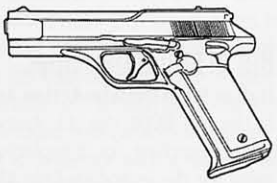
Like the Baikal 441, the Baikal 442 was another attempt by Izmash to introduce a Russian-designed autoloader pistol to the U.S. market. Despite the fact that it was a solid and affordable design, it too ran aground due to the changes in gun control laws in the mid-1990s.

The Baikal 442 is a derivative of the Makarov PMM, which features a heavier slide and minor redesign of the frame and trigger guard. It was produced in both the 9mm Makarov and 9mm Parabellum calibers. Like the Makarov, it was a lightweight and practical design, compact in size and reliable in operation.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Benelli Model B-76

Italian 9mm Double-Action Autoloader Pistol



The B-76 is a unique and clever design, incorporating a moving breechblock housed in a subframe within the slide. Though designed as a police and military weapon in the late 1970s, the Benelli B-76 was never adopted by any official service. The main reason for the lack of interest was the absence of a decocking lever: the B-76 must be decocked with the trigger, which can lead to unintended firing. The firearm was available commercially, but disappointing sales and the lack of any major government contracts led to its cancellation after a few years.

Variants: The MP3-S is a special version that is optimized for precision match shooting, incorporating an accurized barrel and specialized target grips. The B-76 is also available in a variety of common pistol calibers.

d20 Modern Rules: Due to its high quality of manufacture, the MP3-S is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Benelli Model B-76 (9mm Autoloader)

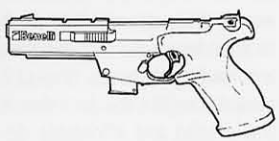
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Benelli MP3-S (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Benelli MP95

Italian .22 Single-Action Autoloader Target Pistol



The Benelli MP95 is representative of a range of highly sophisticated target pistols produced by Benelli of Italy. Designed to provide superior accuracy, they are sold for sporting use worldwide.

The MP95 is built around a straightforward blowback-operating mechanism. Its operating mechanism's relative simplicity belies the extensive engineering that has gone into its design. All components of the MP95 are precision crafted by skilled machinists. The lacquered wooden grips are ergonomically engineered to give a consistent and firm hold, allowing the shooter to properly align the weapon for every shot. So as not to interfere with the shape of the sharply angled shooting grip, the MP95 is fed by a small 6-round magazine located just forward of the trigger guard.

Who Uses It: The MP95 is an expensive and highly specialized design, used by top-level target pistol competitors.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 6 box
Size: Medium
Weight: 2 lb.
Purchase DC: 19
Restriction: Lic (+1)

Beretta M9 Mil-Spec

Italian 9mm Double-Action Autoloader Pistol



In the late 1970s, the U.S. Army began searching for a replacement for the legendary Colt .45 M1911A1, an excellent design that had served for over fifty years. The U.S. needed a 9mm model to conform to NATO ammunition standards. It conducted an exhaustive series of trials that studied all current designs. After years of testing, it settled on the Beretta Model 92 as the new U.S. military service pistol. After a few minor modifications, the weapon entered service as the M9.

Changes to the basic Model 92 design include a redesigned grip and a magazine with an extended shoe to provide a better hold. The trigger guard was reshaped to support a two-handed firing stance. A lanyard ring was added to the base of the butt. The magazine catch was moved and redesigned for ambidextrous use. An overall matte black Teflon finish was applied to prevent wear and corrosion. In all other respects, the M9 operates identically to the basic Model 92.

Variants: The M9-pattern Beretta is available in a variety of finishes, including nickel and stainless steel. A target version with a heavier barrel is also produced.

Who Uses It: The M9 became the U.S. military service pistol in 1980 and still serves in that capacity to this day. More than 300,000 units have been purchased by the U.S. military and distributed to all four branches, as well as the Coast Guard. Gaining the U.S. military as a customer was the best possible endorsement for Beretta and directly led to further widespread sales to police and military customers worldwide. Among other users, the M9 is the standard side arm of the French Gendarmerie Nationale.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Beretta Model 84 Series

Italian Double-Action Autoloader Pistols



The Italian firm of Beretta is one of the oldest companies still in existence and can trace its lineage back to the Middle Ages. Since World War II, it has become known for producing a popular series of autoloader pistols featuring a distinctive, open-frame slide.

In the mid-1970s, Beretta established the modern incarnation of this line with a series of pistols in different calibers. The Model 84, chambered in .380 ACP (Automatic Colt Pistol), is a representative. It operates on a simple blowback system. The firing pin is designed with a spring resisting the firing movement; only a sharp blow from the hammer will overcome this resistance and fire the weapon. This lets the hammer drop slowly so the user can safely carry the firearm while it is loaded.

The Model 84 was designed to use a high-capacity double-stacked magazine. It can be readily disassembled without tools, making maintenance easy.

Beretta autoloaders are popular worldwide. They are simple and reliable to shoot and easy to maintain. The Beretta is a serious and practical pistol.

Variants: Beretta produces a number of pistols based on the same basic design. Additional features, such as decockers, loaded chamber indicators, or single-action-only triggers, are generally incorporated. The Model 85 is another .380 caliber variant, using a smaller single-stacked magazine for a slimmer grip. The Model 87 is a similar version, chambered in .22.

Who Uses It: The Beretta Model 84 and 85 are widely used by police agencies worldwide. The .22 caliber Beretta autoloaders were favored by Israeli Mossad hit teams operating worldwide against terrorist targets.

d20 Modern Rules: The Model 85 and Model 87 each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Beretta Model 84 (.380 Autoloader)

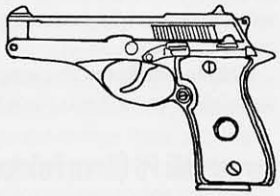
Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Beretta Model 85 (.380 Autoloader) and Beretta Model 87 (.22 Autoloader)

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Beretta Model 86

Italian .380 ACP Double-Action Autoloader Pistol



The Model 86 is similar to other Beretta pistol designs, except that it employs a tip-up barrel. The tip-up barrel pivots around a hinge located just below the muzzle. With the barrel open, the firing chamber is exposed, almost like on a break-open shotgun. This makes cleaning easy, because the barrel can be swept out without dismantling the weapon. It also allows an extra cartridge to be loaded into the chamber after a full magazine has been inserted.

The Model 86 uses overall steel construction throughout. It is available in a variety of finishes, and the grips can be either plastic or wood.

d20 Modern Rules: Placing an extra round in the chamber of this weapon is a move action rather than a full-round action (see Chambered Rounds, near the start of this chapter).

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Beretta Model 92

Italian 9mm Double-Action Autoloader Pistol



The Model 92 is the 9mm counterpart to the 1970s-era Model 84 series (see above). Its outward appearance is similar to the smaller Beretta designs. Because of the more powerful chambering, however, the action had to be reworked to accommodate the greater firing pressures. Instead of a simple blowback mechanism, the Model 92 is recoil-driven, using a falling block to disengage the barrel from the slide during the firing cycle.

The Beretta Model 92 operates in the conventional fashion. It features a double-action trigger and decocking lever for safe carrying. The extractor serves as a loaded-chamber indicator.

Variants: The Model 92 forms the basis of a whole family of large-frame pistols. It is available in a variety of finishes and grip arrangements. The Model 92F features a manual safety, while the Model 92G has none, relying on the internal firing pin disconnect. The Model 92D is double-action only.

In addition to these variants, compact versions are available for concealed carry, and sporting models are available for practical pistol competition shooting.

Who Uses It: The Beretta Model 92 series is used by both the Italian armed forces and police. It has been sold in huge numbers worldwide and built under license in several countries, including the U.S. and Egypt.

d20 Modern Rules: The Model 92 Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Beretta Model 92 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Beretta Model 92 Compact (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Beretta Model 93R

Italian 9mm Select-Fire Machine Pistol



The Model 93R is a progressive development of an earlier design, the Beretta 951R. Though externally similar to the large-frame Model 92 series, the 93R has a highly unusual feature—a three-round burst setting. This gives impressive firepower for close-in fighting, but controllability of such a small weapon is dubious at best. The Model 93R is perhaps best suited for suppressive fire, since accurate burst shooting is difficult. In any case, a double-action semiautomatic setting can also be selected for individual shots, if desired.

To improve controllability, the Model 93R features a fold-down metal foregrip to permit a two-handed hold. The trigger guard is enlarged, permitting the thumb of the nonshooting hand to hook through it. A folding metal shoulder stock can be attached to the base of the pistol grip as well. To compensate for the high rate of fire, the Model 93R features an extended 20-round high-capacity magazine.

Who Uses It: The Model 93R is in service with a number of special operations forces, both in Italy and elsewhere.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Attaching or detaching the stock is a move action. If you have a base attack bonus of +1 or higher, you can attach or detach the stock as a free action when moving. With the stock attached, this weapon is considered Large.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 20 box
Size: Medium
Weight: 3 lb.
Purchase DC: 18
Restriction: Res (+2)

Beretta Model 8000 "Cougar" Series

Italian Double-Action Autoloader Pistols



The Model 8000 is a relatively new series of service autoloaders built around a compact frame. With a fully enclosed slide, these weapons are quite different in appearance from earlier Beretta designs. Internal operation is different as well, using a rotating barrel lock at the breech. The frame is made of a lightweight alloy, while the barrel and slide are forged steel. An all-stainless steel model is also available.

Variants: The Model 8000 series is produced in a number of variants, featuring different safety catch arrangements. It is also produced in a variety of calibers. An ultracompact carry variant, the Mini-Cougar, is also available.

d20 Modern Rules: The Model 8000 Mini-Cougar grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Beretta 8000 Cougar (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Beretta 8000 Mini-Cougar (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Beretta Model 9000S

Italian 9mm Double-Action Autoloader Pistol



The Model 9000S is a state-of-the-art autoloader from Beretta. It is designed to serve as a concealed holdout pistol, as its relatively small size and rounded corners attest. The frame and slide are made of glass-reinforced polymers, with internal steel stiffeners and a forged steel barrel. The handle is covered with a wraparound rubber grip to provide a nonslip hold.

The 9000S has the same distinctive open-frame design of earlier Beretta autoloaders. It is very accurate for such a compact weapon, with a slightly barrel-heavy balance to help counter recoil. Controls are standard, including both a manual safety catch and a decocking lever. The double-stacked magazine is able to hold 12 rounds, an impressive quantity for so small a frame.

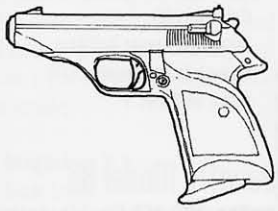
Variants: The Model 9000S is produced in both the 9mm Parabellum and .40 Smith & Wesson (S&W) calibers.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Bernardelli P6

Italian 9mm Double-Action Autoloader Pistol



The P6 is a compact pistol designed for concealed carry. It is similar in design and operation to the Walther PP, which Bernardelli once produced under license. It uses a locked breech, permitting the use of full-powered 9mm Parabellum ammunition.

Variants: The P6 is produced in a variety of other calibers, including .32 ACP and .380 ACP. The P8 is a slightly modified variant, with additional redundant safety devices, that is intended for sale on the U.S. market.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Bernardelli P6 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Bernardelli P6 (.32 Autoloader and .380 Autoloader)

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Bernardelli P.ONE

Italian Double-Action Autoloader Pistol



The P.ONE is a family of modern large-frame autoloader pistols from Bernardelli. The action operates on a breech-locking block. It features overall forged steel construction with synthetic or wooden grips. Controls are ambidextrous. Multiple safety devices and a decocking lever are standard.

Variants: A whole family of P.ONE pistols is produced in a number of different calibers and finishes.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Browning Hi-Power

Belgian 9mm Single-Action Autoloader Pistol



The Hi-Power was one of the last designs by the legendary John Browning and did not enter production until 1935, several years after Browning's death. The design was perfected and produced in Belgium by the company known as FN Herstal,

which initially had a hard time selling it during the Great Depression. It eventually achieved widespread popularity and remains in widespread service to this day. Despite its age, it holds up surprisingly well when compared to more modern designs.

The Hi-Power started as an attempt to improve on another Brownffing design—the .45 caliber Colt M1911A1. It is roughly similar in configuration and arrangement. Internally, the action has been improved through a redesigned trigger system and barrel engagement mechanism.

As a safety feature, the weapon cannot be discharged when the magazine is removed. This prevents accidental firing of a round left in the chamber after the clip is ejected.

Variants: The Hi-Power is sometimes known by its alternate designations: the Model 35 or GP-35 (derived from its 1935 date of introduction). FN Herstal has improved the design slightly over the years, to keep pace with developments in technology. The Hi Power Mark 2 features new plastic grips, ambidextrous controls, and a matte finish. The Hi Power Mark 3 was produced on modern computer-driven machinery, resulting in a slightly larger and stronger frame and slide.

Who Uses It: The Hi-Power has had a long and distinguished career. It has served around the world as a police and military side arm, serving in some 55 countries. It is the standard service side arm of both Belgium and the U.K. During World War II, it saw action with both German and Allied forces. It is now being replaced by more modern designs, but it can still be found in large numbers. It is produced under license in several nations, including Argentina, Bulgaria, India, and Israel.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Bryco-Jennings Model 59

American 9mm Double-Action Autoloader Pistol



Bryco is one of a number of arms makers in California producing inexpensive pistols for civilian sale throughout the U.S. Typical of the range is the Model 59, which is one of the cheapest 9mm autoloaders on the market. Even brand new, it sells for just a fraction of the price of a used Glock or Berretta. Unfortunately, its low price also reflects its quality. Its short, crudely made barrel makes it highly inaccurate. The Model 59 is also notoriously unreliable.

These drawbacks make Bryco pistols universally despised among skilled shooters. In spite of this, Bryco is one of the largest gun producers in the U.S. The extremely low cost of the Model 59 gives it considerable popularity, especially among street criminals. U.S. government statistics have shown that the Bryco pistols are among the most common weapons used in crime. This has further harmed the Model 59's reputation, leading many to consider it little more than a "crime gun" with no legitimate use or purpose. The widespread availability and marketing of ultra-low-cost pistols such as this has led many U.S. cities to sue gunmakers on the grounds that the gunmakers knowingly flood the black market with weapons for criminals—the latest salvo in the ongoing gun control debate.

The Model 59 features steel construction throughout and has a simple, slab-sided appearance. Production quality is poor. The sights are rudimentary. The grips are made of cheap plastic, and little effort has been made toward ergonomic shaping. The trigger guard is shaped for a two-handed firing grip.

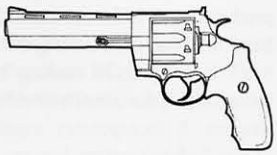
Variants: The basic Bryco action is available in a range of calibers and frame sizes. The Model 48 is a similar pistol, produced in a number of calibers including .380 ACP.

d20 Modern Rules: This weapon is unreliable.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Colt Anaconda

American .44 Magnum Double-Action Revolver



Colt was a relative latecomer to the field of .44 Magnum revolvers. It was not until 1990, long after S&W and Ruger had popularized the caliber, that Colt introduced its own design. This was the big Anaconda, which was essentially a scaled-up Python (see below). Named for the world's largest snake, it is a truly massive weapon, with a beefed-up frame to withstand the firing pressures of the powerful round. It features the same careful hand finishing and attention to detail found on the Python. Its full-length ejector shroud gives it a slightly nose-heavy balance to counteract muzzle climb. As with the 1980s-era King Cobra, it uses wraparound rubber grips instead of wood.

Variants: The Anaconda is produced in a variety of barrel lengths. The 4-inch barrel is one of the shorter models, giving good performance while keeping size and weight within moderate limits. The 8-inch barrel is much longer. This improves performance, though it makes for an exceptionally large and heavy weapon.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Colt Anaconda 4-inch (.44 Revolver)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Colt Anaconda 8-inch (.44 Revolver)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 17
Restriction: Lic (+1)

Colt Delta Elite

American 10mm Single-Action Autoloader Pistol



The Colt Delta Elite is little more than the standard M1911A1 pistol rechambered to fire the 10mm autoloader cartridge, which was briefly popular in the 1980s. It is identical in appearance and operation to the ordinary M1911A1, which facilitates training for those shooters already familiar

with the Colt Government model. It can be identified by its rubber grip, which features red triangle insignias.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Colt King Cobra

American .357 Magnum Double-Action Revolver

The King Cobra is a .357 Magnum revolver from Colt. It is generally similar to the Python but is mass produced and lacks the careful hand finishing. As a result, it is much less expensive, making it more suitable for use as a service weapon. It incorporates many of the Python's better features, including the barrel rib and full-length ejector shroud. Contoured rubber grips are standard.



Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Colt M1911A1

American .45 ACP Single-Action Autoloader Pistol

The Colt M1911A1 is one of the most enduring autoloader pistol designs of all time. Designed by John Browning in the early 1900s, it was adopted by the U.S. Army in 1911 as the M1911. After experience in World War I, a number of minor improvements were made to the basic design, resulting in the M1911A1 of 1926. The M1911A1 remained in U.S. service until the 1980s, when NATO standardization resulted in a switch to the 9mm Beretta M9. The change was controversial, because many feel that, despite its age, the M1911 is the superior pistol.



The M1911 is chambered in .45 ACP (Automatic Colt Pistol), a round developed a century ago to give pistols more stopping power. The biggest downside to the .45 round is its relatively low speed, which makes it less effective against body armor than the smaller and faster 9mm Parabellum. It is also a big cartridge; it generates a lot of recoil and takes up a lot of room in the magazine, resulting in relatively low capacity.

The action of the M1911 was the first use of Browning's cam-actuated locked-barrel design. This mechanism was widely copied and was later used in the FN Hi-Power pistol, which was also designed by Browning. Simple in concept and reliable in operation, it is an excellent system for an autoloader pistol. The trigger is single-action, and there is no decocking lever. There is a slide lock to hold the action open when the last round is fired, speeding the reloading process. A single-stacked 7-round magazine feeds into the pistol grip.

The M1911A1 uses a slide-locking safety catch. There is also a grip safety to prevent accidental firing if the weapon is dropped. As an additional safety feature, the weapon cannot be fired if it is pressed firmly against an object.

Today, Colt no longer makes the M1911. A number of other manufacturers, who produce a wide variety of different models, have taken over production. These range from simple and inexpensive mil-spec models up to highly sophisticated (and costly) custom "race guns" for practical competitive shooting.

Variants: The M1911 has been produced under license worldwide. During World War II, it was made in huge numbers by dozens of different manufacturers. Though most of these pistols follow the U.S. Government military-specified standard, a number of custom variants have grown up. See below.

Who Uses It: The M1911 has been used by U.S. forces in every conflict since the 1916 Mexican Punitive Expedition. It earned a solid reputation for its rugged dependability and stopping power and was well liked by American troops. Even after its replacement by the more advanced Beretta M9, many still prefer the M1911A1, and it remains in use in a number of special operations units.

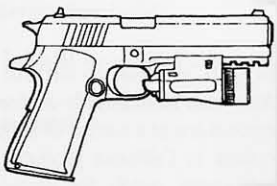
Overseas, the M1911 has been widely adopted as a police service pistol and for sporting or target shooting use, as well as a military side arm. Though it has been largely eclipsed in recent decades by more modern designs, it can still be found worldwide.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Colt M1911A1 Custom Models

American .45 ACP Single-Action Autoloader Pistols

The popularity and widespread availability of the Colt M1911A1 have made it a popular choice among competitive pistol shooters. This has led to a booming business in custom M1911s, developed by a number of specialty gunsmiths. Many of the major manufacturers produce several different models that vary in production quality, features, and cost.



Springfield Armory is one of the largest producers of M1911s today. It makes dozens of different models, ranging in price from just a couple hundred dollars up to several thousand depending on features and manufacturing quality. One model, the Operator, features a standard accessory rail machined into the underside of the frame, just forward of the trigger guard.

Among other producers, Kimber is a smaller company that makes high-quality pistols in relatively small numbers. Les Baer is a custom shop turning out specialized M1911s to customers' exact specifications. Robar is another small specialty shop, better known for its custom rifles, that also produces M1911s. Para Ordnance is a Canadian firm making high-quality M1911 variants designed to use high-capacity double-stacked magazines, holding up to 14 rounds of ammunition.

Variants: Though all use the basic M1911 action, these custom models vary greatly in specific features, production quality, and cost. Virtually any price and quality level is available, depending on the user's preference.

Who Uses Them: Custom M1911s are popular with sportsmen and with some special operations units.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 14 box
Size: Small
Weight: 4 lb.
Purchase DC: 16
Restriction: Lic (+1)

Colt Mark III Series Revolvers

American .38 Special Double-Action Revolvers



After World War II, Colt found that the demand for military small arms had largely dried up. Huge wartime surplus stocks of pistols eliminated the demand for new weapons. In response, Colt shifted gears to produce service revolvers for the law enforcement market.

The Mark III series police service weapons, introduced in the 1960s, were meant to be cheaper and easier to produce than earlier designs while retaining the high standard of quality associated with Colt. A series of pistols were produced with various barrel lengths and calibers, designed to meet a wide range of law enforcement needs. They were given various names evocative of police service, such as Detective Special, Undercover, Lawman, and Agent.

The Trooper was the original design in the Mark III series and is a representative example. It featured a 4-inch barrel and stainless steel construction and was chambered in either .357 Magnum or .38 Special. Sturdy and reliable, it was very popular with police officers.

Who Used It: The Mark III Trooper could be found in police service throughout the U.S. during the 1960s and 1970s.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Colt Mark V Series Revolvers

American .38 Special Double-Action Revolvers



The Colt Model III series sold very well to police users, but by 1980, it was beginning to show its age and was facing competition from newer designs from other manufacturers. Colt responded with the Mark V series, a new range of service revolvers designed to improve on the Mark III's legacy.

The Mark V revolvers incorporated a number of modifications to the firing mechanism, leading to improved reliability and a smoother trigger pull. The hammer arc was shortened, reducing lock time. A barrel rib was added to aid rapid sighting. The grips were redesigned to provide a surer hold.

Who Uses It: The Mark V Trooper was widely issued to police departments in the 1980s.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Colt Mustang

American .380 ACP Single-Action Autoloader Pistol

The Mustang is a scaled-down version of the Colt M1911 pistol, popular as a backup weapon for police officers. The slide and frame are considerably shortened, resulting in a compact package that is well suited to concealed firearms. The corners have been rounded to prevent snags. The Mustang is chambered in the .380 ACP (Automatic Colt Pistol) cartridge, which is easier to control in the smaller frame than the M1911's large .45 caliber round. Its control layout is identical to the full-size M1911, meaning that users who are familiar with the standard Colt autoloader can easily transition to the Mustang.



Who Uses It: The Mustang is widely used by law enforcement as a backup pistol.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Colt Python

American .357 Magnum Double-Action Revolver



The Python is a big .357 Magnum revolver in the Colt range. Conventional in appearance and operation, it is built to an exacting quality standard, carefully assembled and finished by hand. It is one of the most popular .357 revolvers in use, well liked by law enforcement personnel and competition shooters.

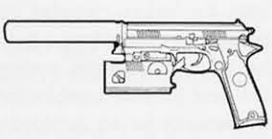
The Python can be recognized by its ventilated barrel rib and full-length ejector shroud, which give it a slightly barrel-heavy balance that resists muzzle climb. The hammer has a short arc that minimizes lock time and further improves accuracy. Adjustable sights are standard. Pythons are available with either checkered wooden or rubber grips.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Colt SOCOM

American .45 ACP Double-Action Autoloader Pistol



When the U.S. Special Operations Command (SOCOM) announced a competition for a new service pistol in the early 1990s, Colt's long history with producing military weapons made the company a natural choice. It submitted a weapon system based on an advanced derivative of the classic M1911 pistol. Though it ultimately lost out to the Heckler & Koch design, the Colt SOCOM is still a highly advanced and capable system. Since then, Colt has continued its development, hoping to find a customer for it.

The Colt SOCOM is built around a modified and upgraded pistol

derived from the M1911, to which it bears a superficial resemblance. Internally, the operation is similar, with a number of improvements. The dropping-barrel locking system is replaced with a new rotating-barrel design, and a double-action trigger mechanism is fitted. The Colt SOCOM is constructed entirely from stainless steel and given a protective finish. The grip holds a single-stacked 10-round magazine.

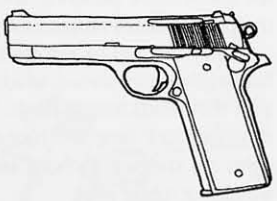
The barrel features a large muzzle brake. For special operations use, the Colt SOCOM can be fitted with a special suppressor. It has a slide lock to eliminate mechanical firing noise. A combination laser sight and illuminator can be attached under the frame; the laser-aiming dot can be projected in either visible or infrared light.

d20 Modern Rules: When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a successful Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition, this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide lock is employed, the DC to hear the silenced weapon increases by 5, but the weapon's rate of fire becomes single shot.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 4 lb.
Purchase DC: 16
Restriction: Lic (+1)

Coonan Pistol

American .357 Magnum Single-Action Autoloader Pistol



The Coonan Pistol is essentially just the Colt M1911A1 chambered to fire the powerful .357 Magnum round. This is a cartridge more typically associated with revolvers, and the Coonan required extensive redesign to produce an effective pistol. It is a large and bulky weapon that closely resembles the M1911A1 in appearance and operation. Many Coonan Pistols feature a large muzzle brake to help reduce the recoil of firing.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

CZ 75

Czech 9mm Double-Action Autoloader Pistol



This pistol was designed and produced for export with the 9mm Parabellum cartridge. Its designers borrowed from a number of existing designs, seeking the best possible combination of elements for an autoloader design. By all accounts, they succeeded admirably. The CZ 75 is an accurate and dependable pistol and has proven popular worldwide. It has been sold in large numbers and licensed copies have been made in Italy, Switzerland, the U.K., and the U.S.

The CZ 75 uses a modified version of the Browning action. It features metal construction with either walnut or plastic grips. It is manufactured to a high standard and functions reliably, even under adverse conditions.

Variants: The CZ 75 has been very popular, and a large number of variant models have emerged over the years, including a compact model.

An automatic version was produced during the 1970s. Early models featured a longer barrel with heavy muzzle brake, though this feature was later dropped. Extended 25-round magazines were available to increase capacity. A spare magazine could be clipped upside down under the slide, serving as a forward handgrip.

The CZ 75 is also produced in a .40 caliber version.

Who Uses It: The CZ 75 was never adopted by the Czech armed forces, though it is in service with Czech police. It was widely exported and adopted as a service pistol by a number of Western countries.

d20 Modern Rules: The CZ 75 Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

CZ 75 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

CZ 75 Compact (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

CZ 75 .40 (.40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

CZ 75 Automatic (9mm Machine Pistol)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Res (+2)

CZ 85

Czech 9mm Double-Action Autoloader Pistol



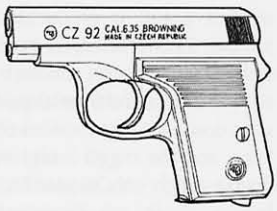
The CZ 85 is an improved version of the popular CZ 75. It is similar in general dimensions and appearance but incorporates a number of new features. The action has been slightly altered to simplify operation and improve reliability. All controls are now ambidextrous. The top of the slide is ribbed to provide a better grip when cocking the weapon.

Variants: The CZ 85 Combat, a competition-shooting mode, was also produced. This weapon features adjustable sights and a groove in the underside of the slide, permitting accessories to be fitted.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

CZ 92

Czech .25 Caliber Double-Action-Only Autoloader Pistol



The diminutive CZ 92 is a compact firearm designed for undercover use. Its small size makes it easy to conceal and carry discreetly. Chambered in .25 autoloader, it is neither accurate nor powerful, but is considered adequate for a holdout pistol.

Because it was designed to be carried for extended periods, the CZ 92 incorporates a number of features to ensure safety. The action is double-action only, meaning that unless the trigger is pulled, the weapon cannot discharge. It also features a magazine safety, which prevents operation of the trigger if the clip is removed.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Tiny
Weight: 1 lb.
Purchase DC: 14
Restriction: Lic (+1)

CZ 97B

Czech .45 Caliber Double-Action Autoloader Pistol



The CZ 97B is a .45 caliber autoloader pistol developed for the U.S. market. It uses a conventional short-recoil system of operation and can be used in either single- or double-action mode. It incorporates redundant safety systems and features a loaded-chamber indicator to warn the user that the weapon is ready to fire. A double-stacked, 10-round magazine is standard.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

CZ 100

Czech Double-Action-Only Autoloader Pistol



The high-tech CZ 100 is a new design from CZ (Ceska Zbrojovka), incorporating a number of advanced features found on other latest-generation autoloaders. The frame and housing are made from high-impact plastics. It uses a modified version of the Browning Hi-Power's cam action. The CZ 100 operates in double-action-only mode, permitting it to be carried safely while loaded.

There is a small hook on the top of the slide, immediately behind the shell ejection port; this can be pushed against a hard surface to let the shooter work the action to cock the pistol with only one hand. An accessory rail is located under the barrel. CZ produces a range of accessories specifically for use with the CZ 100, including a laser sight and illuminator.

Variants: The CZ 100 is also available in .40 S&W. The CZ 101 is a compact-firearm version. It is identical to the CZ 100 in all respects except for size and the CZ 101 is designed to take lower-capacity single-stacked magazines (6 rounds in .40 or 7 rounds in 9mm).

d20 Modern Rules: The CZ 101 grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

CZ 100 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

CZ 100 (.40 S&W Autoloader)

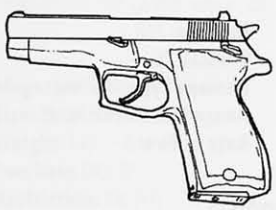
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

CZ 101 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

Daewoo DP51 Mark II

South Korean 9mm Double-Action Autoloader Pistol



The DP51 Mark II is a high-quality autoloader designed for use as a military or police service weapon. It operates as a double-action with a delayed blowback firing mechanism and a lightweight aluminum-alloy frame. The most interesting feature of the DP51 is the trigger, which uses a special patented mechanism. This mechanism reduces the trigger pull necessary for double-action shooting to essentially the same level as a single-action pistol, allowing shorter pulls and facilitating aiming while still allowing the pistol to be carried with a loaded chamber and in relative safety.

Variants: The DP51 design is also available in .40 S&W (designated the DH40 Mark II) or .45 ACP (the DH45 Mark II). A compact-carry version, the DP51C Mark II, has also been produced; this version uses a smaller 10-round magazine.

Who Uses It: The DP51 Mark II is in service with the South Korean armed forces.

d20 Modern Rules: The DP51C grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Daewoo DP51 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Daewoo DP51C (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Desert Eagle

Israeli .50 AE Double-Action Autoloader Pistol



The massive Desert Eagle is an autoloader developed to fire the largest pistol cartridges. Originally chambered in .357 Magnum, it earned overnight notoriety in 1991 when a .50 caliber version appeared. Previously, such high-powered cartridges had been largely limited to use in revolvers; the Desert Eagle broke new ground in firearm design.

The action uses an unusual gas-powered semiautomatic system, more like that of a rifle or submachine gun than a pistol. The weapffon is large and heavy, so it can absorb the tremendous firing stresses and recoil. The Desert Eagle is a massive and bulky weapon, too large for all but the biggest holsters. The safety catch is ambidextrous. An adjustable trigger is available for target shooting.

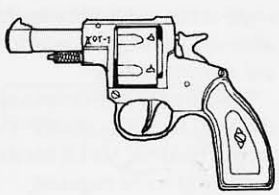
Variants: The Desert Eagle is available in a variety of high-powered pistol calibers.

Who Uses It: The Desert Eagle is too large and awkward to be practical as a military or police service weapon. Its high-powered chambering makes it well suited for hunting large game. Its fearsome reputation has made it popular among collectors as well.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 9 box
Size: Medium
Weight: 4 lb.
Purchase DC: 18
Restriction: Lic (+1)

DOG-1

Russian 12.5mm Double-Action Revolver



The DOG-1 is a large-bore revolver from Russia. Produced by MOLOT, it appears to be primarily intended for use by internal security troops. Like the Udar and Gnom revolvers, it uses modified 32-gauge shotgun shells and can fire a variety of different specialty rounds. It was probably a competitor for whatever Russian government contract spawned the other big-caliber Russian revolver designs that are now on the market.

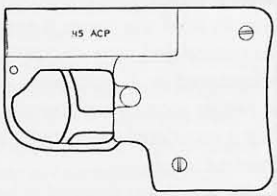
The DOG-1 is conventional in design and operation. Its short barrel makes it suitable as a concealed firearm, despite its overall bulk.

d20 Modern Rules: The DOG-1 grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Downsizer Mini Pistol

American .45 ACP Single-Shot Holdout Pistol



The tiny Downsizer is one of the smallest pistols in production. Just over 3 inches in length, it can easily fit into a pocket undetected. The internal hammer always stays down until the moment of firing, and the trigger works in double-action-only mode. This feature allows the Downsizer to be carried safely while fully loaded and ready to fire at a moment's notice—a handy feature in a weapon designed for use in emergencies.

The Downsizer has no magazine and holds only a single shot. The barrel tips up, exposing the breech and allowing a round to be loaded. There is no extractor; when the shot is fired, the shooter opens the barrel and removes the spent cartridge case by hand.

Variants: The Downsizer is produced in a variety of calibers, including .40 S&W, 9mm Parabellum, and .357 Magnum.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Although this weapon has an internal magazine, loading the weapon is a move action instead of a full-round action.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Tiny
Weight: 1 lb.
Purchase DC: 14
Restriction: Lic (+1)

Drel

Russian 5.45mm Double-Action Autoloader Pistol



The Drel is a new service pistol developed for an MVD (Russian Ministry of Internal Affairs) requirement. It is derived from a popular target pistol design, the .22 caliber Margo. Like a number of other recent Russian autoloaders, the Drel is rechambered to fire the 5.45mm cartridge used by the PSM. Operation is based on a simple blowback system. The Drel features overall steel construction with contoured synthetic grips.

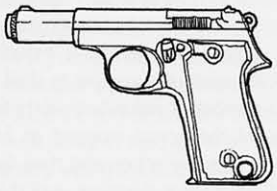
Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

Falcon 400

Spanish .32 ACP Single-Action Autoloader Pistol

Originally introduced in the 1920s, the Falcon is the pistol that made Astra famous. Its distinctive appearance, with its protruding cylindrical barrel and undersized slide, make it readily recognizable. The

Falcon 400 is the only remaining version still in production today. It is a simple blowback design, chambered for low-powered autoloader cartridges. This makes it both controllable and very durable. It is capable of functioning reliably despite harsh treatment. It is also compact enough to be easily and discreetly carried. Its biggest drawback is its low power, which limits its use as a combat pistol.



Variants: The Falcon is also available in .380 ACP.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

FEG Model P9R

Hungarian 9mm Double-Action Autoloader Pistol

The FEG Model P9R is an advanced derivative of the Browning Hi-Power. It is fitted with a double-action trigger and a firing-pin safety that blocks operation of the hammer; the action is otherwise unchanged from the original Browning design. A sighting rib runs along the slide to aid in rapid target engagement.



Variants: The P9R is available in either steel or alloy-framed versions. A left-handed model, with all controls suitably arranged, is also available.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 14 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

FN BDA Series

Belgian 9mm Double-Action Autoloader Pistol

As its name suggests, the Fabrique Nationale BDA (Browning Double Action) is a double-action pistol derived from the earlier Hi-Power design. The BDA features a new trigger system and an ambidextrous hammer-decocking lever, allowing the weapon to be loaded and then safely decocked for carrying. To fire the weapon, the trigger first cocks the hammer back and then releases it. After firing, the weapon stays cocked, and the second and subsequent shots are fired as single-action.



Variants: There is a double-action only, the BDAO (Browning Double-Action-Only), which is aimed primarily at the law enforcement market. Both the BDA and BDAO are available in a number of different calibers.

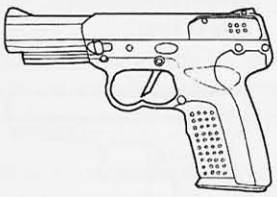
Who Uses It: The BDA is in service with the Belgian armed forces. It has been widely exported as well.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 14 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

FN Five-seveN

5.7mm Double-Action Autoloader Pistol

This innovative design from Fabrique Nationale fires the 5.7mm-necked cartridge developed for the P90 personal defense weapon (PDW). This is a very high-velocity, high-powered cartridge for a pistol. Despite the length of the cartridge, the grip is a reasonable size and holds a double-stacked, 20-round, high-capacity magazine. In addition, the action efficiently controls recoil, bringing levels down to less than that associated with most 9mm pistols. The delayed-blowback action is fairly complex but surprisingly efficient and reliable in actual use. The Five-seveN operates in double-action-only mode, allowing it to be carried safely until the moment of firing.



The entire weapon is housed in an ergonomically designed polymer shell. The prominent bulged trigger guard is a distinctive identifying characteristic. Many of the Five-seveN's internal components are made from steel.

The Five-seveN can be purchased with a suppressor. (With the suppressor, the Five-seveN has a purchase DC of 20 and a restriction rating of Res [+2].) An accessory rail under the barrel permits the use of special sights or illuminators.

Variants: A slightly longer barrel can be substituted as needed; this is threaded to accept a screw-on sound suppressor.

d20 Modern Rules: When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a successful Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition, this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 20 box
Size: Small
Weight: 1 lb.
Purchase DC: 19
Restriction: Lic (+1)

FN Forty-Nine

Belgian 9mm/.40 S&W Double-Action-Only Autoloader Pistol

The FN Forty-Nine is a modern police service autoloader. As its name suggests, it is produced in two popular calibers, both 9mm Parabellum and .40 S&W. The action is derived from the familiar Browning cam-actuated dropping-barrel system, with which Fabrique Nationale has long experience. It uses a double-action-only trigger mechanism to enable it to be safely carried.



The pistol is made with a steel slide and a composite frame that is well shaped for a secure firing grip. Its overall smooth

shape and enclosed hammer make it ideally suited to fast draw without catching on clothes or equipment. The base of the magazine is shaped to mate seamlessly with the pistol grip, extending the gripping surface. The front of the frame features an accessory-mounting slot, suitable for attaching a laser sight or an illuminator.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)



Glock 17



Glock 18



Glock 26

Glock Pistols

Austrian Trigger-Safety Action Autoloader Pistols

The Glock family of pistols first emerged in the early 1980s and has proven extremely successful, being particularly popular with law enforcement. The Glock was the first design to make extensive use of synthetic materials in its construction, which led to a widespread (if ignorant) outcry that this so-called "plastic gun" would be undetectable by airport metal detectors—a groundless claim, since many internal components (such as the barrel) are made of steel.

The Glock's action is entirely enclosed within an ergonomically contoured composite shell. The internal mechanism contains a number of redundant safety features. The action is disengaged until the actual moment of firing. Squeezing the trigger both engages the action and then fires a round. Because of this, the Glock cannot discharge until the trigger is squeezed, making it an extremely safe weapon to carry. At the same time, there is no need for any safety catches or other controls, which can slow response time. This combination of safety and speed has made it popular with law enforcement.

The standard design in the extensive Glock range is the Glock 17, chambered in 9mm Parabellum. The Glock 17 entered service with the Austrian Army in 1983, where it was designated the P80.

A range of variants and derivatives are also available in a number of different configurations and calibers. The model 17L has a longer slide and barrel and is intended for target shooting. The model 17C incorporates an integral muzzle brake.

The model 18C is a select-fire version, capable of automatic fire. It is often fitted with an extended 25-round magazine.

The model 19 and model 19C are compact versions designed for concealed-firearm use.

Glocks have been produced in a number of different calibers. The model 20 is chambered to fire the 10mm cartridge. The model 21 is chambered in .45 ACP (Automatic Colt Pistol). The model 25 fires the .380 ACP round.

The models 22, 23, and 24 are chambered in .40 S&W and are standard, compact, and long-barrel compensated variants, respectively. The models 31, 32, and 33 are the same, except that they are chambered for the .357 SIG cartridge.

There are also a number of ultracompact models even smaller than the model 19 designs, known as "Baby Glocks." They include the model 26, in 9mm; the model 27, in .40 S&W; the model 28, in .380 ACP; the model 29, in 10mm; and the model 30, in .45 caliber. Also available is the Glock 36 in .45 caliber, which features a single-stack slim-line configuration to make it even smaller.

The Glock 34 (in 9mm) and Glock 35 (in .40 caliber) are special

TABLE 1–1: GLOCK PISTOLS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Glock 17 (9mm autoloader)[1]	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 17C (9mm autoloader)[1]	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 17L (9mm autoloader)[1]	2d6	20	Ballistic	40 ft.	S	17 box	Med.	2 lb.	18	Lic (+1)
Glock 18C (9mm machine pistol)[1]	2d6	20	Ballistic	30 ft.	S, A	25 box	Small	2 lb.	20	Res (+2)
Glock 19 (9mm autoloader)[1]	2d6	20	Ballistic	30 ft.	S	15 box	Tiny	2 lb.	18	Lic (+1)
Glock 19C (9mm autoloader)[1]	2d6	20	Ballistic	20 ft.	S	15 box	Tiny	2 lb.	18	Lic (+1)
Glock 20 (10mm autoloader)[1]	2d6	20	Ballistic	40 ft.	S	15 box	Small	2 lb.	18	Lic (+1)
Glock 21 (.45 autoloader)[1]	2d6	20	Ballistic	30 ft.	S	13 box	Small	2 lb.	18	Lic (+1)
Glock 22 (.40 S&W autoloader)[1]	2d6	20	Ballistic	30 ft.	S	15 box	Small	2 lb.	18	Lic (+1)
Glock 23 (.40 S&W autoloader)[1]	2d6	20	Ballistic	20 ft.	S	15 box	Tiny	2 lb.	18	Lic (+1)
Glock 24 (.40 S&W autoloader)[1]	2d6	20	Ballistic	40 ft.	S	15 box	Med.	2 lb.	19	Lic (+1)
Glock 25 (.380 autoloader)[1]	2d4	20	Ballistic	30 ft.	S	15 box	Small	2 lb.	18	Lic (+1)
Glock 26 (9mm autoloader)	2d6	20	Ballistic	20 ft.	S	10 box	Tiny	2 lb.	18	Lic (+1)
Glock 27 (.40 S&W autoloader)	2d6	20	Ballistic	20 ft.	S	9 box	Tiny	2 lb.	18	Lic (+1)
Glock 28 (.380 autoloader)	2d4	20	Ballistic	20 ft.	S	10 box	Tiny	2 lb.	18	Lic (+1)
Glock 29 (10mm autoloader)	2d6	20	Ballistic	20 ft.	S	10 box	Tiny	2 lb.	18	Lic (+1)
Glock 30 (.45 autoloader)	2d6	20	Ballistic	20 ft.	S	9 box	Tiny	2 lb.	18	Lic (+1)
Glock 31 (.357 SIG autoloader)[1]	2d6	20	Ballistic	30 ft.	S	15 box	Small	2 lb.	18	Lic (+1)
Glock 32 (.357 SIG autoloader)[1]	2d6	20	Ballistic	20 ft.	S	9 box	Tiny	2 lb.	18	Lic (+1)
Glock 33 (.357 SIG autoloader)[1]	2d6	20	Ballistic	40 ft.	S	13 box	Med.	2 lb.	18	Lic (+1)
Glock 34 (9mm autoloader)1	2d6	20	Ballistic	50 ft.	S	17 box	Med.	2 lb.	19	Lic (+1)
Glock 35 (.40 S&W autoloader)1	2d6	20	Ballistic	50 ft.	S	15 box	Med.	2 lb.	18	Lic (+1)
Glock 36 (.45 autoloader)	2d6	20	Ballistic	20 ft.	S	6 box	Tiny	2 lb.	18	Lic (+1)

1 This mastercraft weapon grants a +1 bonus on attack rolls.

target models for competition shooting. They feature long slides and muzzle compensators, and they fully conform to International Practical Shooting Confederation (IPSC) competition regulations.

See Table 1–1: Glock Pistols for individual weapon statistics.

Who Uses It: The Glock 17, or P80, is the service side arm of the Austrian Army. It is also in service with police in Austria, the rest of Europe, and worldwide. It has done very well in the U.S., selling to a number of local police departments and being adopted by several federal agencies. Over half a million Glocks are carried every day by police officers in the U.S. alone. Its widespread use has also led to its popularity with criminals, and it has been immortalized in popular culture.

d20 Modern Rules: Due to their high quality of manufacture, the Glock models 17, 17C, 17L, 18C, 19, 19C, 20, 21, 22, 23, 24, 25, 31, 32, 33, 34, and 35 are always considered mastercraft weapons. As such, these weapons each grant a +1 bonus on attack rolls.

The Glock models 26, 27, 28, 29, 30, and 36 each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

H&K HK4

German Double-Action Autoloader Pistol



The HK4 is an early pistol design from Heckler & Koch (H&K). It is designed to work with a variety of different cartridges with minimal modification, including both conventional centerfire ammunition and .22 rimfire ammunition. The HK4 can be readily converted to fire .380 auto, .32 ACP, .25 ACP, and .22 ammunition, as desired. Only the barrel, springs, and magazines need be changed. Because it is designed to be used with only relatively low-power ammunition, the HK4 is able to operate on a simple blowback principle.

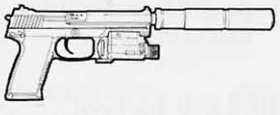
With the safety catch engaged, the trigger can be used to decock the weapon, bringing the hammer down without firing the weapon. The HK4 features an extractor that doubles as a loaded chamber indicator, which provides both visible and tactile confirmation that a cartridge is in the chamber. It is a lightweight and straightforward design, well suited to the needs of everyday carrying.

d20 Modern Rules: Converting this weapon from its existing caliber to any of the other available calibers requires a conversion kit (purchase DC 10), 1 minute, and a successful Repair check (DC 10).

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 1 lb.
Purchase DC: 15
Restriction: Lic (+1)

H&K Mk 23 SOCOM

German .45 ACP Double-Action Autoloader Pistol



This pistol was developed to meet an exacting requirement for a new service weapon for the U.S. military's Special Operations Command, from which the Mk 23 SOCOM takes its name. It is similar to the USP in both appearance and operation. It is much larger, however, with a beefier frame and long slide. It is designed to fire high-velocity .45 caliber cartridges.

The SOCOM incorporates an internal recoil dampener to reduce kick. It features an ambidextrous safety catch and a separate decocking lever. The entire weapon is protected by an advanced polymer finish, which was designed to prevent corrosion even in a harsh salt-water environment.

One requirement of the SOCOM design was that it should readily accept a number of accessories, including a clip-on laser sight and illuminator unit, that attach to grooves in the frame under the barrel. The SOCOM is also designed to use a screw-on suppressor for clandestine missions, and it has an extended threaded barrel to accept a Knights Armaments Company sound suppressor. A slide lock is also fitted to keep the moving slide from making mechanical noise when using the suppressor.

Who Uses It: The Mk 23 SOCOM is in service with the U.S. special operations command. Due to its size and bulk, however, many special ops personnel prefer other designs, and the SOCOM's use is somewhat limited.

d20 Modern Rules: When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a successful Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition, this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide lock is employed, the DC to hear the silenced weapon increases by 5, but the weapon's rate of fire becomes single shot.

The weapon's purchase DC includes the suppressor, a clip-on laser sight, and an illuminator.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Medium
Weight: 4 lb.
Purchase DC: 22
Restriction: Res (+2)

H&K P7

German 9mm Grip-Safety Autoloader Pistol



The H&K P7 is an autoloader pistol designed for law enforcement use. It features a number of safety systems that allow it to be carried safely. When loaded, the firing pin is kept uncocked until a prominent safety lever on the front of the grip is squeezed. This draws the pin back, readying the gun for firing. When the grip is released, the pin is instantly decocked. This happens so quickly that if the weapon is dropped, it will be rendered safe before it hits the ground.

The P7's magazine feeds in nearly vertically, which improves reliability. Its action uses a gas-powered semiautomatic system to delay blowback, rather than a more conventional locking mechanism. This is expensive to manufacture but gives consistent and reliable performance.

Variants: The P7 is available in high- and low-capacity versions, designated the M8 (8 bullets per magazine) and the M13 (13 bullets per magazine), respectively. It is also available in a number of other calibers.

Who Uses It: The P7 is used by German police and military forces. It has been widely exported and was adopted by a number of U.S. police forces as well.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 19
Restriction: Lic (+1)

H&K P9S

German 9mm Double-Action Autoloader Pistol



The P9S is similar in many ways to the HK4, but it is chambered for the more powerful 9mm Parabellum cartridge. The P9S uses a blowback action, delayed by roller-locks similar to those used in the G3 series of assault rifles. Though complex and expensive to manufacture, this mechanism is reliable.

The P9S features a protruding button on the back of the slide that serves as a loaded-chamber indicator. Like the HK4, it can be decocked using the trigger for safe carry with a cartridge in the chamber.

Variants: The P9S is also produced for export chambered in the.45 ACP caliber. The P9, an earlier model, is a single-action-only pistol.

Who Uses It: Though designed for military use, the P9S was unffable to find any military customers. It was adopted by the German Border Police and a number of other law enforcement agencies. It was also widely exported and produced under license in Greece.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

H&K P2000

German 9mm Double-Action Autoloader Pistol



The H&K P2000 is an advanced derivative of the USP Compact model (see below). It is intended to be a truly ambidextrous pistol, capable of left- or right-handed use without modification. It features a redesigned composite frame with improved ergonomics in the shape of the grip. The slide release is now ambidextrous. The USP's mounting groove for an illuminator is retained.

The operating mechanism is largely unchanged from the standard USP. The P2000 is available with a variety of trigger mechanisms. A decocking lever, located on the back of the slide just to the left of the hammer, is standard.

The USP's pistol grip is remarkably large and proves difficult for shooters with smaller hands. The P2000 addresses this issue with a new design. Like the Walther P99, it features exchangeable grip plates that can be used to change the shape of the firing grip to suit different hand sizes. The new grip necessitates the use of new magazines; the P2000 is not compatible with ordinary USP magazines.

The P2000's small overall size and smooth contours make it a good choice as a concealed firearm. Though it is too new to be in widespread use yet, it shows every sign of proving just as popular as the USP itself.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

H&K USP

German 9mm Double-Action Autoloader Pistol



The USP is an advanced service autoloader. It was designed to incorporate all the features generally sought by military and police users, including a decocking lever that doubles as a safety catch on the side of the frame. The internal safety mechanism is modular, allowing the customer to arrange the safety features to match department or agency policies.

The USP's heavy slide is forged from steel, while its frame is made of an advanced composite material to reduce weight. The frame is grooved under the barrel, permitting a laser sight or illuminator to be attached. Controls on the USP are arranged for right-handed use, but they can be switched to the other side for left-handed shooters. The USP's action is a modified derivative of the Colt Browning mechanism with a cam-actuated dropping barrel. The barrel-locking lug is a large block that seals the ejection port in the slide when the action is closed.

The USP is available with either conventional double-action or double-action-only trigger mechanisms, as desired by the customer. Originally developed for the American INS, this system is felt by many police personnel to be the best of both worlds—the long trigger arc prevents unintended firing, while the easy pull promotes accuracy.

Variants: The USP was designed to be chambered in a variety of popular service calibers, including 9mm Parabellum, .40 S&W, and .45 ACP. Other models include the Compact model for concealed firearms, the Match model for target shooting with an adjustable trigger and integral muzzle brake, and the Tactical model for combat shooting (see below).

Who Uses It: The USP is used by the German armed forces and police. It has also been widely exported.

d20 Modern Rules: The USP Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

H&K USP (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

H&K USP Compact (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

H&K USP Match (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 18 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

H&K USP Tactical

German .45 ACP Double-Action Autoloader Pistol

The USP Tactical is meant to serve as a smaller, cheaper alternative to the massive Mk 23 SOCOM pistol (see above) for military or paramilitary special operations use. The USP Tactical incorporates

many of the SOCOM's features into a standard .45 caliber USP frame, combining the advantages of both designs and bridging the gap between them.



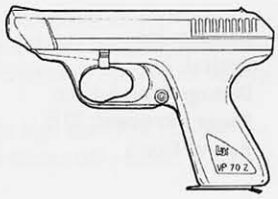
Like the standard USP, the Tactical features a steel frame and composite slide. It fires the big .45 ACP (Automatic Colt Pistol) cartridge. The USP Tactical borrows the match-quality "O-Ring" barrel and threaded muzzle to accept a Knights Armaments suppressor from the SOCOM. The adjustable trigger of the USP Match model is also fitted.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

H&K VP70

German Double-Action-Only Autoloader Pistol

The VP70 is a service pistol design from H&K. It uses a unique double-action-only system that operates in two distinct steps—the shooter can easily feel the action first cock back the firing pin and then switch over to release it to fire the weapon. This means that the shooter can more readily anticipate the actual moment of firing, making aiming easier. At the same time, the weapon can be safely carried while loaded.



The VP70 was one of the earliest designs to make extensive use of plastic materials in its construction. The receiver and housing are composite, which makes both manufacturing and maintenance easier.

H&K also produces a special hard-plastic holster-stock for the VP70. It can be worn on the belt as a holder. It can also be clipped to the rear of the pistol as a shoulder stock, turning it into a compact carbine for aimed fire. When attached, the stock engages with the trigger mechanism to permit three-round bursts. The VP70 was one of the earliest weapons with a burst-fire setting, which was considered highly innovative when it appeared.

Who Used It: It was exported to Africa and Asia, where it was adopted by a number of armies.

d20 Modern Rules: When fitted with its shoulder stock, this weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

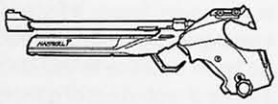
Attaching or detaching the stock is a move action. If you have a base attack bonus of +1 or higher, you can attach or detach the stock as a free action when moving. With the stock attached, this weapon is considered Large.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 18 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Res (+2)

Hammerli 160

German .22 Single Shot Target Pistol

Hammerli is a division of the company known as SIG (Swiss Industrial Company) that manufactures sophisticated competition target pistols. Hammerli designs are regularly used to win Olympic and world pistol-shooting championships. The Hammerli 160 is representative of the range. It is a single-shot weapon, chambered in .22 caliber. A cartridge is loaded into the chamber, and the action is sealed shut. The bizarre-looking handle is ergonomically engineered to provide the best possible target grip. Adjustable target sights are fitted. The end of the barrel features a counterweight, designed to dampen vibration during firing.



The Hammerli is a precision instrument that is ill suited to the demands of everyday carrying or practical field use. It must be carefully handled to preserve its capabilities. In any event, the lightweight .22 caliber projectile lacks the stopping power to be an effective combat round.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 20
Restriction: Lic (+1)

Jericho 941 "Baby Eagle"

Israeli 9mm Double-Action Autoloader Pistol

The Jericho 941 is an Israeli service autoloader. In outline, it closely resembles a smaller version of its giant cousin the Desert Eagle (see above). This led to its nickname "Baby Eagle." Internally, the action is very different, operating on a more conventional recoil-driven double-action design.



By design, the Baby Eagle can be quickly changed between different calibers. To do so, the weapon is field stripped and a new barrel and springs are installed. Available chambers include 9mm, .40 S&W, and .45 ACP.

Variants: The Jericho 941 is available in a variety of different configurations to suit users' requirements, including single- or double-action-only trigger mechanisms, different safety arrangements, and muzzle compensators. The ultracompact version is known as the Jericho 941FB (see below).

Who Uses It: The Jericho 941 is in service with the Israeli police and security agencies.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Jericho 941FB

Israeli 9mm Double-Action Autoloader Pistol



An ultracompact version of the Baby Eagle (see above), the Jericho 941FB is designed for use as a concealed firearm. It features a redesigned slide and frame that are better suited to its role, and it is free of protrusions or corners that could snag when the weapon is being drawn. It retains the ability to quickly switch between different calibers as needed.

Variants: The smaller 941FB has all the standard variants of its larger Jericho 941 cousin. Safety catches can be mounted onto the frame or the slide. The trigger can be single-action, double-action, or double-action-only.

Who Uses It: The Jericho 941FB is used by plainclothes Israeli police officers.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Kareen Mk II

Israeli 9mm Single-Action Autoloader Pistol



The Kareen Mk II is a modernized derivative of the Browning Hi-Power service pistol produced by KSN. Operation is identical, including the single-action trigger mechanism. The Kareen features modern construction, with a steel slide, lightweight alloy frame, and contoured rubber grips. The trigger guard is shaped for a two-handed hold.

Variants: A smaller-sized carry version, the Kareen Mk II Compact, is also produced.

d20 Modern Rules: The Kareen Mk II Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Kareen Mk II (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Kareen Mk II Compact (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

Kel-Tec P-11

American 9mm Double-Action Autoloader Pistol



Designed as a concealed holdout weapon, the diminutive P-11 is one of the smallest pistols ever made for the 9mm Parabellum cartridge. It operates on the short-recoil principle, using a cam-actuated locking barrel derived from the Browning action. The barrel and slide are steel, while the frame is machined aluminum to save weight. The plastic grip is shaped to form both the magazine well and trigger guard. The trigger uses a light-pull, double-action-only mechanism.

Though designed for use with compact 12-round, double-stacked magazines, the P-11 also accepts full-sized S&W-standard magazines (holding up to 15 rounds) if higher capacity is desired. These magazines extend past the base of the pistol grip, reducing concealment.

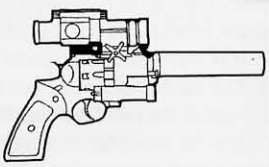
Variants: The P-40, a .40 caliber version, is also available. It has the same statistics as the P-11.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon. If the weapon is used with the 15-round magazine, this bonus does not apply.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 1 lb.
Purchase DC: 15
Restriction: Lic (+1)

Knight Suppressed Revolver

American 5.56mm Double-Action Silenced Revolver



Conventional wisdom says that a revolver cannot be suppressed. The gap between the cylinder and the barrel lets noise and firing gases escape, even if a suppressor is fitted to the barrel. Traditionally, suppressed pistols have been autoloaders.

The Knight Suppressed Revolver solves this thorny technical problem. Using a Ruger GP100 as a starting point, the KSR is heavily modified to fire a special 5.56mm-necked cartridge. This modification seals the gap and vents all firing gases down the barrel, where a conventional suppressor masks the noise. A side benefit of the new cartridge is that it is highly accurate.

The Knight Suppressed Revolver uses a conventional double-action operating mechanism. It retains many of the special features that make Ruger revolvers so popular, including overall stainless steel construction and grips made from both wood and rubber. Both a laser sight and a scope can be mounted for added accuracy.

The Knight Suppressed Revolver's exotic 5.56mm round is highly distinctive, making its use readily identifiable. It is therefore unsuitable for use as an assassination weapon. It is instead intended for special operations or hostage rescue units, and for silent elimination of sentries or other targets.

d20 Modern Rules: This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 17
Restriction: Mil (+3)

Korth Combat

German .357 Magnum/9mm Double-Action Revolver



The Combat is a service revolver from Korth, a German producer of high-quality handguns. Like Korth Pistol autoloaders, Korth revolvers are made with the ultimate in materials and quality and are some of the finest firearms in the world. The frame and barrel are cold forged from steel. The wooden grips are ergonomically contoured.

Aside from its obvious quality, the design and appearance of the Combat is entirely conventional and is modeled on the S&W pattern. The Korth revolver has an unusual trigger mechanism that uses a small wheel in place of the more conventional trigger cam. By adjusting this wheel, the trigger's release point can be adjusted to suit the shooter's preference. Trigger pressure can be similarly modified using an adjustment screw.

The Combat is sold with two interchangeable cylinders. The shooter can rapidly switch between them, allowing either .357 Magnum or 9mm Parabellum ammunition to be used, as desired.

Who Uses It: Though configured as a police service revolver, the Korth Combat is too expensive for ordinary law enforcement use. Like the Korth Pistol (see below), it is primarily intended for wealthy private shooters.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 20
Restriction: Lic (+1)

Korth Pistol

German 9mm Double-Action Autoloader Pistol



The Pistol is a semiautomatic design from Korth, a company better known for its high-quality revolvers. Korth has established a reputation as one of the finest gunmakers in the world, producing extremely well built weapons in small quantities. Though very expensive, they are considered by many to be the finest firearms available.

The Korth Pistol features an innovative locking system that uses a barrel block located near the muzzle. This dampens recoil considerably, making the Korth surprisingly smooth and pleasant to shoot. The action cycles cleanly and precisely due to the careful precision of its manufacture.

The entire weapon is precision hand-machined by expert craftsmen from high-quality steel. The grips are made from ornately polished wood. The finish is exacting, displaying the finest quality and careful attention to every detail. The quality of the Korth is apparent from the moment it is picked up.

Variants: The Korth Pistol is available in a number of other calibers as well, including .45 ACP.

Who Uses It: The Korth Pistol is so expensive, it is priced out of reach of military or police users; it is instead favored by private collectors or sportsmen who can afford the very best.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 3 lb.
Purchase DC: 20
Restriction: Lic (+1)

KSN Golan

Israeli 9mm Double-Action Autoloader Pistol



The Golan has a rather unusual development history. Originally designed in Yugoslavia as the CZ 99, the Golan was never put into production because the chaos of civil war swept through the country. The Israeli company KSN obtained the rights to build the design and redesignated it the Golan. It is currently available commercially from KSN.

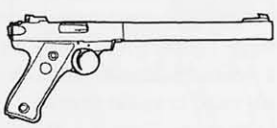
The Golan is a modern, if rather conventional, autoloader design. It is similar to the SIG-Sauer series (described later in this chapter) in operation and appearance. Its hammer and firing pin can be disengaged with the decocking lever to permit the weapon to be safely carried when loaded. The slide and barrel are forged steel, while the frame is a lightweight alloy. The grips are composite and are ergonomically shaped.

Variants: The Golan is also available with the .40 S&W cartridge, which are popular in the U.S. Models sold in the U.S. feature reduced-capacity, 10-round magazines to comply with American gun control laws.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

LEI Mark II

British .22 Silenced Autoloader Pistol



This pistol from the British firm Law Enforcement International is a derivative of the American Ruger Mark II target pistol, equipped with a highly efficient integral sound suppressor. It is chambered in .22 caliber. A 10-round box magazine is standard. Equipped with competition-style target sights, the LEI Mark II is accurate and can be used for near-silent precision shooting.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Medium
Weight: 3 lb.
Purchase DC: 16
Restriction: Mil (+3)

Llama M-82

Spanish 9mm Double-Action Autoloader Pistol



The M-82 is a service pistol from Llama. It is conventional in design and appearance, with overall metal construction. The action uses a fixed barrel and a dropping block. With the safety catch on, the hammer is automatically lowered to the safe-carry position when the weapon is cocked; the double-action trigger is then used to both draw the hammer back and fire the loaded cartridge.

Variants: The M-87 (shown in the accompanying illustration) is an improved version, featuring a corrosion-resistant finish, enlarged magazine catch, and adjustable trigger. The biggest change is a large slide extension on the muzzle of the weapon, which serves as both a muzzle brake and slide weight.

Who Uses It: The M-82 is the standard service pistol of the Spanish Army.

d20 Modern Rules: Due to its high quality of manufacture, the M-87 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Llama M-82 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 18
Restriction: Lic (+1)

Llama M-87 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Medium
Weight: 3 lb.
Purchase DC: 20
Restriction: Lic (+1)

M-43 Firestar

Spanish 9mm Single-Action Autoloader Pistol



The Firestar is a compact autoloader from Star. It features the familiar Colt Browning dropping-barrel action used on other Star designs, but it uses a single-action trigger. Lightweight and handy, it is a well-made, accurate pistol, ideally suited to smaller shooters.

Variants: There is a .45 caliber version, known as the M-45 Firestar. There is also the M-243, a high-capacity version with a wider grip that holds a double-stacked magazine.

d20 Modern Rules: The M-43 and M-45 each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

M-43 Firestar (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

M-45 Firestar (.45 Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

M-243 Firestar (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

M88

Yugoslavian 9mm Double-Action Autoloader Pistol



The Zastava M88 is a modernized version of an earlier pistol, the M70, which was itself derived from the World War II–era Soviet Tokarev. The M88's Tokarev ancestry is still apparent in its general outline, and the internal operation (derived from the Browning design) is largely unchanged. The biggest difference is the chambering in 9mm Parabellum, a popular Western cartridge. This was done in hopes of attracting export sales for the M88.

Variants: The M88 has its safety catch mounted on the frame, while the M88A variant model moves it to the slide, above the firing grip.

Who Uses It: The M88 had just entered production when the 1990s civil war broke out in Yugoslavia.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

M-105 Compact

Spanish 9mm Double-Action Autoloader Pistol



The M-105 is designed for undercover police use as a concealed firearm. The double-action trigger mechanism can be carried with the hammer down for safety. An additional safety locks the firing pin; there is no catch or release for this device, which is deactivated only when the trigger is pressed, thus preventing accidental discharges. The grip holds a reduced-capacity, single-stack magazine.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

M-205 Ultrastar

Spanish 9mm Double-Action Autoloader Pistol

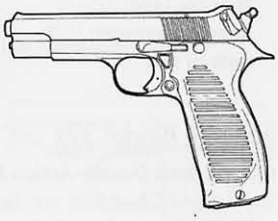


The state-of-the-art Ultrastar is the first all-composite design in the Star range of autoloader pistols. The grips are molded as an integral part of the frame and are ergonomically contoured to provide the best possible hold. Underneath, the conventional short-recoil Browning action is retained, giving the Ultrastar proven reliability of operation. All controls are ambidextrous except the magazine release, which can be switched to either side of the pistol as desired by the user.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

MAS M50

French 9mm Single-Action Autoloader Pistol



The MAS M50 was the first postwar autoloader design from France and was adopted in 1950 for military issue. It is essentially a derivative of the .45 Colt M1911A1, with a number of modifications. It is chambered for the 9mm Parabellum cartridge. The outline and grips have been altered, but the Colt lineage is still apparent. The safety catch has been redesigned to match that of the prewar M1935 design, which was more familiar to French users. Also present is a magazine safety that prevents discharge of the weapon with the magazine removed.

Who Used It: The M50 was the standard French service side arm from 1950 until the Beretta M92 replaced it in the 1980s.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Megastar

Spanish .45 Caliber Double-Action Autoloader Pistol



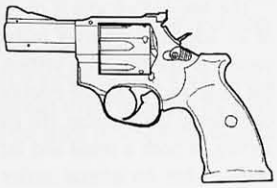
The Megastar is a large-caliber autoloader pistol from Star. Chambered in .45 ACP, it is significantly more powerful than the 9mm models that make up most of the Star line. The action functions in the same manner as other Star autoloaders, using a double-action Browning system with a dropping barrel. The Megastar features a metal frame and slide with composite grips. A double-stacked magazine gives a relatively large capacity for this large caliber.

Variants: There is also a Megastar chambered in 10mm.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 4 lb.
Purchase DC: 16
Restriction: Lic (+1)

MR73 Gendarmerie

French .357 Magnum Double-Action Revolver



The MR73 is a multifunction revolver from Manurhin in France. The Gendarmerie is the law enforcement variant, optimized for police use. It features a conventional double-action mechanism, a solid frame, a swing-out cylinder, a 3-inch barrel, and either wooden or composite grips. It is built to an overall high standard of quality. The MR73 has a patented trigger mechanism, which ensures smooth, crisp action while safely isolating the hammer from the loaded rounds when it is not being fired. By switching cylinders, the MR73 can also be used to fire 9mm Parabellum ammunition.

Variants: Other MR73 models include long-barreled target shooting variants and more compact firearms.

Who Uses It: The MR73 is popular with sportsmen in Europe. It is in service with the French police and security forces, including the GIGN counterterrorist team.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Converting the .357 Magnum version of this weapon to fire 9mm Parabellum ammunition requires a conversion kit (purchase DC 10), 1 minute, and a successful Repair check (DC 10).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

MR-443 Grach

Russian 9mm Double-Action Autoloader Pistol



The Russian arms manufacturer Izmash has introduced a number of new autoloader pistols in recent years, designed for military use and apparently developed in hopes of finding a replacement for the venerable PM Makarov. The MR-443 Grach is the first of these designs. It is chambered for the 9mm Parabellum cartridge and is one of a number of new Russian pistols designed to use this Western caliber.

The Grach is a full-sized pistol with a metal-frame construction and rubber grips. It operates on a modified double-action version of the Browning system. To accommodate left-handed shooters, spent cases are ejected straight up and all controls are ambidextrous. It can be field stripped quickly and without tools for cleaning or maintenance.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 17 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

MR-444 Baghira

Russian 9mm Double-Action Autoloader Pistol



The Baghira is another autoloader design from Izmash currently under development for the military market. Like the MR-443, it is chambered for the Western 9mm Parabellum cartridge. It is also available in either the 9mm Makarov or .380 ACP calibers.

The MR-444's frame is made of an advanced polymer material. The operation is a modified version of the Browning system, similar to the H&K USP, in which the barrel locks into the ejection port opening in the slide. With a cartridge in the chamber, the ejection port cover is raised slightly, serving as both a visual and tactile indicator that the weapon is ready to fire. An internal striker, rather than a hammer, serves to strike the cartridge primer and fire the weapon. An internal buffer controls recoil. A high-capacity, double-stacked magazine, holding 15 rounds, is standard. There are mounting grooves for a laser sight or other accessory under the barrel.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

MR-445 Varyag

Russian .40 S&W Double-Action Autoloader Pistol



The MR-445 Varyag is yet another advanced military autoloader from Izmash. Despite a superficial resemblance to the MR-444, it has a completely different system of internal operation, using a hammer to trigger ignition. Control layout and operation is similar to the MR-444, probably indicating that development was undertaken by the same design team. The Varyag uses a number of modern features, including a polymer frame, multiple safety systems to prevent accidental firing, and a loaded chamber indicator.

The Varyag is chambered in the .40 S&W caliber, which raises a number of questions. There is little or no chance that the Russian armed forces would ever use this American cartridge, making the MR-445 an unlikely contender as a Makarov replacement. The .40 caliber is popular in the United States, but import restrictions prohibit the sale of the Varyag there—something that Izmash is all too familiar with, after its experience with the Baikal 441 and 442. It is possible that Izmash hopes at some point to establish a joint relationship with an American company in order to produce the Varyag in the U.S. Until then, the MR-445 will probably be little more than a curiosity in firearms design, unlikely to go into widespread production or use.

Variants: There is also a compact version for concealed carry use, designated the MR-445S.

d20 Modern Rules: The MR-445S Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

MR-445 Varyag (.40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

MR-445S Compact (.40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

MR-446 Viking

Russian 9mm Double-Action Autoloader Pistol



Like the MR-443, MR-444, and MR-445, Izhmash's MR-446 Viking is a new and state-of-the-art military pistol design. It shares a number of similarities with each of the other models, including its action, which uses the familiar modified Browning system. It is perhaps closest to the MR-443 Grach in design, except that its frame is made of advanced composites. For added strength, steel reinforcements are molded in at critical points. It is chambered in 9mm Parabellum and appears to be well poised to be a contender for the Makarov's replacement.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 17 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Norinco Model 77B

Chinese 9mm Double-Action Autoloader Pistol



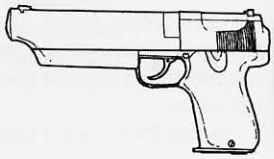
The Model 77B should not be confused with the Type 77 Pistol (see below). Despite the similar designation, it is an entirely different (and much larger) weapon. The action operates on a modified version of the Browning system used on the Hi-Power and M1911A1 pistols. It does share one significant feature with the Type 77—the distinctive one-handed cocking system, in which the trigger guard is used to pull the slide back to cycle the action. Construction is metal, with a matte black finish and plastic grips.

The Model 77B is primarily aimed at the export market and is chambered in the popular 9mm Parabellum cartridge.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 3 lb.
Purchase DC: 18
Restriction: Lic (+1)

Norinco Type 67 Silent Pistol

Chinese 7.62×17mm Double-Action Silenced Autoloader Pistol



The Type 67 is a Chinese design incorporating an integral silencer. It is intended for use by Special Forces units to quietly eliminate sentries and guard dogs. It ordinarily operates as a double-action autoloader pistol. When

more silence is needed, the action can be locked, eliminating its mechanical noise and stopping the ejection of the spent cartridge, so that it does not cycle during firing. The action must be cycled by hand to be readied for another shot.

The Type 67 is chambered in a special 7.62mm pistol cartridge, designed to travel at subsonic speed. Owing to its low power, this round gives relatively poor armor penetration.

Variants: The Type 64 is an earlier silenced-pistol design, weighing 5 pounds. It was virtually identical in operation to the Type 67, except that it was chambered to fire the 7.65×17mm cartridge. It differs slightly in appearance, since the Type 67 was reworked to better fit into a holster.

Who Uses It: The Type 67 is in service with commando units of the People's Liberation Army. A relatively rare weapon, it is seldom seen outside China.

d20 Modern Rules: This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide lock is employed, the DC to hear the weapon increases by 5, but the weapon's rate of fire becomes single shot.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Medium
Weight: 3 lb.
Purchase DC: 18
Restriction: Mil (+3)

Norinco Type 77 Pistol

Chinese 7.62×17mm Double-Action Autoloader Pistol

The Type 77 is a compact carry pistol, intended for use as a military or police side arm. It is chambered in the 7.62×17mm cartridge that is used by the Type 67 Silent Pistol.



It operates on an unusual blowback action that has long fallen out of favor in the West, in which the trigger guard is used to cock the weapon. The firing finger is hooked around the outside of the trigger guard, drawing both it and the attached slide back to cycle the action and chamber a round from the magazine. The weapon is then ready to fire.

While unconventional, this system has some advantages. The Type 77 can be carried with an empty chamber, which increases safety and is particularly desirable for law enforcement use. When needed, it can be rapidly drawn and cocked one-handed, with the hand already in the firing position. The shooter can also clear a jam using only one hand.

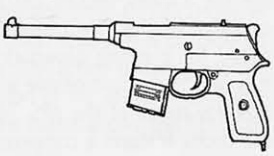
d20 Modern Rules: If this weapon becomes unreliable and jams, the jam can be cleared as a move action instead of a full-round action.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

Norinco Type 80 Machine Pistol

Chinese 7.62mm Select-Fire Machine Pistol

The Type 80 is an anachronistic design, based on the old Broomhandle Mauser automatic pistol from Germany. The Mauser was produced in China under license during the 1930s and saw widespread use there during both World War II and the civil wars. Norinco appears to have revived this familiar old design, attempting to make a workable derivative for the modern market.



The magazine, located forward of the trigger guard, has been set at an angle to improve feed. The grip has been reshaped to better fit the hand. A folding stock can be attached to the base of the grip, which allows it to be used as a carbine for long-range shooting.

d20 Modern Rules: This weapon can be fitted with a bayonet (see page 108 of the *d20 Modern Roleplaying Game* for statistics). Attaching the bayonet is a full-round action. With the bayonet attached, this weapon can be used to make melee attacks. The bayonet deals 1d4 points of piercing damage (crit 20).

Attaching or detaching the stock is a move action. If you have a base attack bonus of +1 or higher, you can attach or detach the stock as a free action when moving. With the stock attached, this weapon is considered Large.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Medium
Weight: 5 lb.
Purchase DC: 18
Restriction: Res (+2)

Norinco Type 84 Pistol

Chinese 7.62mm Double-Action Autoloader Pistol

The diminutive Type 84 is a compact autoloader pistol, designed for use as a concealed weapon by undercover security personnel. It is marketed as an "antiriot" weapon and seems primarily intended for use aboard aircrafts, trains, and other vehicles. The low-powered cartridge is designed to not penetrate the skin or windows of an airliner, allowing for safe use against hijackers while in flight. Due to its low power, it is only effective at very close range.



The Type 84 uses a simple blowback operating mechanism. It is chambered to fire a 7.62×17mm cartridge, which is the same size as the Western .32 ACP. The Type 84's cartridges are much less powerful, however, and the weapon cannot safely fire a full-strength .32 ACP round. It can accept the 7.62mm round used by the Type 64 Silent Pistol (see above).

The Type 84 is a no-frills design, simply and cheaply constructed. It is so flimsy that its stated service life is only 500 rounds—a quantity expendable in just a day or two of practice shooting. This is perhaps the lowest such figure for any pistol on the market today, making the Type 84 essentially a disposable weapon.

d20 Modern Rules: This weapon is unreliable.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 10 ft.
Rate of Fire: S
Magazine: 6 box
Size: Tiny
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

Norinco Type 85 Bayonet Pistol

Chinese .22 Single-Shot Specialty Pistol

The Type 85 Bayonet Pistol is an exotic weapon for Special Forces units, combining a fighting knife with a four-barreled .22 caliber derringer built into the handle. It appears to be loosely based on earlier Soviet designs. Two barrels are located on each side of the blade, arranged to fire down its length. The handguard of the knife

serves as a trigger. Simple sights are fitted, permitting the weapon to be held at arm's length and aimed like a pistol. A rotating safety catch locks the trigger to prevent firing when the weapon is being used as a knife.

The weapon is loaded by unscrewing a cap at the base of the hilt. This exposes the four chambers, allowing empty cartridge cases to be removed and fresh rounds to be inserted. It features mounting lugs, allowing it to be attached to an assault rifle like any other bayonet.

The Type 85 has an extremely short barrel. As a result, the already weak .22 caliber bullets are fired at a very low velocity. This makes it suitable for use aboard aircrafts in flight, since the bullet will not penetrate an airliner's outer skin.

d20 Modern Rules: This weapon can be used to make melee attacks. The bayonet deals 1d4 points of piercing damage (crit 20).

This weapon is considered an exotic weapon and requires the Exotic Firearms Proficiency (Norinco Type 85 Bayonet Pistol) feat to fire or wield proficiently.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Small
Weight: 1 lb.
Purchase DC: 18
Restriction: Mil (+3)

OTs-01 Kobalt

Russian 9mm Double-Action Revolver



The OTs-01 Kobalt is a fairly conventional revolver from Tula KPB. It is a straightforward, double-action design chambered for the 9mm Makarov cartridge. The hammer is exposed, and the barrel is 3 inches long. Grips are available in two sizes to accommodate users with different hand sizes. A lanyard ring is affixed to the base of the grip. Rounds are loaded with special triangular clips. Unusual for a revolver, the Kobalt has a safety catch on the left-hand side.

Though similar in appearance to Western models, the Kobalt is a rather poor-quality design and is not really up to modern standards. The frame is cast, rather than forged, and it has a rough finish overall. The Kobalt is rather inexpensive as a result. The biggest drawback of this approach is its service life, which is given as only 3,000 rounds—a fraction of that expected for most current service revolvers.

Variants: The Kobalt is also available in a .380 ACP version, the OTs-01S. It has the same statistics as the 9mm version.

Who Uses It: The Kobalt is used by the Russian Russian Ministry of Internal Affairs (MVD).

d20 Modern Rules: This weapon is unreliable.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

OTs-20 Gnom

Russian 12.5mm Double-Action Revolver

Like the Udar series, the Gnom is a large, powerful revolver designed to fire a variety of exotic specialty ammunition types. It is made by Tula KBP, the same company that makes the Udar 1. It is not known why Tula would produce two such similar designs, especially since they appear to compete directly with each other.



The OTs-20 is conventional in appearance, except for its massive size. It has a smoothbore barrel, which limits its accuracy. It features a mount for a laser sight, which clips onto the frame just below the barrel.

Who Uses It: The Gnom is reportedly in service with special units of the Russian Ministry of Internal Affairs (MVD).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

OTs-21 Malysh

Russian 9mm Double-Action Autoloader Pistol



The Malysh is a tiny weapon that operates on a simple blowback principle and is chambered for the low-power 9mm Makarov cartridge. It is designed as a concealed firearm holdout weapon and is compact enough to disappear into a small pocket.

The Malysh has no external protrusions to snag or catch on clothing when being drawn in a hurry. The hammer is internal so that the pistol operates in the double-action-only mode. The only sight is a groove cut down the length of the slide. There is no safety catch; instead, accidental firing is prevented by the requirement of a long, strong pull on the trigger.

Though very concealable, the Malysh is of little value except as an emergency holdout weapon. Its short barrel, low-powered cartridge, and rudimentary sight make it ineffective except at extremely close range.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 10 ft.
Rate of Fire: S
Magazine: 5 box
Size: Tiny
Weight: 1 lb.
Purchase DC: 14
Restriction: Lic (+1)

OTs-23 Drotik

Russian 5.45mm Select-Fire Machine Pistol



The OTs-23 Drotik is a new select-fire pistol design from Igor Stechkin, designer of the rather unsuccessful APS (see above). It appears to have been designed with the shortcomings of the APS in mind and is a significantly more practical weapon.

The Drotik is chambered to fire the 5.45mm-necked pistol cartridge of the PSM pistol. This low-powered round is well suited for a simple blowback action, as the Drotik employs. It is also more controllable in automatic mode than the 9mm Makarov round of the APS. To further improve controllability, the Drotik features a compensator cut into the barrel near the

muzzle. Instead of having an automatic setting, the Drotik fires in three-round bursts, which are far more practical for a pistol. The combination of the burst feature with the good armor-piercing characteristics of the 5.45mm bullet make the *Drotik* an excellent close-quarters weapon.

The Drotik's external magazine indicator lets the user check remaining ammunition in the magazine by touch. The barrel is cut with grooves for the fitting of laser sights or other accessories, an increasingly common feature on modern Russian pistols.

Who Uses It: The Drotik is in service with the Russian Ministry of Internal Affairs (MVD).

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because it does not have an automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 24 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Res (+2)

OTs-27 Berdysh

Russian 9mm Double-Action Machine Pistol

The OTs-27 Berdysh is a modern automatic pistol designed to fire either the new high-powered 9mm Makarov or 9mm Parabellum rounds. It can also fire the older low-powered Makarov cartridges. Changing between calibers requires only that the barrel and magazine be switched out. It uses a delayed blowback action similar to that of the PMM modernized Makarov pistol.



The Berdysh uses high-capacity 18-round magazines. It has an overall metal construction with plastic grips. A groove to mount accessories is cut into the underside of the barrel, allowing a laser sight to be attached.

Who Uses It: The Berdysh is available for export and is in service with the Russian Ministry of Internal Affairs (MVD).

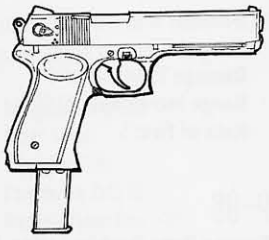
d20 Modern Rules: Converting this weapon from its existing caliber to any of the other available calibers requires a conversion kit (purchase DC 10), 1 minute, and a successful Repair check (DC 10).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 18 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Res (+2)

OTs-33 Pernach

Russian 9mm Select-Fire Machine Pistol

The OTs-33 Pernach is a select-fire design derived from the earlier APS Stechkin (see above). It resembles the OTs-23 Drotik in many ways, but it has a fully enclosed slide and is chambered in the larger 9mm Makarov caliber. The action is strong enough to work with the high-power version of the Makarov cartridge used by the PMM. A slot under the barrel allows the fitting of accessories.



Unfortunately, as with the original APS, either 9mm cartridge is really too powerful for controllable automatic fire in so small a weapon. Furthermore, the Pernach lacks many of the features that make the OTs-23 a workable design, including the muzzle compensator and the burst-fire setting. As a result, the Pernach is a much less practical weapon and seems to be no better than the original Stechkin. It does have a higher-capacity magazine (27 rounds) and a folding detachable shoulder stock to help with aiming. In spite of this, hitting anything with the Pernach seems a dubious proposition at best.

Who Uses It: The OTs-33 is reportedly in service with Russian Ministry of Internal Affairs (MVD) troops.

d20 Modern Rules: This weapon is difficult to control when used on the autofire setting. When it is used to make autofire attacks (including the use of the Burst Fire feat), the –1 penalty for machine pistols is worsened to –2. The penalty is –1 if the weapon is fired with both hands. There is no penalty if it is used with the shoulder stock.

Attaching or detaching the stock is a move action. If you have a base attack bonus of +1 or higher, you can attach or detach the stock as a free action when moving. With the stock attached, this weapon is considered Large.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 27 box
Size: Medium
Weight: 3 lb.
Purchase DC: 18
Restriction: Res (+2)

P-9 Gurza

Russian 9×21mm Double-Action Autoloader Pistol

The P-9 Gurza is a pistol chambered to fire a new type of cartridge: the 9×21mm Russian. Though similar in dimensions to a Western 9×21mm round, the Russian cartridge is not compatible and has a markedly different performance (similar to that of the .357 Magnum). This round was developed to create a more powerful alternative to the traditional 9mm Makarov cartridge and, in particular, for use against targets in body armor or automobiles.



Internally, the P-9 uses a dropping-block system, much like that of the Beretta 92. There are a number of unusual safety devices. First, a grip safety must be depressed to engage the action; without doing so, the Gurza cannot be fired, thus preventing accidental discharge if it is jostled or dropped. Also, the double-action system disengages if the hammer is fully lowered, keeping the weapon from firing at all. To arm the weapon, the hammer must be drawn back to a half-cock position, after which it can be fired normally. There is no conventional safety catch.

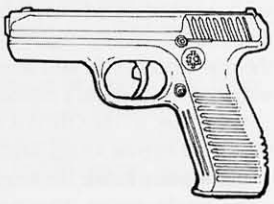
The Gurza's frame is half polymer and half steel. The slide is steel. All controls are ambidextrous. Some Gurzas have been made with a golden inlay of a viper motif along the slide, a custom design not found on standard-issue models.

Who Uses It: The Gurza is in use with both the Russian Militia (police force) and with Russian military intelligence officers (the GRU). Ironically, it has also proven popular with Russian gangsters—the rise of violence linked to organized crime was one of the reasons for its development in the first place.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 18 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

P-96

Russian 9mm Double-Action Autoloader Pistol



The P-96 is a new Russian pistol designed in accordance with modern arms design philosophies. It is the first design to come out of Russia that might be considered a "Western" autoloader pistol, featuring many of the innovations that have become popular in American and European weapons. It is chambered in the popular 9mm Parabellum caliber.

The P-96 features an advanced polymer frame and a metal slide. Its operating mechanism is much like that of the Glock pistols, with a trigger safety that must be depressed to engage the firing mechanism. There is no external safety. The weapon is intended for use as a concealed firearm, with rounded corners and no protrusions to catch on clothing when it is drawn.

Variants: There is a compact carry variant known as the P-96S. This is essentially the same as the standard P-96, except that it is smaller and lighter and has been rechambered to fire .380 ACP.

Who Uses It: The P-96 is still in development. If adopted by the Russian armed forces, it will represent a major shift in doctrine toward the use of the NATO-standard 9mm pistol cartridge.

d20 Modern Rules: The P-96S grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

P-96 (9mm Autoloader)

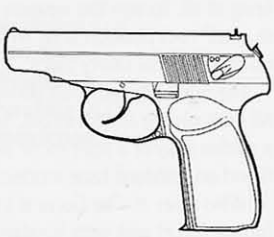
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 18 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

P-96S (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

PM Makarov

Russian 9mm Double-Action Autoloader Pistol



Like most Cold War–era Soviet weapons, the PM (Pistolet Makarovka) Makarov is named for its designer. Operating on the simple blowback principle, it is little more than a copy of the German Walther PP with a slightly simplified action. It is designed to fire an unusual cartridge known as the 9mm Makarov, which was purposely designed to ensure that the ammunition could not be used in other countries' weapons. This round is less powerful than the Western 9mm Parabellum cartridge but is quite controllable and intended to permit quick follow-up shots.

The Makarov features simple, all-steel construction with plastic grips. It has a decocking mechanism, a slide catch, and a double-action trigger. The trigger mechanism has been widely criticized, because it gives an uneven, jerky response. Compact and lightweight, the Makarov is a handy pistol, though its low-powered cartridge is felt by many experts to make it too weak for use as a combat pistol.

Who Uses It: The Makarov has been the standard Soviet and Russian military side arm since its introduction in the early 1950s and remains in use to this day. Produced in enormous numbers, it was widely exported throughout the Soviet World, equipping other Warsaw Pact armies, as well as guerrilla and terrorist groups worldwide. It was built under license in a number of states, including Bulgaria and China, and remains in production to this day.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

PMM Makarov

Russian 9mm Double-Action Autoloader Pistol



The PMM is a progressive development of the earlier PM (see above). Externally, it is virtually identical to the PM—a slightly revised grip being the only visible change. The PMM accepts a higher-capacity, double-stacked magazine holding 12 rounds.

The biggest improvement in the PMM is its ammunition. It is designed to fire a new, higher-powered version of the 9×18mm Makarov round. In recognition of the shortcomings of the original Makarov cartridge, Russian designers set out to create a new version with performance more comparable to the Western 9mm Parabellum round. This new bullet is the same size as its predecessor, but it shoots 300 feet per second faster.

While the new ammunition clearly corrects what is seen as the biggest deficiency in the original PM, it raises some problems. It is too powerful to be used in a simple blowback-action pistol such as the PM. As a result, the PMM is modified to operate on the delayed blowback principle to better withstand the firing pressures of the hot cartridge.

Variants: The PMM-8, another PMM model, is designed to use the original 8-round PM magazines.

Who Uses It: The PMM is beginning to replace the PM on assembly lines in Russia. It will probably replace it in Russian military service as well, though this will undoubtedly take years to accomplish.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

PSM

Russian 5.45mm Double-Action Autoloader Pistol

The PSM is a slim, compact pistol designed for use by plainclothes police and security personnel. It is similar to the German Walther PP in appearance and operation, though the controls are arranged like those on the PM Makarov. The designers sought to make it as thin

as possible in order to improve its concealability. In accordance with this, the safety catch was moved to the back of the slide, rather than being on the side. The grips are metal castings attached directly to the frame, rather than more conventional wooden or plastic fittings.



The PSM is chambered to fire a rather peculiar low-powered necked cartridge in 5.45mm.

Who Uses It: Following its introduction in 1975, the PSM became the standard service side arm for Soviet police and security forces, including those within the military, Interior Ministry, and KGB. It remains in service to this day, serving in the post-Soviet equivalents of those agencies. It was also widely exported and was sold in large numbers on the underground arms market.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 1 lb.
Purchase DC: 15
Restriction: Lic (+1)

PSS Vul

Russian 7.62mm Double-Action Autoloader Silenced Pistol

The PSS Vul is a silent autoloader pistol. Unlike the S4M, which was developed expressly for assassination, the PSS was intended for special paramilitary operations. It was designed to provide a compact, silent-weapon system without the need for a bulky external suppressor. The PSS pistol operates in conventional blowback fashion. It is compact in size, with a very short barrel, and a user can easily hide it in a pocket or under a coat. Other than that, it is relatively unremarkable.



The PSS uses silent piston-driven sealed cartridges, which operate identically to those employed by the S4M. They differ in one key respect, however, determined by the different roles for the two pistols. While the S4M's bullet is designed to look like it was fired from an AK-47 rifle, thus confusing forensic examination, the PSS fires a blunt-nosed slug that is entirely unique and readily identifiable. This makes the weapon too distinctive to be used for covert assassinations. Furthermore, because it is a semiautomatic design instead of a break-open derringer, the PSS ejects its spent cartridges—another prominent identifying characteristic, entirely unsuitable for black ops.

The PSS is good for silent, close-range shots in overt paramilitary operations, such as hostage rescues. In this mission, it excels. As a semiautomatic, it provides a rapid follow-up shot capability. Furthermore, its piston-driven firing is truly silent. The only sound comes from the slide as it moves back and forth to cycle the action. Unusual for a purpose-built silent weapon, the PSS lacks a slide lock to eliminate this mechanical noise.

Though the PSS lacks long-range accuracy or stopping power, it is more than adequate at close range, where it is meant to be used. Furthermore, it is a handy weapon that is pleasant to shoot due to its very low recoil.

Who Uses It: The PSS is in service with military and paramilitary special operations units throughout Russia.

d20 Modern Rules: This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 6 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Res (+2)

R-92

Russian 9mm Double-Action Revolver

Like the OTs-01 Kobalt (see above), the R-92 is a police service revolver from Tula KPB; however, it is completely different in design and appearance, and it is unlike any Western revolver. Its construction suffers from the same low-quality approach taken with the Kobalt, using a cast frame rather than a forged one.



The R-92 is designed for use as a concealed firearm (this lends it its rather bizarre shape). There is no external hammer or other protrusion to snag on clothing. To keep overall length down, the barrel is short and the trigger is set well forward on the frame while the grip sharply drops down. Unfortunately, the barrel is so high up that the effect of recoil is exaggerated sharply.

Variants: The R-92 is also available in .380 ACP. This version is called the R-92KS, and its statistics are identical to the R-92.

Who Uses It: The R-92 is used by undercover officers in the Russian Ministry of Internal Affairs (MVD).

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Tiny
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Reutech ADP Mk II

South African 9mm Double-Action Autoloader Pistol

The ADP is named after its designer, Alex Du Plessis. The Mark II is an improved design introduced in 1994. It is a rather small-framed autoloader, designed as a police or military service pistol. It operates on the delayed-blowback principle, using a gas-driven piston to slow the action. The frame is plastic, while the slide is steel. An overall protective matte black finish is applied.



Variants: The ADP Mk II is available in either 9mm Parabellum or .40 caliber (which carries 10 bullets in a magazine instead of 15).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

ROMARM Model 92

Romanian 9mm Double-Action-Only Autoloader Pistol



The ROMARM Model 92 is a new autoloader pistol intended to compete with Western designs. It is chambered in the popular 9mm Parabellum cartridge and operates on a modified Browning action. Its rugged, all-steel construction gives it considerable strength and weight. The grips are synthetic. Available accessories include a laser sight and an illuminator.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Ruger GP100

American .357 Magnum Double-Action Revolver



The Ruger GP100 is a conventional double-action revolver designed to fire the .357 Magnum cartridge. It features a solid-frame construction to better handle the forces of firing the powerful round, resulting in a heavy, rugged design. Most of the internal components are stainless steel to better resist corrosion. The barrel and frame are made from an advanced chrome-moly steel alloy.

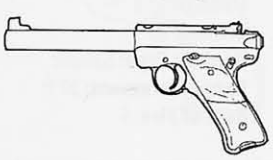
The GP100 incorporates a number of special features unique to Ruger designs. The floating firing pin is mounted in the frame. A patented locking mechanism holds the cylinder securely in position for firing. The grips are another patented Ruger feature and use checkered wooden inserts surrounded by cushioned rubber. The barrel is long and heavy for accuracy and protected by a metal shroud. This gives the GP100 a slightly barrel-heavy balance, which is preferred by most skilled pistol shooters.

Variants: The GP100 is also available in .38 Special. It is produced in a variety of different finishes, including protective chrome and matte black. The .38 Special has the same statistics as the .357 model.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

Ruger Mark II

American .22 Double-Action Autoloader Pistol



More than fifty years ago, Bill Ruger founded a small company to produce a simple autoloader pistol he designed. Known as the Ruger Standard, it proved popular and was in production for many years. Its success fueled the growth of Ruger's company.

In 1982, a slightly improved model known as the Ruger Mark II appeared. It remains popular as a target pistol to this day. Its low-powered .22 cartridge allows the use of a simple blowback operating system, which gives the Mark II exceptional reliability. This feature, coupled with its accuracy, has led to its enduring popularity with sportsmen.

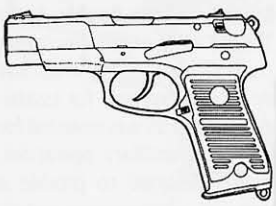
It is a metal construction overall. The cylindrical receiver, long barrel, and sharply angled pistol grip lend the Mark II a distinct appearance. Instead of a slide, the action uses a reciprocating bolt within the receiver housing like a semiautomatic rifle. The charging handle is located at the extreme rear of the receiver.

Variants: The Mark II is produced in a number of different models. The Mark II Standard is the basic version. The Mark II Target features adjustable target shooting sights. The Mark II Government features the same sights and a heavier barrel. The Mark II Competition incorporates both these improvements, together with a built-in scope mount. A silenced version is produced in the U.K. by Law Enforcement International (see the LEI Mark II, earlier in this chapter).

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Medium
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Ruger P89 Series

American 9mm Double-Action Autoloader Pistol



Ruger established a reputation for itself through its lines of revolvers and target pistols. Introduced in 1987, the P89 is the company's first service autoloader. It is a relatively conventional double-action design chambered in 9mm Parabellum that incorporates a number of innovative features.

The operating mechanism is based on the Browning locked-barrel design. The large, locking lug seals into the ejection-port opening in the slide. The trigger uses a double-action mechanism. The weapon is available with either a manual safety catch or a decocking lever. The barrel and slide are stainless steel, but the frame is aluminum to reduce weight.

Variants: The KP93 is a compact model that is both shorter and lighter for concealed carry use. The KP94L is a similar model sized in between the smaller KP93 and the full-sized P89. It is available with an integral laser sight fitted forward of the trigger guard to the bottom of the slide.

d20 Modern Rules: The KP93 grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Ruger P89 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Ruger KP93 (9mm Autoloader)

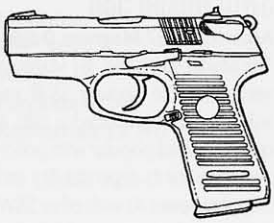
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Ruger KP94L Laseraim (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 18
Restriction: Lic (+1)

Ruger P95

American 9mm Double-Action Autoloader Pistol



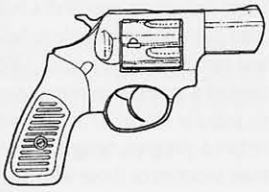
The P95 is a progressive development of the earlier P89 series of autoloader pistols. It is a more advanced design, intended for use with the most powerful 9mm loads. The frame is made from an advanced polymer material and is ergonomically shaped to provide a stable grip. The action has been modified to incorporate a newly patented cam system that improves reliability.

Variants: The P97, a .45 ACP model, uses an 8-round magazine but otherwise has statistics identical to the P95.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Ruger SP101

American .38 Special Double-Action Revolver



The SP101 is a small-frame counterpart to the larger and more powerful Ruger designs, such as the GP100 and the Super Redhawk. It is a good choice for smaller shooters or for plainclothes personnel, for whom the larger pistols are impractical. Designed for use with high-powered .38 Special ammunition, it features stainless steel construction throughout and a solid frame for durability. The ejector rod is offset, allowing a wider and stronger frame forward of the cylinder. With the cylinder closed, it is securely locked in two places for added stability during firing. Though conventional in appearance and design, the SP101 is a highly sophisticated weapon, incorporating a number of advanced features to produce an exceptionally durable and reliable revolver.

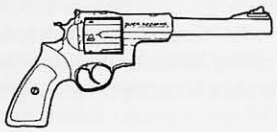
Variants: The SP101 is available in 9mm Parabellum and in .22 as well. The 9mm version uses full-moon 5-round clips to hold the rounds in the cylinder. A double-action-only version with an enclosed hammer is also available and is intended as a concealed firearm.

The .22 revolver deals 2d4 points of damage instead of 2d6; otherwise, its statistics are identical to the .38S and 9mm versions.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Ruger Super Redhawk

American .44 Magnum Double-Action Revolver



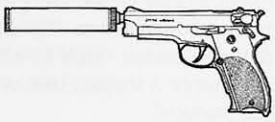
The Super Redhawk is Ruger's biggest revolver. It is designed to fire the massive .44 Magnum round. Developed from the earlier Redhawk revolver, the Super Redhawk incorporates many of the new features of the GP100. These features set the Super Redhawk apart from other .44 caliber revolvers available today.

The frame of the Super Redhawk extends well forward of the cylinder, giving added strength in critical areas to better withstand the powerful firing pressures. The top strap above the cylinder is thickened considerably and features a patented integral scope mount. This feature makes the Super Redhawk popular as a long-range, target-shooting pistol. As on the GP100, the grips are rubber with wooden inserts. The frame and firing mechanism are made of stainless steel for strength and corrosion resistance.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 16
Restriction: Lic (+1)

S&W "Hush Puppy"

American 9mm Double-Action Autoloader Pistol



Following World War II, S&W (Smith & Wesson) produced an autoloader design known as the Model 39. It was a double-action design loosely derived from the German Walther P38. During the Vietnam War, these pistols were issued to U.S. Navy special warfare units as officer side arms. Performance was generally adequate, but in the harsh environment of combat, the weapon was never as reliable as the Colt M1911A1.

The "Hush Puppy," whose official name is Mark 22 Mod 0, is a highly specialized version of the basic Model 39 designed for Navy SEAL teams. It was modified for use with a special silencer, to serve as a silent weapon in clandestine operations. The silencer acts as a suppressor, but also contains a set of replaceable baffles that slow bullets as they're fired, allowing the weapon to fire standard ammunition silently (as though the ammunition were cold-loaded). However, the baffles wear out after just a few shots, and must be replaced.

Large raised sights allow the shooter to sight over the bulky suppressor tube. A slide lock was added to keep the action from cycling when firing the weapon, eliminating mechanical noise.

Who Used It: The Hush Puppy served with the Navy SEALs throughout the Vietnam War. It remained in service well after Vietnam, though it has been replaced by more modern designs.

d20 Modern Rules: When fitted with its silencer, this is a silenced weapon. A successful Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide lock is employed, the Listen check to hear the weapon fire increases by 5, but the weapon's rate of fire becomes single shot.

After the weapon fires 6 standard bullets (or 30 cold-loaded bullets), the silencer functions as a suppressor. Although the weapon's firing makes an audible sound, determining the loca-

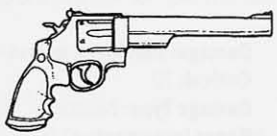
tion of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, the weapon operates silently; a Listen check (DC 15) is required to notice the sound of the weapon firing. The silencer can be restored to its normal function by replacing the internal baffles (purchase DC 10), which takes 1 minute and a successful Repair check (DC 10).

This weapon comes with special plugs that prevent it from becoming unreliable when immersed. It cannot be fired with the plugs in place. Attaching or removing the plugs is a full-round action.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Medium
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

S&W Model 29

American .44 Magnum Double-Action Revolver



The S&W Model 29 was the world's first .44 Magnum revolver. It was quickly discovered by Hollywood, leading to a rush of popularity for the big, powerful cartridge.

The Model 29's action is derived from that of the more common Model 10 series, suitably scaled up for use with the powerful Magnum round. It features a solid frame with a swing-out cylinder and a double-action trigger mechanism. Older models were fitted with wooden grips, but more recent versions use synthetics instead.

Though more powerful cartridges have since become available, the .44 Magnum remains the most popular of the big revolver rounds. Its great size and strong recoil limit its practicality as a service weapon, however. It was originally designed for use against large and dangerous animals—a role for which it is much better suited.

Variants: A stainless steel version, known as the Model 629, is also produced.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

S&W Model 64

American .38 Special Double-Action Revolver



Smith & Wesson set the standard for modern revolver design with a type known as the Model 10. Its solid frame and simple double-action mechanism have been copied worldwide, forming the basis for hundreds of different models from dozens of manufacturers. The simplicity, ruggedness, and reliability of the Model 10 make it one of the most popular service revolvers in use.

In addition to copies from other manufacturers, the Model 10 forms the basis of a whole series of revolvers from S&W. One of the more common versions, the Model 64, is a service revolver designed to keep working in the harshest conditions. It features stainless steel construction with a protective finish. Grips are either walnut or contoured synthetic.

Who Uses It: The Model 10 and its derivatives are the most common revolvers in the U.S. Though popular with law enforcement, they are widely sold to civilians as well.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

S&W Model 586

American .357 Magnum Double-Action Revolver



The Model 586 is the .357 Magnum version of the popular S&W revolver family. Introduced in 1981, it quickly proved popular with police personnel for its dependability and stopping power. As with other S&W designs, it features a solid frame, swing-out cylinder, and double-action trigger. A heavy barrel lug reduces the effect of recoil.

Variants: The Model 686 is essentially the same pistol, except it is constructed from stainless steel throughout.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

S&W Model 642 Ladysmith

American .38 Special Double-Action Revolver



Some individuals may find a full-sized pistol uncomfortable to hold and fire. With this in mind, S&W created a series of revolvers using its popular Model 10 action with reduced-size grips, designed for female shooters or those with small hands. Known as Ladysmiths, they have proven popular with female police officers and as self-defense weapons. Most feature short barrels to make them easily carried on one's person. The Model 642 is typical of the line. It is chambered in .38 Special, a relatively small and easily controllable cartridge, and made from stainless steel to resist corrosion.

d20 Modern Rules: This weapon grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

S&W Sigma Carry Pistol

American Double-Action-Only Autoloader Pistol

The Sigma Carry pistol (also called the Sigma SW9M) is a smaller version of the full-sized Sigma pistol. Though internal operation is the same, the exterior shape has been thoroughly redesigned to eliminate corners and protrusions that might snag on clothing when it is drawn. The clean, uncluttered lines lend it a serious and

professional appearance. All controls sit flush with the frame and slide. The magazine has been reduced in size to a 7-round, single-stacked design, resulting in a much slimmer grip.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.



Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 1 lb.
Purchase DC: 17
Restriction: Lic (+1)

S&W Sigma Series

American Double-Action-Only Autoloader Pistol

The product of a long and exhaustive development process, the Sigma is the latest autoloader pistol from Smith & Wesson. It is S&W's first design to make extensive use of composites in its construction. Its distinctively shaped frame is made from lightweight synthetics and incorporates contoured grips designed to hold a high-capacity, double-stacked magazine. Internally, the action is derived from the familiar Browning design, with a dropping cam-actuated barrel. The large locking lug fits into the extraction port, sealing it when the action is closed. With its internal hammer, the trigger mechanism operates as a double-action-only pistol.



Variants: The Sigma designation refers to a whole series of individual pistol models, available in both 9mm Parabellum and .40 S&W calibers. It is available in a number of different frame sizes and in both black and light gray coloring.

Sigma SW9F (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 17 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Sigma SW40F (.40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)



S&W 4500



S&W 5900

S&W Third Generation Series

American Double-Action Autoloader Pistols

The Smith & Wesson Third Generation series is a range of autoloader pistols developed in the 1980s to suit law enforcement requirements. The range is built around the same basic pistol action, but it is produced in a variety of calibers, frame sizes, trigger mechanisms, and materials. Though all Third Generation pistols are roughly similar in appearance, they can incorporate a wide variety of features. Customers can select nearly any combination, making it easy for police officers to find weapons that comply with departmental requirements. The basic Third Generation design incorporates fixed-barrel bushings (to facilitate disassembly for cleaning), a combat trigger, multiple redundant safety systems, and synthetic wraparound grips.

Individual models within the range are identified by a four-digit numeric coding system. The first two digits indicate the caliber. The third digit indicates frame size and safety arrangements—Third Generations are produced with both full-sized and compact frames and with or without decocking levers. They are also available in double-action-only versions. The fourth digit indicates the material used in construction. The coding system is as follows:

Caliber (First Two Digits)

3900 series: 9mm Parabellum, single-stacked magazine well
4000 series: .40 S&W (Smith & Wesson)
4500 series: .45 ACP (Automatic Colt Pistol)
5900 series: 9mm Parabellum, double-stacked magazine well

Frame Type (Third Digit)

0: Standard frame
1: Compact frame
2: Standard frame with decocking lever
3: Compact frame with decocking lever
4: Standard frame, double-action-only trigger
5: Compact frame, double-action-only trigger

Construction Material (Fourth Digit)

3: Aluminum frame, stainless steel slide
4: Aluminum frame, steel slide
5: Steel frame and slide
6: Stainless steel frame and slide

Examples

Model 4044: .40 caliber, standard-sized aluminum frame with double-action-only trigger, steel slide.

Model 4536: .45 ACP, compact stainless steel frame with decocking lever, stainless steel slide.

Model 5906: 9mm Parabellum, standard-sized stainless frame, double-stacked magazine well, stainless steel slide

One specialty model of the 3900 series is the 3913LS, a "Ladysmith" model developed for female shooters. Like the Ladysmith revolvers, it features a smaller grip, allowing better control for shooters with small hands. The Model 3913LS also features a special finish. (Use the statistics for the S&W 3900 for the Model 3913LS.)

Who Uses Them: S&W has aggressively marketed the Third Generation series to law enforcement agencies throughout the U.S., and it has been widely adopted. Dozens of state and local police departments use Third Generation pistols as standard service weapons. They are also popular with private security agencies, such as armored car companies.

d20 Modern Rules: The 3900 series (including the 3913LS version) grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

S&W 3900 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

S&W 4000 (.40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 11 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

S&W 4500 (.45 Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

S&W 5900 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

S4M

Russian 7.62mm Break-Open Silenced Pistol



The S4M is a 1970s-era pistol designed from the ground up as an assassin's weapon. Designed as a break-open, single-shot pistol with two barrels, it is intended for the silent killing of a single victim at close range. Even after the end of the Cold War, its development and history are still shrouded in mystery. What little is known about it comes from a number of pistols recovered by American spies in Central America during the 1980s.

The S4M itself is an unremarkable, derringer-style weapon. Mechanically, it is simple, and operation is straightforward. The action tips open to the rear, allowing a pair of bullets to be loaded into its over–under barrels. It is then closed and ready to fire. The S4M is compact and smooth, designed to easily fit into a pocket and quickly draw without snagging on clothes.

The real secret to the S4M is not the pistol, but its ammunition. It fires special 7.62mm silent rounds, in which an internal piston both drives the projectile and seals the mouth of the cartridge case. This traps all the propellant gases inside, together with all the noise, flash, and smoke associated with firing the pistol. The result is a truly silent shot.

Because the S4M is a break-open derringer, the spent shell case is not ejected, and thus does not need to be picked up—a good thing, considering the exotic nature of the piston-sealed silent cartridge case.

There is another fiendishly cunning aspect to the S4M's design. Its bullet is identical to the 7.62mm projectile fired by the AK assault rifle. Furthermore, the rifling in the S4M's barrel exactly matches that of the AK. When the bullet is recovered from a victim's body, forensic and ballistic testing will reveal that the killer used a Kalashnikov rifle, probably at long range due to the low impact velocity—a very different conclusion than the true nature of the attack. An assassin using an S4M can approach a victim, shoot him or her silently at point-blank range, and escape in the ensuing chaos, confident that all forensic evidence will lead the investigating authorities down the wrong path.

Variants: An earlier model, designated the MSP, operated on the same principle. It used a different type of piston-driven silent ammunition, which was found unsatisfactory, prompting the S4M redesign.

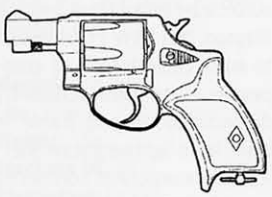
Who Used It: The S4M is an older design. Because its very nature is so secret, however, no replacement is known. S4Ms were used in action in Afghanistan and Central America in the 1980s and perhaps elsewhere.

d20 Modern Rules: This is a silenced weapon. A Listen check (DC 20) is required to notice the sound of the weapon firing.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 10 ft.
Rate of Fire: Single
Magazine: 2 int
Size: Tiny
Weight: 1 lb.
Purchase DC: 17
Restriction: Res (+2)

SCK M-60 New Nambu

Japanese .38 Special Double-Action Revolver



The New Nambu Model 60 is a conventional revolver patterned after the S&W designs. It features a solid frame, 3-inch barrel, double-action trigger, and contoured grips. Most police-issue models have a lanyard ring at the base of the butt. It is a sturdy and dependable, but otherwise unremarkable, design.

Who Uses It: The New Nambu was the standard police side arm in Japan for many years. It has since been replaced by autoloaders but remains in service in small numbers, particularly with older officers or detectives. It remains in production, largely for the export market.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

SIG-Sauer P220

Swiss 9mm Double-Action Autoloader Pistol



The P220 is a double-action autoloader pistol from Switzerland. It is made by SIG (Swiss Industrial Company) and, in order to comply with strict Swiss arms export laws, marketed by a joint agreement with the German arms company J. P. Sauer & Son. It was a highly innovative design and proved to be both influential and extremely popular.

The P220 was one of the earliest autoloaders to be equipped with a decocking lever to allow it to be carried, loaded and ready for immediate use, in relative safety. There is no safety catch to activate—the shooter need only bring it up on target and pull the double-action trigger, which both cocks and fires the weapon. The firing mechanism is derived from the Browning action, with a cam-actuated locking barrel. The barrel-locking lug fits into the shell ejection port in the slide, sealing it to keep foreign objects out.

Construction is from lightweight alloys, with a steel barrel. The grips are plastic. High-contrast Stavenhagen sights are standard; these can be replaced with luminous tritium sights as an option.

The P220 is a reliable and accurate design, well suited to regular use as a service pistol. Its innovative decocking system has made it tremendously successful and led to widespread imitation. Its success has led to a whole series of further designs.

Variants: The P220 is also available in .45 caliber (7 bullets per magazine).

Who Uses It: The P220 has been adopted by the Swiss armed forces as the standard service side arm. It has been sold worldwide for police and military use, with over 150,000 having been produced.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 9 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

SIG-Sauer P225

Swiss 9mm Double-Action Autoloader Pistol



The P225 is a specialized law enforcement derivative of the highly successful P220 service pistol. It is similar in both appearance and operation, but it is slightly smaller and lighter, making it more suitable for daily carrying. It also incorporates an additional safety mechanism that completely disengages the firing pin from the mechanism unless the trigger is depressed.

For police use, the P225 has been carefully designed to be safe to carry but to be instantly ready to fire when needed. Once loaded, it can be carried with the hammer down. As on the P220, there is no manual safety catch. To bring it into action, the shooter need only align it with the target and pull the double-action trigger.

Who Uses It: The P225 is in service with police forces in both Switzerland and Germany. In German service, it is known by the designation P6.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

SIG-Sauer P226

Swiss 9mm Double-Action Autoloader Pistol



The P226 was developed to meet the U.S. Army's requirement for a new pistol to replace the aging Colt M1911A1. Though it lost out for that job to the Beretta Model 92 (adopted as the M9), the P226 is a solid and reliable design, and it soon found other customers.

As its appearance suggests, the P226 is derived from the earlier P220 and P225 designs. It is the same size as the big P220 but features an ambidextrous magazine release. It operates in an identical fashion and incorporates all the P220's features, including the decocking lever. Construction is metal with rubberized plastic grips.

Variants: The P226 is also available in .357 SIG, which has statistics identical to the 9mm version.

Who Uses It: Despite its failure to be purchased by the U.S. Army, the P226 has proven to be highly successful and has been widely sold. It was adopted by the FBI (where it continues to serve in some numbers, despite the subsequent adoption of more modern designs). It also serves with the U.S. Coast Guard. Overseas, it has been sold to the British Ministry of Defense, to the New Zealand armed forces, and to numerous other police and military users.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

SIG-Sauer P228

Swiss 9mm Double-Action Autoloader Pistol



The P228 is a compact SIG autoloader pistol. Like the rest of the SIG line, it is made of alloys and steel with rubberized grips. It uses the same action as the P220, and many of its parts are interchangeable. It also incorporates the popular SIG decocking system.

Who Uses It: The U.S. Army adopted the P228, designated M11, for its Military Police units, in which it serves as a more compact alternative to the Beretta M9. It has also been widely adopted by Federal law enforcement agencies, including the BATF, the DEA, the FBI, the IRS, and others. In Europe, the British and Swiss armed forces bought the weapon. It serves in a number of other nations around the world to both police and military users.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

SIG-Sauer P229

Swiss .40 S&W Double-Action Autoloader Pistol



Like the P228, the P229 is another compact firearm that uses the familiar SIG action. It was originally designed as a .40 caliber S&W variant of the SIG line, but a number of other changes were made aside from the change in caliber, and a 9mm version was ultimately produced.

The P229 differs from the P228 primarily in that its corners have been rounded off to make it more suitable for extended carry. This means that it can be more easily drawn without catching on clothes or equipment.

Variants: The P229 is available in both .40 S&W and in 9mm Parabellum (the latter version carries 13 bullets per magazine instead of 12). With just a change of barrel, a 9mm model can be used to fire a .357 SIG instead (12 bullets per magazine).

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Converting the 9mm version of this weapon to the .357 SIG version, or back, requires a conversion kit (purchase DC 13), 1 minute, and a successful Repair check (DC 5).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

SIG-Sauer P230

Swiss 9mm Double-Action Autoloader Pistol



The P230 is a compact service pistol designed for law enforcement use. Unlike the rest of the SIG line, derived from the P220, it uses a simple blowback action and is chambered in .380 ACP. These differences make it a significantly more compact weapon, better suited to shooters with small hands or concealed firearms.

For safe carrying, the firing pin is permanently locked by the action and cannot fire unless the trigger is actually pressed. This eliminates the risk of accidental discharge if the P230 is dropped. It also features a decocking lever.

Variants: An improved model, the P232, has now replaced the P230 in production. It incorporates a number of minor improvements, most of which simplify manufacturing and reduce cost. (Its statistics are identical to the P230.) It is also available in a model with a stainless steel slide for use in humid or tropical environments.

Who Uses It: The P230 has been adopted as a police weapon throughout Switzerland. It is also in police service in the U.S.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

SIG-Sauer P245

Swiss .45 ACP Double-Action Autoloader Pistol



The P245, a model intended for the U.S. police market, brings the .45 ACP cartridge to the SIG autoloader line. The P245 is a compact design with a short, single-stacked grip to reduce bulk. It retains all the features of the SIG P220 series, including overall metal construction and a decocking lever for safe carrying. Its common heritage with the rest of the SIG P220 line is also readily apparent.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

SIG Pro SP 2340

Swiss .40 S&W Double-Action Autoloader Pistol



The SIG Pro range is a new state-of-the art series of autoloaders from Swiss Industrial Company. These weapons incorporate many of the new trends in firearms design, including polymer construction and ergonomic contouring throughout. The action remains essentially the same as that of the earlier SIG P220 line, but with a number of new features added.

In addition to the automatic safeties and decocking lever to permit safe carrying of a loaded weapon, the SP 2340 features a completely redesigned control set that better suits a firing grip. Though the frame is constructed of plastics, the slide and all locking mechanisms are steel, ensuring reliable operation. The frame features integral accessory rails, and a set of laser sights and illuminators is available from SIG.

The SP 2340 comes with interchangeable high-adhesion grip plates that can be used to change the size and shape of the pistol grip to suit an individual's preference. The trigger mechanism is replaceable as well, and it can be swapped out for a double-action-only model.

Variants: The SP 2340 is available in either .40 S&W or .357 SIG. A variant model, the SP 2009, is produced in 9mm Parabellum; its magazines hold 15 bullets instead of 12, but otherwise the weapon has statistics similar to the SP 2340.

Who Uses It: The SP 2340 in .40 caliber has been adopted by the U.S. DEA.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

SITES M9 Resolver

Italian 9mm Double-Action-Only Autoloader Pistol



From the outset, the Resolver from SITES was designed to be carried for extended periods as a concealed firearm. Careful consideration has gone into the placement of controls and sights so as not to interfere with this role. The Resolver is lightweight and, more importantly, very slim—just 18mm wide. It can easily be concealed on one's person and carried for long hours without discomfort. The action uses a tipping barrel block to lock the breech during firing.

To facilitate rapid use in an emergency, the Resolver has no safety catch or other device that must be operated to bring it into action. Instead, it uses a long-pull, double-action-only trigger mechanism that keeps the firing pin completely disengaged until the moment of firing. In this way, the loaded pistol can be carried without fear of accidental discharge, while still being ready for instant use.

Variants: The Resolver is also available in .380 ACP and .40 S&W variants, designated M380 and M40, respectively. The lower-powered M380 uses a simple straight blowback action. A model with a safety catch is available for those countries where it is required by law.

d20 Modern Rules: This weapon grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S

Magazine: 8 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Sphinx 0.380 AT

Swiss .380 ACP Double-Action-Only Autoloader Pistol



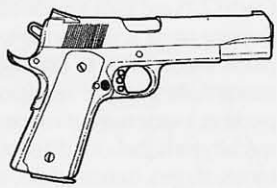
The Sphinx 0.380 AT is a simple blowback pistol with a compact frame and barrel that is designed to be carried for extended periods of time as a concealed firearm. The action decocks automatically when the pistol is loaded, allowing the firearm to be safely carried while loaded without the need for an external decocking lever. The barrel and slide are forged steel. The frame is an alloy to reduce weight. Nonslip contoured rubber grips are standard; optional wooden grips are also available.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S

Magazine: 10 box
Size: Tiny
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)

Springfield Bureau Model FBI SWAT .45

American .45 ACP Single-Action Autoloader Pistol



In the 1990s, the FBI decided to adopt a customized M1911 pistol in .45 ACP to equip its regional SWAT units, as well as the elite Hostage Rescue Team (HRT). A number of gunmakers competed for the contract, which ultimately went to Springfield, one of today's largest manufacturers of M1911 pistols and home to a world-class custom shop.

The Springfield Bureau Model uses the standard M1911 action but incorporates dozens of specialized features to produce the ultimate in combat handguns. The slide and frame are custom fitted by hand to ensure smooth operation. The breech and feed ramp are polished for seamless feeding, while the ejection port is flared to prevent stoppages. The trigger is custom-honed to break cleanly with a four-pound pull. The slide safety is ambidextrous, while the grip safety is mated to a flared beavertail frame. Tritium combat sights are standard. The frame and slide are given an overall black finish in a patented self-lubricating and corrosion-resistant coating.

Who Uses It: The Bureau Model is in service with FBI regional SWAT teams and with the Hostage Rescue Team. It is also available commercially for use as a practical competitive pistol.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S

Magazine: 8 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Star M-30 Series

Spanish 9mm Double-Action Autoloader Pistol



After long experience with making Colt M1911 clones under license, Star of Spain has produced a series of pistols using a modified version of the Colt Browning action. The barrel is locked to the slide by lugs; during firing, the barrel drops downward on a cam, permitting the slide to recoil independently.

The M-30 is the most popular model, though it has since been replaced by the more advanced M-31.

The M-31 differs from the M-30 in a number of minor respects. The whole design has been reengineered to be stronger and more reliable. The grips and controls have been reworked for better ergonomics.

Variants: The M-30M is made from steel, while the M-30PK is made from a lightweight alloy (reducing the weapon's weight by 1 pound). The M-31P and M-31PK are similarly constructed from steel and alloys, respectively.

Who Uses It: The M-30 is used by the Spanish armed forces. It has been exported to Peru, where it serves both the military and the police.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S

Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Steyr GB

Austrian 9mm Double-Action Autoloader Pistol



The GB originally appeared in the 1970s as the Pi-18. Early models, license-built in the U.S., were of poor quality and prone to jamming. In response to this problem, Steyr Mannlicher reworked the design and relaunched it, but it never found widespread use. In the early 1980s, it lost out to the Glock 17 for the Austrian military contract, and production was eventually canceled. The GB makes use of an unusual operating system in which firing gases are vented into the slide to reduce the recoil.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S

Magazine: 18 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

Steyr M9

Austrian 9mm Double-Action Autoloader Pistol

The M9 is a new autoloader design from Steyr. It features a grip and frame made from an advanced synthetic material. The action is a derivative of the familiar Colt Browning system, with a dropping-barrel locking mechanism.

Designed for law enforcement and clearly set to compete with the Glock, the Steyr M9 incorporates a number of safety features.



A built-in gunlock prevents both firing and disassembly when engaged. This lock can be set to use either a special key or an ordinary police handcuff key, as desired. A loaded-chamber indicator is located on the back of the slide, just below the rear sights. This small button protrudes slightly when a cartridge has been chambered; as such, it gives both a visual and tactile conformation that the weapon is loaded.

Of particular note on the M9 are its sights, which are an innovative "triangle-trapezoid" design. The forward sight is triangular in shape, while the rear sights have a similar triangular aperture. This arrangement promotes instinctive alignment of the sights on the target, improving engagement time.

Variants: The M40 and M357 are identical weapons, except that the M40 is chambered for the .40 S&W and the M357 is chambered for the .357 SIG Auto cartridges. Both variants use 12-round magazines.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 2 lb.
Purchase DC: 18
Restriction: Lic (+1)

Steyr SPP

Austrian 9mm Double-Action Autoloader Pistol



Steyr's SPP (Special Purpose Pistol) is a semiautomatic-only version of the Steyr TMP submachine gun (see Chapter Five), which it closely resembles. The biggest visible difference is the absence of the TMP's vertical foregrip, which is necessary only for automatic fire controllability.

As on the TMP, the frame is made of a synthetic composite material. The action uses a rotating barrel to delay blowback. Designed for use by special purpose paramilitary or SWAT units, it is rugged and reliable, if rather large for a 9mm pistol.

Who Uses It: The SPP is in use with special police and security force units worldwide.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Medium
Weight: 4 lb.
Purchase DC: 18
Restriction: Lic (+1)

SuperMag

American .357 Magnum Double-Action Revolver



Dan Wesson was the grandson of the famous founder of S&W. After working at S&W for a time, he struck out to found his own company. Dan Wesson Arms produced a series of high-quality service revolvers, of which the SuperMag is one of the better known firearms.

The Supermag is a large-frame, high-power revolver. It features stainless steel construction with walnut or nonslip rubber grips. Dan Wesson revolvers are known for their quality, which is a cut above the typical mass-produced firearm. Consequently, they are popular with target shooters.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 5 lb.
Purchase DC: 17
Restriction: Lic (+1)

Tanfoglio Combat

Italian Double-Action Autoloader Pistol



Tanfoglio produces a range of highly sophisticated autoloaders, well known for their reliability and accuracy. Derived from the Czech CZ 75 and using a modified dropping-barrel action, Tanfoglio pistols are produced to exacting standards. In addition, Tanfoglio produces a wide range of custom specialty parts (including different barrels, triggers, hammer, slides, muzzle brakes, and so on), allowing shooters to modify their weapons to suit individual tastes. Conversion kits are available to switch individual weapons between calibers.

The Combat is a typical model, designed for practical shooting and military or police service. It is produced in a number of calibers, including 9mm Parabellum, .45 ACP, .40 S&W, and 10mm Auto. Construction is forged steel throughout, with contoured synthetic grips. A decocking lever is standard, permitting safe loaded carry.

Variants: The Combat is available in a variety of different specialty models that are optimized to particular uses. The Tanfoglio L has a longer slide and barrel for target shooting. The Tanfoglio S has an integral muzzle compensator. The compact model has reduced slide

TABLE 1–2: TANFOGLIO PISTOLS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Tanfoglio Combat (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	16 box	Small	3 lb.	16	Lic (+1)
Tanfoglio Combat (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	12 box	Small	3 lb.	16	Lic (+1)
Tanfoglio Combat (.40 S&W autoloader)	2d6	20	Ballistic	30 ft.	S	12 box	Small	3 lb.	16	Lic (+1)
Tanfoglio Combat (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	10 box	Small	3 lb.	15	Lic (+1)
Tanfoglio Combat Compact (9mm auto)[1]	2d6	20	Ballistic	30 ft.	S	14 box	Small	2 lb.	16	Lic (+1)
Tanfoglio Combat L (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	16 box	Small	3 lb.	17	Lic (+1)
Tanfoglio Force (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	16 box	Small	2 lb.	16	Lic (+1)
Tanfoglio Force (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	10 box	Small	2 lb.	15	Lic (+1)
Tanfoglio Force Compact (9mm auto)[1]	2d6	20	Ballistic	30 ft.	S	14 box	Small	2 lb.	16	Lic (+1)
Tanfoglio Force Compact (.45 auto)[1]	2d6	20	Ballistic	30 ft.	S	8 box	Small	2 lb.	15	Lic (+1)

1 This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

and grip for concealed carry use. In addition, the ready availability of high-quality custom parts means that many users further augment their Combats; unique custom derivatives are common as a result.

See Table 1–2: Tanfoglio Pistols for statistics.

Who Uses It: The Tanfoglio Combat serves as a police side arm in a number of European countries. It is very popular with practical competitive shooters as well.

d20 Modern Rules: The Combat Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Tanfoglio Force

Italian Double-Action Autoloader Pistol



The Tanfoglio Force is a new design, derived from the earlier Combat series of autoloader pistols. It uses a new polymer frame, which is both lightweight and corrosion-resistant. Aside from that, the rest of the pistol remains essentially identical to the Combat. Many parts are interchangeable, allowing the ready use of custom components produced for the Combat series.

Variants: Like the Combat, the Force is available in a number of variant models, including a Force Compact carry pistol. It is chambered for a variety of calibers as well. See Table 1–2: Tanfoglio Pistols for statistics.

d20 Modern Rules: The Force Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Taurus Model 65

Brazilian .357 Magnum Double-Action Revolver



The Taurus Model 65 is another conventional double-action revolver patterned after the S&W designs. It is available in a variety of configurations, including different barrel lengths, finishes, and calibers.

Variants: The Model 66 is similar, but it has a larger, 7-round cylinder, which gives it an extra shot before reloading.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Medium
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Taurus Model 850 CIA

Brazilian .357 Magnum Double-Action Revolver



Taurus produces a wide range of revolvers derived from the S&W designs, of which the Model 850 is typical. It is a large-frame design with synthetic rubber grips and a swing-out cylinder. The CIA model is a compact, concealed-firearm version. It features a short barrel, together with an enclosed hammer and reduced sights, to minimize the risk of snagging on clothes when it is drawn. The frame is available in either stainless steel (weight 3 lb.) or titanium (weight 2 lb.).

d20 Modern Rules: This weapon grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Taurus PT 145 Millennium

Brazilian .45 ACP Double-Action-Only Autoloader Pistol



Taurus produces a series of autoloader pistols, including licensed copies of the Beretta 92 and a series of original designs based on the Beretta action, using a falling-block locking system.

The PT 100 Millennium series is a new range of compact, double-action-only autoloaders designed to be concealed firearms. It is produced in a range of popular pistol calibers. The slide is stainless steel, while the frame is made from lightweight composites. The barrel and grip are short, and the corners are rounded, facilitating rapid draw. Controls include a decocker and multiple redundant safeties.

The Millennium is intended for the American market; to comply with U.S. law, the magazine is limited to a 10-round capacity.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Taurus Raging Bull

Brazilian .454 Casull Double-Action Revolver



The Raging Bull is one of the most powerful pistols ever made. It is conventional in design and operation, which incorporates a number of modern features, such as composite grips, shrouded barrel, and adjustable sights. To promote brand identity, Taurus emblazes the barrel shroud with a prominent "RAGING BULL" engraving.

Despite its massive chambering, the Raging Bull is a surprisingly controllable weapon to fire, owing to its considerable mass, long barrel, and highly efficient muzzle brake. The Raging Bull is primarily intended as a hunting weapon for use against large, dangerous game. Its bulk and weight make it impractical as a tactical weapon.

Variants: The Raging Bull is available in a variety of high-power calibers, including .44 Magnum, .45 Long Colt, and .454 Casull.

Taurus Raging Bull (.44 and .45 Revolver)

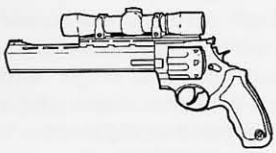
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 16
Restriction: Lic (+1)

Taurus Raging Bull (.454 Revolver)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 17
Restriction: Lic (+1)

Taurus Raging Hornet

Brazilian .22 Hornet Double-Action Revolver



Though intended primarily for big-game handgun hunting, the massive Taurus Raging Bull soon found widespread popularity as a target pistol among competition shooters. In response to this, Taurus released the Raging Hornet, essentially just a Raging Bull rechambered to fire the high-velocity .22 Hornet cartridge. Though it lacks the stopping power necessary for use against all but the smallest game, this round gives excellent ballistic performance and accuracy, making it popular as a target cartridge. The smaller cartridge lets the big cylinder hold eight cartridges instead of the usual five of the Raging Bull.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 8 cyl
Size: Medium
Weight: 4 lb.
Purchase DC: 17
Restriction: Lic (+1)

Thompson Center Contender

American Single-Shot Target Pistol



The Thompson Center Contender is a unique design, intended for use in long-distance target shooting. Its versatility is one of its strongest features. The long target barrel can be quickly removed and replaced with one in a different caliber, allowing different ammunition to be used. Thompson Center currently manufactures barrels in some twenty calibers, ranging from the diminutive .22 up to massive high-powered rifle cartridges such as the .45-70. For a price, custom barrels can be ordered in any caliber desired.

Operation of the Contender is straightforward. Its single-shot, break-open action is mechanically simple and easy to maintain. The trigger guard unlocks the action to open it for loading.

Because it is only a single-shot pistol, the Thompson Center Contender is of little value as a tactical weapon. It is meant for target shooting rather than combat. Its ability to fire full-power rifle cartridges has made it popular with hunters, who want to hunt large or dangerous game with a handgun.

d20 Modern Rules: Converting this weapon from its existing caliber to any of the other available calibers requires a conversion kit (purchase DC 10), 1 minute, and a successful Repair check (DC 10).

Thompson Center Contender (.22 Target Pistol)

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Thompson Center Contender (5.56mm, 7.62mm, and .45-70 Target Pistol)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 17
Restriction: Lic (+1)

Tokagypt 58

Egyptian 9mm Double-Action Autoloader Pistol



This weapon was built in Hungary by FEG for an Egyptian military contract. Basically a copy of the Soviet-era Tokarev TT33 autopistol, rechambered for the 9mm Parabellum cartridge, the Tokagypt features a redesigned grip for a more ergonomic shape, and a safety catch has been added.

Who Uses It: For a number of reasons, the Egyptian Army canceled the contract before the production run was complete. Many Tokagypts were transferred to the Egyptian police. Others were sold worldwide. It was a popular weapon with Palestinian terrorist groups in the 1970s and 1980s.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 14
Restriction: Lic (+1)

Udar 1 and Udar 2

Russian 12.3mm Double-Action Revolvers



The Udar is a large-caliber revolver, designed to fire a variety of specialty ammunition types for a wide range of missions. It is produced in two versions: One is a scaled-up derivative of the OTs-1 Kobalt, while the other stems from the R-92 (see above).

Both Udars are chambered to fire the powerful 12.3mm cartridge, which is derived from a 32-gauge shotgun shell. A bewildering variety of rounds is available in this caliber, including shot, slugs, armor-piercing, nonlethal, and gas cartridges. Complicating the situation is the fact that different versions of the Udar are compatible with different high- and low-powered versions of the ammunition, creating a rather murky picture of the roles of these weapons.

The status of these two revolvers is something of a mystery as well. It is not known whether they are competitors for the same government contract, parallel programs, or complementary systems. Both have been offered for export sales.

The Udar 1, similar to the OTs-1, was developed for the Russian Ministry of Internal Affairs (MVD). It is conventional in arrangement and operation, with an exposed hammer and solid frame. It is produced in three variants: Standard, Service (the Udar-S), and Training (the Udar-T); the latter only fires nonlethal paint and rubber projectiles.

The Udar 2, similar to the R-92, is intended for use in a shoulder holder or other concealed firearm rig. It has an enclosed action with no external hammer and the distinctive rakish shape of the R-92.

Who Uses It: The Udar is apparently in service with the Russian military and Russian Ministry of Internal Affairs (MVD).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Small
Weight: 3 lb.
Purchase DC: 18
Restriction: Lic (+1)

Vektor CP1

South African 9mm Double-Action Autoloader Pistol



The Vektor CP1 is a new autoloader design from Vektor of South Africa. Its construction makes extensive use of advanced plastic materials, which entirely enclose the action. Its smooth, uncluttered shape is the product of extensive human-factors engineering and gives it a distinctively futuristic appearance. All controls have been carefully located so as not to increase the width of the weapon, improving concealment. The magazine features a plastic bottom that blends smoothly into the shape of the grip.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 13 box
Size: Small
Weight: 1 lb.
Purchase DC: 16
Restriction: Lic (+1)

Vektor SP1

South African 9mm Double-Action Autoloader Pistol



Caught in the grip of the anti-apartheid arms embargo, South Africa began local production of an autoloader pistol for police use in the 1980s. The Vektor Company built a copy of the Beretta 92 known as the Z-88. Though it was successful, the designers at Vektor went back to the drawing board to try to improve on the basic Beretta design; the SP1 is the result.

The SP1's recoil-operated action is essentially the same as that of the Beretta 92. Externally, it looks significantly different and features a fully enclosed slide to keep out dirt and other debris. All controls are duplicated on both sides, except for the magazine release, which can be removed and repositioned to either side as desired. The SP1 features a wraparound grip and a metal frame.

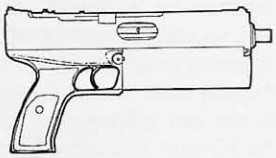
Variants: The SP2 is identical, except that it is chambered in .40 caliber and carries 11 rounds per magazine. There is also a version known as the SP General Officer's Pistol with a shortened barrel; it weighs 2 pounds but is otherwise identical to the SP2.

Who Uses It: The SP1 is the service side arm of the South African military and police forces.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

Voros Pistol

Hungarian 9mm Double-Action Autoloader Pistol



The Voros is an unusual pistol from Hungary. Developed as a private venture, it features a high-capacity helical magazine that holds up to 36 rounds, is mounted underneath the barrel, and is forward of the trigger guard. The action uses a telescoping bolt, similar to that of the Uzi submachine gun; an automatic military submachine gun version of the Voros is planned as a future development. As a semiautomatic pistol, the Voros is large and awkward. For applications in which magazine capacity is important, however, the Voros has few equals.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 36 box
Size: Medium
Weight: 4 lb.
Purchase DC: 19
Restriction: Lic (+1)

Walther P5

German 9mm Double-Action Autoloader Pistol



Introduced in the 1970s, the P5 is an updated version of the World War II–era P38 pistol. It was designed in response to German police requirements. The action and firing mechanism are the same as on the P38, using a breech locking system and a double-action trigger. Its most important modifications are the barrel, which has been shortened considerably, and the safeties, which have been completely redesigned. In addition to a conventional safety catch, the firing pin moves out of alignment with both the cartridge and the hammer, making discharge impossible. Only when the trigger is pressed does the pin swing into position to impact the cartridge primer and fire a round.

Variants: The P1A1, an improved version, was introduced in the late 1980s. The biggest difference was a redesigned push-through safety catch. Sales were not forthcoming, and the P1A1 was withdrawn from production shortly after its appearance. A concealed-firearm version, the P5 Compact, proved more successful; it was slightly shorter and featured rounded corners free of protrusions to facilitate faster drawing. (It has the same statistics as the P5.)

Who Uses It: The P5 was adopted as a standard service side arm in parts of Germany, as well as the Netherlands. It has been widely exported and is used as a military pistol in Nigeria and Portugal.

d20 Modern Rules: The P5 Compact grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Walther P88

German 9mm Double-Action Autoloader Pistol



The P88, which appeared in the 1980s, was a considerable departure for Walther. It was the company's first pistol design to operate on the Colt Browning dropping-barrel system. Similar in size and arffrangement to the SIG-Sauer autoloaders from Switzerland (see above), the P88 featured a redundant safety mechanism, including a mechanical safety catch, a decocking lever, and the disengaged firing pin of the earlier P5.

Variants: A compact version of the P88 has the same simple features of its full-sized namesake and operates identically. It has a 14-round magazine (instead of a 15-round magazine) and a purchase DC of 18 (instead of 19).

d20 Modern Rules: The P88 Compact grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 15 box
Size: Small
Weight: 2 lb.
Purchase DC: 19
Restriction: Lic (+1)

Walther P99

German 9mm Double-Action Autoloader Pistol



The P99 is the latest autoloader pistol design from Walther. It is a thoroughly modern design that is constructed of advanced composite materials and demonstrates careful ergonomic engineering throughout. All controls are ambidextrous. Installing different plastic backstraps, the user can alter the shape of the grip, allowing him or her to select the most comfortable hold.

As on the earlier P88, multiple independent safety mechanisms eliminate the risk of accidental discharge. A loaded safety indicator is also fitted. Field stripping can be done without tools, facilitating maintenance. The frame below the slide is grooved to allow accessory mounts, such as laser sights or illuminators.

Variants: The P99 is available in both 9mm Parabellum and .40 S&W (their statistics are identical). The P22, a .22 caliber target version, is produced for sport shooting and features an extended weighted slide with a ported muzzle brake. Though it looks just like the P99, the P22 is much smaller, approximately two-thirds the size of the P99 itself.

d20 Modern Rules: The P22 grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Walther P22 (.22 Autoloader)

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 10 box
Size: Small
Weight: 2 lb.
Purchase DC: 16
Restriction: Lic (+1)

Walther P99 (9mm and .40 S&W Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 16 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

Walther PP

German .32 ACP Double-Action Autoloader Pistol



The Walther PP (Polizei Pistole) is a service autoloader intended for law enforcement use. Introduced in 1929, it is a sophisticated design that is still competitive today despite its long life. It uses a straightforward blowback action that is both simple and reliable. The PP remains in production to this day.

A protruding pin indicates when the chamber is loaded (the PP was one of the first pistols to incorporate this now-popular feature). Another innovation was the design of the safety catch, which lowered the hammer to prevent accidental firing even with the chamber loaded. This is what makes the PP particularly suitable for police personnel.

Variants: The PP has been produced in a number of different calibers over the years, including .380 ACP and .22.

Who Uses It: The PP has been produced in huge numbers, both in Germany by Walther and around the world as licensed and unlicensed copies. It served police (in Germany and elsewhere) for years, including during World War II. Today, though, more modern types of pistols have replaced the PP. The PP remains in production in a number of countries, including Russia, South Korea, and Turkey.

d20 Modern Rules: This weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 1 lb.
Purchase DC: 17
Restriction: Lic (+1)

Walther PPK

German .32 ACP Double-Action Autoloader Pistol



The PPK is a compact derivative of the popular PP service autoloader (see above). While retaining the innovative features that distinguished the PP from its contemporaries, the PPK's shortened barrel and grip make it particularly suitable as a concealed firearm for plainclothes or undercover officers.

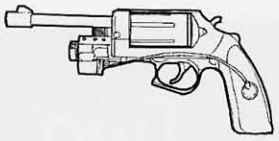
Variants: The PPK is also produced in a number of other calibers, including .380 ACP and .22.

Who Uses It: The PPK has seen widespread police use since its introduction. As with the PP, it is now no longer in front-line service, but it is still being produced.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 7 box
Size: Small
Weight: 1 lb.
Purchase DC: 15
Restriction: Lic (+1)

Yesaul

Ukrainian 5.45mm Double-Action Revolver



The Yesaul is a highly unusual revolver, designed in the Ukraine for military Special Forces use. Though conventional in configuration and operation, it is chambered in the 5.45×45mm rifle cartridge (the same round fired by the AK-74 assault rifle). Though this cartridge is lightweight as far as rifle cartridges go, it is still a full-powered rifle round. The recoil is extreme, making the Yesaul a very difficult weapon to fire. Large cartridges necessitate the use of a greatly elongated cylinder to hold them, giving the Yesaul a distinctive appearance. A number of accessories are available, including a laser-sighting device.

The reasons for making such a seemingly impractical weapon are unclear. The Yesaul will probably never be more than a curiosity.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 5 cyl
Size: Medium
Weight: 3 lb.
Purchase DC: 15
Restriction: Lic (+1)

ZML MAG 95

Polish 9mm Double-Action Autoloader Pistol



Unlike the earlier P-93, which represented a continued development of earlier designs, the MAG 95 is a wholly original pistol developed by ZML. Clearly influenced by Western designs, it is chambered in 9mm Parabellum and incorporates many of the features found on the latest generation of autoloader pistols.

The firing mechanism is similar to the Browning designs with a double-action trigger. The barrel is lined with chrome to reduce wear. A decocking lever permits safe loaded carry, and all controls are ambidextrous. An accessory rail under the barrel permits devices, such as laser sights, to be readily fitted. Careful consideration of human factors, such as the shape of grips and the overall balance of the weapon during firing, has led to a practical, accurate design.

Variants: The MAG 98 is a slightly modified version with a built-in recoil buffer. The MAG 98C, offered primarily for export, is a sporting model for target and practical competition shooters.

d20 Modern Rules: Due to its high quality of manufacture, the MAG 98 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

ZML MAG 95 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 20 box
Size: Small
Weight: 3 lb.
Purchase DC: 16
Restriction: Lic (+1)

ZML MAG 98 (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 20 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

ZML MAG 98C (9mm Autoloader)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 20 box
Size: Small
Weight: 2 lb.
Purchase DC: 17
Restriction: Lic (+1)

ZML P-93

Polish 9mm Double-Action Autoloader Pistol

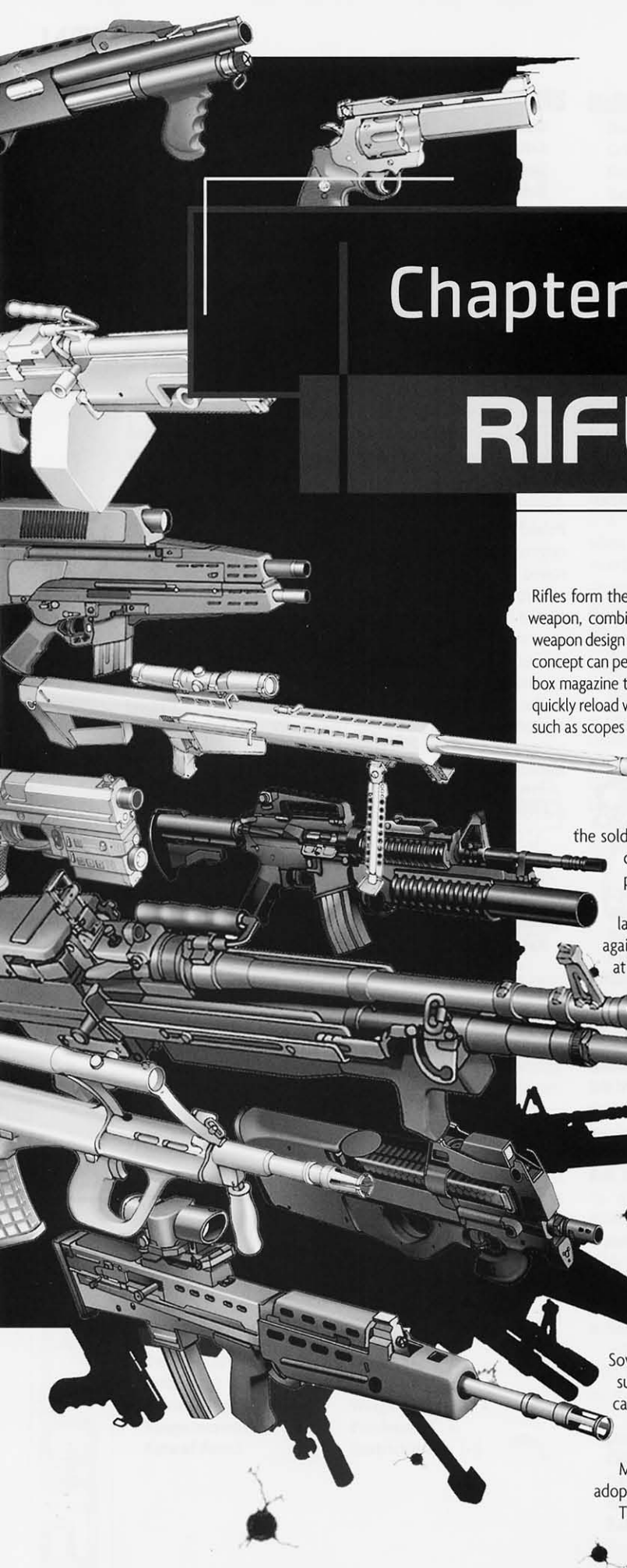


The P-93 is the latest in a line of autoloader pistols developed in Poland after World War II. The original design, the P-64, borrowed elements from the Soviet Makarov and the German Walther PP. The P-93 builds on successive generations of improvements to the basic design to create a modern and reliable weapon.

The P-93 is chambered for the 9mm Makarov cartridge and operates on the blowback principle. Features include contoured grips suitable for a two-handed firing stance, a decocking lever for safe loaded carry, a hammer safety, and adjustable sights.

Who Uses It: The P-93 is in service as an officer's side arm with the Polish armed forces.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 8 box
Size: Small
Weight: 2 lb.
Purchase DC: 15
Restriction: Lic (+1)



Chapter Two

RIFLES

Rifles form the bulk of military small arms. The rifle is the standard infantry weapon, combining firepower with portability. Since World War II, military weapon design has been dominated by the assault rifle concept. The assault rifle concept can perhaps best be defined as a select-fire weapon with a detachable box magazine that gives the shooter considerable firepower and the ability to quickly reload when necessary. Most assault rifles can be fitted with accessories such as scopes or night-vision scopes. Most can also be redesigned to serve as sniping weapons or light machine guns (with bipods).

Since World War II, there has been a steady trend to make infantry weapons smaller and lighter. This has reduced the soldier's load in combat and lets the soldier carry a greater quantity of ammunition; however, it has come at a price—smaller and lighter means reduced hitting power and long-range performance.

In the early 20th century, military rifles were designed to fire large, powerful cartridges. They were capable of accurate fire against distant targets and had tremendous stopping power, even at long range. Soldiers were thoroughly trained in marksmanship, a long and expensive process.

After World War II, this kind of thinking fell into disfavor. The demands of total warfare meant that nations could no longer afford to take years (or even months) to train skilled infantry soldiers. Instead, conscripts had to be readied for battle in mere weeks. Technology provided an answer in the form of automatic weapons. By giving the soldier an automatic rifle, military planners hoped to make up for reduced marksmanship skill through sheer volume of fire. This had two effects. First, weapons had to be bigger to sustain the forces of automatic fire. And second, soldiers had to carry much more ammunition to keep up with the demands of the new doctrine. The combat soldier's load was increased dramatically.

As the Cold War set in, and the superpowers squared off against each other, standardization became popular. Both the NATO countries and the Soviet bloc adopted common ammunition calibers to make supply easier in time of war. In the West, the 7.62×51mm NATO cartridge became standard. This was a large, powerful cartridge similar to the kind of ammunition that had been used throughout the 20th century. It was used in the American M14, the German G3, and the Belgian FN FAL, which was widely adopted throughout NATO (and around the world).

The Soviet Union took a different approach and selected the

7.62×39mm cartridge, a much lighter and less powerful round than the NATO cartridges. It was particularly poor at long-range accuracy. In light of wartime experience, however, this was considered acceptable. Soviet tactics totally rejected the older doctrine of long-range marksmanship and focused instead on massed, close-in automatic firepower. For this role, the less powerful cartridge was not only adequate, but it was actually better, because it allowed for greater controllability.

Before long, thinking in the West shifted to be more in line with that in Russia. In the early 1960s, the American military broke away from the NATO standard and adopted a new rifle, the M16. This new rifle was designed to fire a new 5.56×45mm cartridge, which was even smaller and lighter than the Soviet round.

The adoption of the M16 caused considerable controversy. Compared to the 7.62mm round, the 5.56mm cartridge had greatly reffduced hitting power. Furthermore, America's NATO allies were upset at the decision to abandon the 7.62mm round, which the U.S. had insisted be adopted in the first place. Early combat experience in Vietnam revealed numerous problems with the M16, which led many (in both the U.S. and Europe) to question the wisdom of adopting it at all.

While controversy raged in the West, the Soviet Union was taking a hard look at the combat performance of the M16 in Vietnam. Soviet designers were quick to recognize the advantages of the smaller, lighter cartridge. The M16 was handier than its European contemporaries and was much easier to control in automatic mode. Its 5.56mm ammunition was also much less expensive to produce.

Furthermore, the realities of modern warfare showed that long-range combat was less important than it was once thought to be. In close, where most fighting actually took place, the 5.56mm round performed more than adequately. Based on this, the Soviets introduced their own lightweight cartridge, the 5.45×39mm round. This was adopted as standard in 1974 and was soon used throughout the Eastern bloc.

As time went by, the advantages of the 5.56mm cartridge became more apparent to Western observers as well. In 1980, the NATO nations adopted it as their new standard cartridge.

Today, these four cartridges (7.62mm and 5.56mm NATO, and 7.62 and 5.45mm Soviet) account for the bulk of military weapons worldwide. Though a few outlying calibers remain (such as the new Chinese 5.8mm round), it is remarkable to note just how much these four cartridges have come to dominate military weapon design worldwide—even in nonaligned countries, and even well after the end of the Cold War.

In the past twenty years, developments in assault rifle design have been more evolutionary than revolutionary. No major shift comparable to the decision to adopt smaller-caliber rounds in the 1960s and 1970s has come along. What has happened is refinement of existing designs and ongoing development of some practical considerations of firearms design.

Advances in materials technology have produced high-impact plastics that are both lightweight and also strong enough to withstand the rigors of combat use. These plastics have replaced wood for components, such as stocks and grips, in virtually all modern military weapons. Sometimes, the entire action of the weapon is housed in a plastic shell or case. When this is done, it gives weapon designers an opportunity to exercise another key area in which technology has advanced: ergonomics. Beginning with the introduction of the Steyr AUG, human factors have played an increasingly important role in firearms design. Before 1980, the basic shape of the rifle had remained essentially the same for well over a century. Since then, however, the shape of grips and stocks, the placement of controls, and the arrangement of optics have all changed in order to create a weapon that better suits the needs of the shooter. This has made weapons handier and easier to use, especially in the split-second demands of combat.

Unlike target rifles, military weapons must be able to function in rain forests, sand-swept deserts, or muddy battlefields as well as they function on a pristine firing range. They must be easy to clean and maintain, even without access to sophisticated tools. In light of this, most modern weapons are designed to easily break down into their key components, allowing ready access to the action and barrel for cleaning.

Another trend that is evident throughout military weapons design is the continued shrinking of the assault rifle. Compact and ultracompact carbines have become increasingly popular. These versions of the assault rifle generally feature folding stocks and shortened barrels and are particularly handy in urban fighting, where shorter engagement distances mean their reduced long-range performance won't be felt.

The "bullpup" configuration, in which the magazine is located behind the pistol grip, has become increasingly popular. This allows for a shorter overall weapon while retaining a relatively long barrel (which is necessary for long-range accuracy). Most new designs today are bullpups.

Standardization of design elements is becoming more common as well. NATO has adopted a weapon standardization scheme called STANAG, which provides that a number of features must be common among weapons in NATO service. The magazine interface is standardized to accept the box magazine of the M16 family. It also calls for standard mounts for accessories (such as scopes) and muzzle-launched rifle grenades. Even though the French FA-MAS, the American M16, and the British L85A1 IW are all very different weapons, they can all fire the same cartridges, use the same magazines, and mount the same accessories.

All of these trends are relatively minor. Rifle design has not really been swept by revolutionary change since the adoption of light-caliber cartridges thirty years ago. Though new weapons continue to emerge, none presents any radically new developments.

The one major change looming on the horizon is the United States' Objective Individual Combat Weapon (OICW), which currently exists in prototype form. This weapon combines the rifle with an automatic grenade launcher and a highly sophisticated fire control system (FCS), making a remarkably accurate and powerful weapon; however, the OICW is bulky and hugely expensive. Whether it will ever actually enter service, or ultimately become just an interesting footnote like the G11, remains to be seen.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game* and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a rifle without taking a –4 penalty on the attack roll.

For rifles with an automatic rate of fire, one must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

Bipods: Many rifles come equipped with bipods (see Bipods in the introduction for game rules).

Burst Fire: Some rifles have three-round burst settings even if they do not have an automatic rate of fire. These weapons can be used with the Burst Fire feat. They cannot be used to make autofire attacks or to gain any other benefit of the automatic rate of fire. They do not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

Chambered Rounds: Any rifle with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Changing Scopes: A scope can only be attached to a weapon equipped with a scope mount. Some firearms come with scope mounts, but unless otherwise stated they do not. Adding a scope mount to a weapon takes 1 hour and a successful Repair check (DC 15). A scope mount has a purchase DC of 10.

When a scope is attached to a weapon for the first time, it must be zeroed or it will not function accurately. Zeroing is the process by which the scope is precisely aligned with the aim of the weapon. Zeroing takes 15 minutes and requires the firing of 10 bullets. The weapon must be fired to be zeroed.

Once the scope is zeroed, it can be removed and reattached later to the same weapon without zeroing it again. If it is attached to a different weapon (even a different weapon of the same model), it must be zeroed to that weapon, rendering it no longer zeroed to the original weapon.

Attaching or removing a scope is a full-round action.

Civilian Models: Many military firearms are available in civilian versions. Civilian versions of automatic weapons (weapons that feature an automatic rate of fire) fire only at the semiautomatic rate of fire. A civilian version of an automatic weapon has a purchase DC of 1 lower than the purchase DC for the standard version, and carries the Licensed (+1) restriction, or the Restricted (+2) restriction if suppressed or silenced.

A civilian version can be converted from semiautomatic to automatic with a successful Repair check (DC 20) and 1 hour. A converted weapon does not have semiautomatic rate of fire.

Folding Stocks: Some assault rifles feature folding stocks. (Some weapons have collapsible stocks; for game purposes, these are the same as folding stocks.) Folding a weapon's stock grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Iron Sights: Iron sights are the standard, built-in aiming sights found on almost all rifles. Some sniper rifles lack iron sights because they are designed to be used with scopes. A rifle without iron sights imposes a –1 penalty on attack rolls unless used with a scope.

Unless otherwise noted, every rifle in this chapter has iron sights.

Loading Large Magazines: According to the *d20 Modern Roleplaying Game* (see Reloading Firearms, page 97), refilling a box magazine is a full-round action. Actually, as a full-round action you can refill up to 20 rounds of ammunition in a box magazine. Larger box magazines take more time to fill. For example, a 30-round box magazine takes 2 full rounds to fill, while a 42-round box magazine takes 3 full rounds to fill. You do not have to fill a box magazine to its full capacity; if you can only spare 1 full round, you can choose to partially fill a larger magazine.

Optical Sights: Some rifles feature optical sights. Unless otherwise noted, optical sights function identically to standard sights.

Rifle Descriptions

The rifles described in this chapter are presented alphabetically.

A-91 Compact

Russian 9×39mm Assault Carbine



The A-91 compact assault rifle is a direct competitor of the Vikhr SR-3 (described later in this chapter) and bears striking similarities to that weapon. Like the Vikhr, it is chambered in the 9×39mm caliber and is intended for close-in combat by special forces units. Its gas-powered action is derived from the AKS-74U. Made largely of sheet metal stampings, it is inexpensive to produce. It can accept the full range of optical devices, as well as the GP-25 underbarrel grenade launcher. A screw-on suppressor is available as well.

The A-91 should not be confused with the similarly designated A-91M assault rifle (see below), which, confusingly, is also produced by Tula.

Variants: Unlike the Vikhr, the A-91 is also available in a number of other cartridges, including 5.45mm, 5.56mm NATO, and 7.62mm Soviet. These are primarily aimed at export sales, though as yet no customers have been forthcoming.

Who Uses It: The A-91 Compact has been adopted by the Russian Ministry of Internal Affairs (MVD).

d20 Modern Rules: When fitted with a suppressor, the A-91 Compact is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

See the 9×39mm Ammunition sidebar for more information on the weapon's cartridge.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 6 lb.
Purchase DC: 22
Restriction: Mil (+3)

A-91M

Russian 7.62mm Assault Rifle



The A-91M is an innovative new bullpup assault rifle from the Tula design bureau. Interestingly, it returns to the powerful 7.62×39mm round used by the AK-47, rather than the more modern 5.45mm cartridge that has been used in virtually all other advanced Russian designs.

Unlike the OTs-14 Groza, which uses a modified version of the Kalashnikov action, the A-91M uses an entirely new operating mechanism. The bolt is arranged such that recoil is focused just below where the stock meets the firer's shoulder, which dramatically improves controllability in automatic mode by counteracting muzzle climb.

The action is completely sealed to keep dust and debris out. It is housed in a composite shell that features two vertical pistol grips and a prominent carrying handle. Spent cases are ejected forward, rather than sideways, through a small hole at the rear of the carrying handle. This feature makes the A-91M readily usable by either left- or right-handed shooters. Standard AK-47 magazines are used.

The A-91M is designed to accept the 40mm GP-97 grenade launcher, which clamps onto the top of the rifle in front of the carrying handle. The grenade launcher's trigger is arranged to line up with the rifle's forward pistol grip, making it intuitively accessible in the heat of combat. The GP-97 fires standard Russian 40mm grenades.

Although an excellent design, the A-91M has yet to go into production. Given the decision to adopt the AN-94, its future with the Russian armed forces is uncertain. It is being offered for export sales.

The A-91M should not be confused with the similarly designated A-91 Compact assault carbine (see above), which, confusingly, is also produced by Tula.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 21
Restriction: Mil (+3)

AK-107

Russian 5.45mm Assault Rifle



An advanced derivative of the Kalashnikov AK Series, the AK-107 incorporates numerous minor refinements, such as improved iron sights and a three-round burst setting.

The AK-107 uses two gas pistons, located one on top of the other. When the weapon is fired, one piston is driven rearward to cycle the bolt in the conventional manner. The other piston is driven forward, creating a reactive force. The motion of each piston counteracts the other, virtually eliminating recoil.

This system is clever and highly effective. In the end, however, the AK-107 lost out to the more sophisticated (and expensive) AN-94. It is being offered for export sales.

Variants: A version chambered for the 5.56mm NATO cartridge, designated the AK-108, is also available. It weights 8 pounds but otherwise has statistics identical to the AK-107.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Res (+2)

AN-94

Russian 5.45mm Assault Rifle



The Kalashnikov AK Series design is now more than fifty years old. In recognition of the changes in technology that have emerged over time, the Soviet armed forces embarked in the 1980s on a program to develop the next generation of assault rifle. Whatever would replace the legendary AK would have huge shoes to fill, and the Soviets launched a competitive development program called Abakan, named after the small Siberian village where the weapons were tested.

The main goal of the Abakan program was to develop a weapon that would increase the AK-74's probability of a hit by reducing the recoil and improving the overall quality of the design. This also represented a profound shift in Soviet tactical doctrine, which had emphasized massed automatic fire from the rifle squad operating in concert throughout the Cold War. Now, individual skill in marksmanship would be promoted instead, and a more accurate weapon would be needed.

Every Soviet arms bureau submitted a design to the Abakan competition. The winner was the work of a designer named Gennady Nikonov and was designated the AN-94. An early prototype, called the ASN, appeared publicly in 1993. In 1996, the Russian Defense Ministry announced it would adopt the ASN. Today, it is in production to reequip the Russian armed forces, though limited budgets and bureaucratic inertia will mean that it will take many years to do so.

Unlike its competitors in the Abakan trials, which introduced new ammunition types, the AN-94 is chambered to fire the same 5.45mm round of the AK-74. It also incorporates a few AK-74 components, such as the magazine and pistol grip. The action, however, is entirely new and is nothing short of revolutionary. It makes use of a system of operation known as "blowback shifted pulse," in which the bolt and receiver reciprocate independently during firing. This permits an extremely fast two-round burst to be fired.

The AN-94 is a remarkably innovative weapon and is poised to serve as the heir to the Kalashnikov legend. Time will tell whether it can live up to the reputation established by its predecessor.

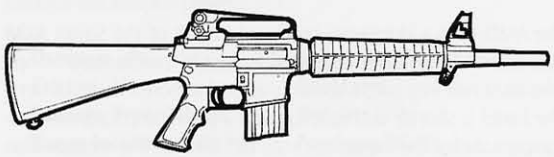
The AN-94 is equipped with iron sights. It can also be fitted with the standard scope mount from the AK-74. Other standard accessories, such has the GP25 40mm grenade launcher, can also be fitted.

d20 Modern Rules: This weapon features a two-round burst setting. When used with the Burst Fire feat, it fires only two bullets instead of five and can be used with only two bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra three bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 21
Restriction: Res (+2)

Alexander Arms Beowulf

American .50 Caliber Assault Rifle



The Beowulf is one of the more remarkable AR-15 variants. It is rechambered to fire a highly modified custom cartridge. This is a straight-sided, unnecked .50 caliber round. Though the bore size is more than doubled, the total length of the cartridge remains the same. This allows it to feed into the AR-15 action with the bare minimum of modification. Indeed, the case rim remains the smaller .223 diameter so that it can interact with the standard AR-15 bolt, giving the cartridge a distinctly unusual appearance. Ordinary AR-15 magazines can still be used, though magazine capacity is cut in half, since the bigger .50 caliber Beowulf rounds must be fed in single-stacked.

Though the Beowulf is an interesting development, and it certainly throws a large and heavy bullet, the relatively small size

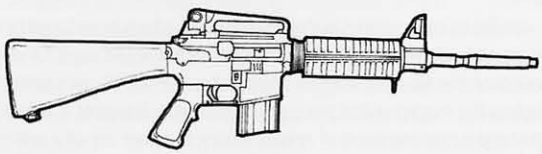
of the cartridge case relative to the projectile makes it somewhat underpowered. It is best suited for close-range use.

Variants: Like the Genghis (see below), the Beowulf is available in a number of variant models, including carbine and sniper rifle versions.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

Alexander Arms Genghis

American 5.45mm Assault Rifle



The Genghis is a variant of the AR-15 produced by Alexander Arms for the American sporting market. It has been rechambered to fire the Soviet 5.45mm cartridge used by the AK-74 rifle. The weapon's operation remains the same; the only difference is the provision of the Soviet caliber for those users that prefer it.

Variants: The Genghis is available in a number of different variants to suit the user's needs, including specialized sniping and carbine models.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 7 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

AMD-65

Hungarian 7.62mm Assault Rifle



The AMD-65 is a Hungarian-produced variant of the Soviet AKM Kalashnikov. It has been optimized for use by mechanized troops who must ride into battle aboard cramped armored troop carriers. The barrel is shorter and is fitted with a prominent flash-hider to compensate for the increased recoil this creates. The weapon also has a folding stock.

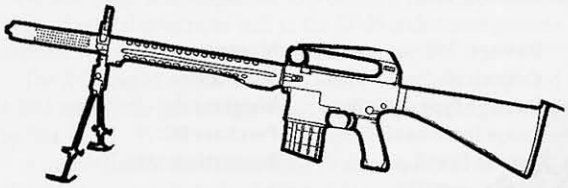
Variants: There is a modified version designed for use with rifle grenades; it features a longer barrel and special sights.

Who Uses It: The AMD-65 is the standard service rifle of Hungarian mechanized forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

AR-10

American 7.62mm NATO Assault Rifle

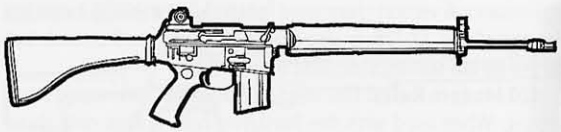


As its appearance suggests, the AR-10 is a predecessor to the AR-15, which went on to be adopted in military service as the M16. The action is largely similar to the AR-15, though it is chambered in the larger 7.62mm NATO caliber. Though it is a quality design with great potential, the AR-10 was nowhere near as successful as its later descendants. It was made for only a few years in the late 1950s, and its only customer was Sudan, whose armed forces fielded it in small numbers. Experts feel that had it appeared a little earlier, it might have been a huge success. As it stands, by the time the AR-10 came onto the market, most armies had already equipped themselves with new weapons, and there was little demand for another service rifle.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

Armalite AR-18

American 5.56mm Assault Rifle



The AR-18 was developed to serve the needs of poorer countries that wanted to adopt a modern 5.56mm assault rifle but that lacked the expensive industrial facilities necessary to produce the more complex M16 series. Most of its mechanism is made up of inexpensive steel stampings to keep costs down. Despite its similarity in appearance, it is a much simpler design than the M16, using a gas-piston action. The AR-18 is an affordable, reliable, and practical weapon. Unfortunately, the major powers had already selected other designs, and no smaller nation wanted a weapon that "wasn't good enough" for its larger cousins. Consequently, it failed to win any military orders. It was produced in small numbers in Holland, Japan, and the U.K., primarily in semiautomatic sporting versions for civilian use.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Res (+2)

AS Val

Russian 9×39mm Suppressed Assault Rifle



The AS Val has an integral suppressor. Chambered for the 9×39mm cartridge, the Val is most effective for close-in fighting. It fulfills the same role as suppressed submachine guns in the West, such as the German H&K MP5SD.

Variants: The Val is also available in a specialized sniping variant called the VSS Vintorez.

Who Uses It: The AS Val has been adopted by the Russian Ministry of Internal Affairs (MVD) and military Special Forces units.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

See the 9×39mm Ammunition sidebar for more information on the weapon's cartridge.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 6 lb.
Purchase DC: 22
Restriction: Mil (+3)

9×39mm Ammunition

Russian designers have developed a remarkable new cartridge, primarily for the MA Vikhr SR-3 assault rifle, the A-91 compact assault rifle, and the AS Val assault rifle. It is essentially a standard 7.62mm Soviet shell case that has been necked up to fire a larger 9mm bullet. The 9×39mm was expressly designed to be effective at subsonic velocities, for use in suppressed weapons. It has a high sectional density and ballistic coefficient, which have the effect of offsetting the disadvantages of its low velocity.

The round creates very little recoil but has excellent armor-piercing characteristics and stopping power.

If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using 9×39mm ammunition. However, the weapon's range increment decreases by 10 feet.

A package of 20 rounds of 9×39mm ammunition has a purchase DC of 6.

Beretta AR70

Italian 5.56mm Assault Rifle



The AR70 was Beretta's first attempt at designing a 5.56mm assault rifle. The AR70 is a lightweight weapon, designed to be inexpensive to manufacture. Its muzzle has a built-in launcher for rifle grenades and a special flip-up sight is fitted for use in this manner. A lightweight bipod can be attached as required.

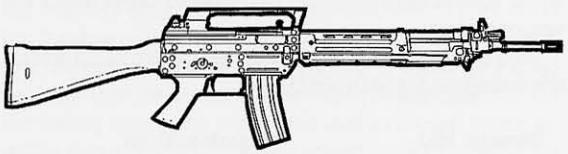
Variants: There is a folding-stock version called the SC70. There is also a compact carbine called the SC70 Short, with a reduced-length barrel and a shorter range increment (70 ft.).

Who Uses It: The AR70 was never widely adopted by the Italian military, though it is used in special operations units. It is exported to Jordan and Malaysia.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

Beretta AR70/90

Italian 5.56mm Assault Rifle



The AR70/90 was developed in the late 1980s. It is derived from the earlier AR70 but features a number of improvements to the basic design. The action is built to be more rugged. A three-round burst setting has been added. A distinctive carrying handle is attached to the top; this can easily be removed to reveal a NATO-standard sight mount underneath. The AR70/90 can also accept M16-standard magazines. One useful feature of the AR70/90 is that the barrel can quickly be replaced if necessary, facilitating maintenance in the field.

Variants: Like the earlier AR70, the AR70/90 features a folding-stock version (the SC 70/90) and a compact carbine version (the SCS 70/90) with a shorter range increment (70 ft.). The latter cannot use rifle grenades, though there is a version with a screw-on rifle grenade launcher called the SCP 70/90.

Who Uses It: The AR70/90 is the current Italian military service rifle.

d20 Modern Rules: This weapon may be modified to have a three-round burst setting instead of an automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a successful Repair check (DC 10) and 10 minutes. It can be returned to its original rates of fire with another Repair check (DC 10) and another 10 minutes of work.

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat. If you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

When its stock is folded, the compact version (SCS 70/90) provides a +3 circumstance bonus on Sleight of Hand checks made to conceal the weapon (instead of +2).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

Beretta BM59

Italian 7.62mm NATO Automatic Rifle



The Beretta Model 59 (BM59) is a descendant of the wartime American M1 Garand, which was adopted by the Italian armed

forces following World War II. In 1959, the Garand was modernized and refffffchambered to fire the new NATO 7.6mm round. The result was a select-fire weapon with a box magazine, similar in appearance to the American M14, which was also derived from the M1. A bipod is generally fitted. The BM59 is a powerful, rugged, and reliable weapon, though it is overly large and bulky by modern standards.

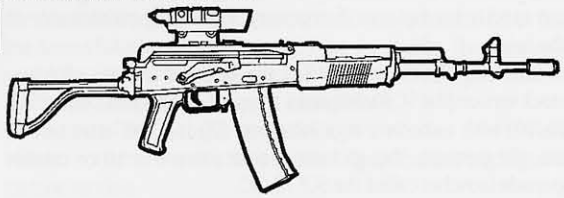
Variants: A number of variant models of the BM59 have been produced. The BM59 Ital TA was meant for mountain troops and features a folding stock and pistol grip. The BM59 Ital Para was similar, but also had a removable flash-hider to further reduce the weapon's length.

Who Used It: The BM59 served as the standard Italian military rifle throughout the 1960s and 1970s.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

Beryl 5.56mm Mod.96

Polish 5.56mm Assault Rifle



The Beryl is an upgraded version of the Tantal assault rifle. The most significant change is the rechambering for the 5.56mm NATO cartridge, which was necessitated by Poland's entry into the alliance. Other modifications include an improved, two-strut, folding stock. In other respects, it is essentially the same as the Tantal.

Variants: The Mini-Beryl is an ultracompact version similar to the AKS-74U, designed for Special Forces units.

Who Uses It: The Beryl has been adopted by the Polish armed forces as their 5.56mm NATO-standard weapon.

d20 Modern Rules: This weapon has a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

The Mini-Beryl grants a +2 bonus on Sleight of hand checks made to conceal the weapon.

Beryl (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

Mini-Beryl (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 5 lb.
Purchase DC: 20
Restriction: Res (+2)

Bofors AK5

Swedish 5.56mm Assault Rifle



The AK5 is a heavily modified version of the Belgian FN FNC assault rifle, optimized for use in extremely cold weather. Changes include controls that have been reworked to facilitate use while wearing heavy gloves (such as a new forward grip, trigger guard, and charging handle), and an internal action reworked to function better in cold temperatures. The weapon also uses a shorter twist rifling in the barrel, which produces more stable bullet flight. The AK5 has a distinctive dark green overall finish.

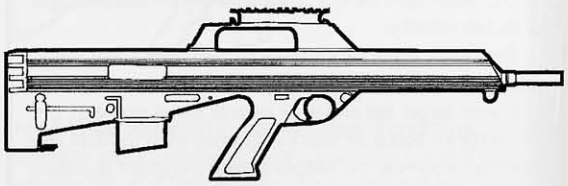
Variants: The AK5B incorporates the SUSAT optical sight from the British L85A1. The AK5D (which weighs 1 pound less than the AK5 or AK5B but otherwise has similar statistics) has a NATO-standard sight rail on its upper receiver and can accept a variety of sighting devices.

Who Uses It: The AK5 is the standard service rifle of the Swedish armed forces and was adopted in the late 1980s.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

Bushmaster M17S

American 5.56mm Assault Rifle



The M17S is an Australian design produced by the Bushmaster company. The action is derived from the AR-18 but has been reconfigured to a bullpup. This change results in a compact, handy weapon, with good accuracy and reliability. A large carrying handle on top of the weapon also serves to cock the action. This handle incorporates integral iron sights, but it can also be used as a mount to attach a variety of scopes. The action can easily be opened for cleaning by removing two pins. NATO-standard M16 pattern magazines can be used.

Who Uses It: The M17S is primarily intended for police and paramilitary units, but it has also proven popular as a sporting rifle.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

CETME Model 58

Spanish 7.62mm NATO Assault Rifle



The CETME Model 58 was developed in Spain after World War II by German engineers. Originally chambered in 7.92mm, it was reworked in the late 1950s to fire a special low-powered version of the 7.62mm NATO cartridge. This version was adopted by the Spanish armed forces.

The Model 58 was originally fitted with a bipod, which folded back to form the forward hand grip. This was later dropped in favor of a more conventional fixed wooden handguard.

Variants: In the early 1970s, the Model 58 design was strengthened to fire the full-power 7.62mm NATO cartridge. The new model was redesignated the Model C.

Who Used It: The Model 58 became the standard Spanish service rifle in 1958. It was replaced by the Model C in 1974.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

CETME Model L

Spanish 5.56mm Assault Rifle



The Model L is little more than the earlier Model C, scaled down to chamber the 5.56mm NATO cartridge. Though the roller-locked action remains unchanged, the rifle has been reworked overall to make use of modern composite components. The weapon's furniture is plastic, and the receiver is made from pressed steel. Early production models used a 20-round box magazine, but this was later replaced by a NATO-standard M16 housing, allowing the use of 30-round M16 magazines. Another change was the deletion of a three-round burst setting, because experience showed that troops could be readily trained to fire short bursts from an automatic setting instead.

Variants: There is a compact carbine model with a folding stock known as the Model LC. There is also a variant optimized for use in the firing ports of armored personnel carriers, the Model R, with a special charging handle and no stock or sights.

Who Uses It: The Model L entered Spanish military service in 1988.

d20 Modern Rules: With its stock folded, the Model LC compact model provides a +3 circumstance bonus on Sleight of Hand checks to conceal the weapon (instead of +2).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

CZ 52/57

Czech 7.62×45mm Automatic Rifle



This relatively unsuccessful design appeared shortly after World War II and was not around for long. It borrowed heavily from wartime rifle designs, using the trigger assembly of the M1 Garand and the action from the German Mauser Mkb42(W) automatic rifle. The bolt-locking system was original and used an unusual tipping assembly. In practice, this mechanism proved prone to jamming. The weapon was loaded with stripper clips. The CZ 52 was withdrawn from service after only a few years and was replaced by more advanced designs.

Variants: Before 1957, the CZ 52 was chambered for an unusual 7.62×45mm round. This was later abandoned in favor of the Warsaw Pact–standard 7.62×39mm cartridge.

Who Used It: The CZ 52 and CZ 57 were used by Czech forces for a few years in the 1950s. They lingered a little while longer in second-line units, but they have since been withdrawn.

d20 Modern Rules: This weapon is unreliable.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

CZ 58

Czech 7.62mm Assault Rifle



The CZ 58 was adopted in the early 1960s as the standard Czech military rifle. Though similar in outward appearance to the Soviet Kalashnikov, its action is an original Czech design built around an unusual tilting bolt and an axial hammer.

Variants: The CZ 58 has been made in two main versions. The CZ 58P has a fixed stock, while the CZ 58V uses a folding metal stock. Weapons produced more recently make use of plastic furniture on the stock and grips instead of wood. Other variants feature underbarrel grenade launchers, special sights, or suppressors.

Who Uses It: The CZ 58 served for decades as the standard military rifle of the Czech armed forces. It has only recently begun to be replaced by more modern designs. It was also exported to a number of Soviet client states, though it was nowhere near as successful as the Kalashnikov series.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

CZ 2000

Czech 5.56mm Assault Rifle



This design, known as "Lada" and chambered for the 5.45mm Soviet cartridge, originally appeared in the early 1990s. It failed to catch on, and CZ (Ceska Zbrojovka) withdrew it—only to reintroduce it a couple of years later as the CZ 2000. This time, it had been reworked to use the 5.56mm NATO cartridge, reflecting the Czech Republic's new relationship with the West.

The CZ 2000 has a folding stock. The weapon uses a 30-round transparent plastic magazine but is designed to use NATO-standard M16 magazines as well.

Variants: The compact version has a much shorter barrel and forward grip. A light machine gun variant uses a 75-round drum.

Who Uses It: The CZ 2000 has yet to be formally adopted but is being considered by the Czech armed forces to meet their requirement for a NATO-standard 5.56mm weapon.

d20 Modern Rules: This weapon has a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

CZ 2000 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

CZ 2000 Compact (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 19
Restriction: Res (+2)

Daewoo K1A1 Carbine

South Korean 5.56mm Assault Carbine



This compact carbine resembles the K2 assault rifle and shares some components with it. It uses a different action, however, which does away with the long-stroke piston and operates more like the American M16. It also features a shorter barrel and a collapsible stock. A heavy muzzle brake is fitted to compensate for the shorter barrel.

Who Uses It: Some of these weapons are sold on the civilian market in the U.S. as semiautomatic sporting carbines.

d20 Modern Rules: This weapon can be modified to allow both semiautomatic and automatic rate of fire with a successful Repair check (DC 15) and 1 hour.

This weapon has a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

Daewoo K2

South Korean 5.56mm Assault Rifle



The K2 is a modern 5.56mm assault rifle produced by Daewoo. Its action is superficially similar to the M16, though it makes use of a long-stroke piston running above the barrel. The receiver is machined from heavy forged alloy parts, which give it great strength and reliability. The K2 can fire in semiautomatic or three-round burst mode. The K2 can accept standard M16 magazines.

Who Uses It: The K2 is the standard service rifle of the Republic of Korea armed forces.

d20 Modern Rules: This weapon features a thrtee-round burst setting. When used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat. If you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

DSA SA58 OSW

American 7.62mm Assault Carbine



The American firm DSA produces FAL rifles from the original Fabrique Nationale blueprints, primarily for the law enforcement market. DSA-produced FALs are designated SA58 and incorporate numerous minor improvements, including a specially treated barrel for accuracy and a sophisticated muzzle brake to control recoil. Among the available variants is a compact carbine known as the OSW (offensive suppression weapon). The OSW features

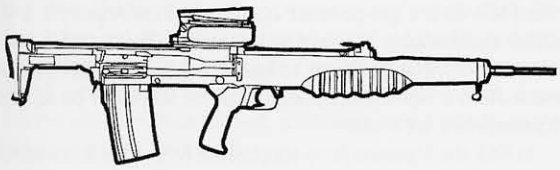
a compact barrel with a redesigned gas system, muzzle brake, a folding stock, and a number of accessory rails similar to those on late-model M4 carbines.

The OSW is similar in size to the M4, but it fires the harder-hitting 7.62mm round of the full-sized FAL. It is primarily aimed at the paramilitary or law enforcement market; semiautomatic-only versions are also available as civilian sporting rifles (purchase DC 19).

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

EM2

British .280 Assault Rifle



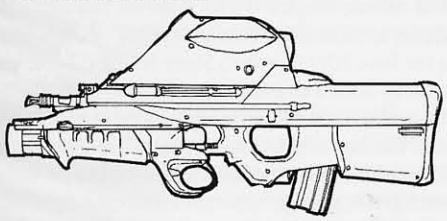
The EM2 appeared in the late 1940s and was the subject of considerable controversy. Designed to replace the aging Lee-Enfield series of bolt-action rifles, which had served Britain well through two world wars, it was chambered for an unusual .280 caliber cartridge. This decision represented a considerable break with earlier doctrine, based on the idea that extreme long-range performance was not required in an infantry rifle. It was felt to be more important that the weapon function reliably and accurately at close range, where fighting was more likely to take place.

By all accounts, the EM2 is an excellent rifle, with good performance and outstanding reliability; however, it never went into large-scale production, due to strong political opposition from other NATO members (particularly the U.S.) to the radical ideas behind the .280 caliber cartridge. Eventually, NATO adopted the more traditional 7.62×51mm cartridge as standard instead. The British reluctantly abandoned the EM2.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

F2000

Belgian 5.56mm Assault Rifle



During the 1980s, Fabrique Nationale conducted a study into the future of infantry weapons. The study concluded that new types of missions, such as peacekeeping, would radically change the way in which armed forces would have to function. The exact nature of the changes was impossible to predict. In response to this study, the company created the F2000. This weapon system was designed to readily adapt to the requirements of future military missions or emerging technologies.

At its heart, the F2000 is a gas-powered, rotary-locked rifle action chambered in 5.56mm. The action is housed in a streamlined plastic frame with carefully arranged controls and is configured as a bullpup to keep overall length down. The design incorporates a number of innovations developed for the FN P90 PDW, such as the downward ejection of spent cases (to allow for ambidextrous use).

To facilitate the attachment of accessory devices, the F2000's forward handgrip and upper covering can be detached and replaced by a variety of special components. In addition, Fabrique Nationale's designers anticipated that electrical devices (such as targeting sights, vision enhancers, and illuminators) would become increasingly popular. To this end, a battery pack is built into the stock of the F2000 to power any device that might be mounted onto the weapon.

FN plans a range of accessories for the F2000 to take advantage of its integral power source. Perhaps the most significant of these is a specialized fire control system, which mounts on the top of the weapon and incorporates an advanced digital sight with a laser rangefinder. The FCS can calculate precise targeting information and project the weapon's aim point onto the scope lens as a red dot. When the weapon is correctly aligned with the target, the dot turns green, cuing the user to fire.

A specially designed 40mm grenade launcher can be attached in place of the forward handgrip. The launcher can fire existing NATO-standard 40mm ammunition. Furthermore, unlike most add-on grenade launchers, it is designed to preserve the F2000's inherent balance.

Who Uses It: The F2000 is being developed for the Belgian Army.

d20 Modern Rules: This weapon's grenade launcher fires a 40mm grenade that explodes in a 10-foot-radius burst (DC 15 Reflex save for half damage). See Explosives and Splash Weapons on page 103 of the *d20 Modern Roleplaying Game* for grenade rules.

F2000 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Res (+2)

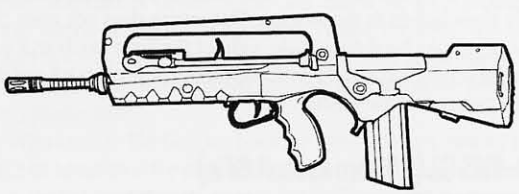
F2000 40mm Grenade Launcher

Damage: 3d6
Critical: —
Damage Type: Slashing
Burst Radius: 10 ft.
Reflex Save DC: 15
Range Increment: 10 ft.1
Size: Tiny
Weight: —
Purchase DC: 18
Restriction: Mil (+3)

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

FA-MAS G1

French 5.56mm Assault Rifle



French soldiers call this weapon "le Clarion" due to its distinct shape and full-length carrying handle. The FA-MAS is an advanced bullpup design used by the French armed forces.

The FA-MAS G1 was the first 5.56mm weapon to be adopted by any

European army. The action is complex and has proven problematic, though most of the bugs now seem to have been worked out. It has a built-in bipod that folds up along the sides of the receiver.

d20 Modern Rules: This weapon may be modified to have a three-round burst setting instead of the automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a successful Repair check (DC 10) and 10 minutes. It can be returned to its original state with another Repair check (DC 10) and 10 more minutes.

When the three-round burst is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

FA-MAS G2

French 5.56mm Assault Rifle



A more advanced version of the G1, known as the FA-MAS G2, emerged in the 1990s. The most obvious difference is a large trigger guard that accepts the whole hand. The G2 features a STANAG magazine well, allowing the use of M16 standard clips. The internal action has been strengthened.

Variants: A compact version with a cut-down barrel, known as the Commando, is available. A civilian version for sporting is capable of only semiautomatic fire and chambered in the .223 Remington caliber.

Who Uses It: The FA-MAS serves throughout the French Army, Marines, and Foreign Legion. It has been sold to a number of former French colonial states, including Djibouti and Gabon. It has also been adopted by the United Arab Emirates and Lebanon.

d20 Modern Rules: The FA-MAS G2 may be modified to have a three-round burst setting instead of the automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a successful Repair check (DC 10) and 10 minutes. It can be returned to its original state with another Repair check (DC 10) and 10 more minutes. The Commando compact version of the weapon has both autofire and three-round burst settings and need not be modified, as above.

When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

FA-MAS G2 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

FA-MAS G2 Commando (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

FARA 83

Argentine 5.56mm Assault Rifle



The FARA 83 is a gas-powered assault rifle from Argentina. It is rather unremarkable in design and operation. The action is produced from metal stampings to keep costs low. The furniture is made from a high-impact plastic, and the stock can be folded forward when not in use.

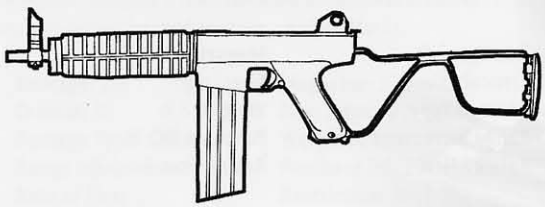
In 1983, the Argentine Army adopted the FARA 83 as its standard assault rifle. It was to be produced in large numbers; however, after about one thousand had been made, a financial crisis forced a halt in production. It never really got under way again, and today the FARA 83 remains more a curiosity than anything else.

Who Uses It: The FARA 83 is in use in limited numbers in the Argentine armed forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

Floro International 5.56mm PDW

Philippine 5.56mm Assault Carbine



Still in development, the Floro PDW is a weapon designed to reffplace 9mm pistols and submachine guns. As such, it is billed as a "personal defense weapon" (PDW). However, that term more correctly applies to submachine guns firing pistol-caliber ammunition. Because the Floro PDW uses the 5.56mm NATO rifle cartridge, it is more correctly termed an assault carbine.

The Floro PDW is a small and handy weapon. It is short in overall length and features a folding metal stock. The action includes a patented recoil reduction mechanism, designed to permit the use of a powerful rifle cartridge in so small a weapon. A sight rail is built into the top of the receiver, allowing a variety of accessories to be fitted. The Floro PDW can use standard M16 rifle magazines.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 21
Restriction: Res (+2)

FN CAL

Belgian 5.56mm Assault Rifle



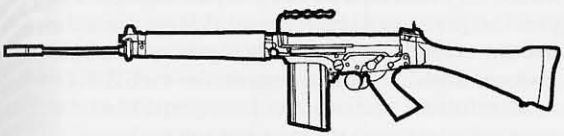
The CAL emerged during the Vietnam War as the 5.56mm round used by the M16 began growing in popularity. It is Fabrique Nationale's first design in that caliber, and it resembles a scaled-down FAL, though the action is heavily modified. There are several clever design elements in its action, for example, the CAL is one of the first designs to incorporate a three-round burst setting. The CAL is expensive to manufacture and has proven difficult to maintain in field conditions.

d20 Modern Rules: This weapon has a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

FN FAL

Belgian 7.62mm NATO Assault Rifle



The Belgian FAL was designed in the early 1950s. It is one of the most successful Western battle rifle designs of the late 20th century, rivaled only by the M16 and the German G3 in popularity. When NATO adopted the 7.62×51mm cartridge as standard in 1953, the FAL was already ready for production, thanks to Fabrique Nationale's foresight in designing a weapon of that caliber. Though the action is derived from FN's earlier M1949 rifle, its extensive use of composite materials makes the design very advanced for its time.

The FAL was designed to be capable of automatic fire. In practice, it has proven somewhat light for this role, and as such, many were built with semiautomatic-only mechanisms (these versions have a purchase DC of 19).

Variants: A special Para version has a shortened barrel, a folding metal stock, and a shorter range increment (80 ft.). The sheer number of FALs built over the years (in over a dozen different countries) means that a variety of minor variant models have emerged.

Who Uses It: The FAL has been adopted as the standard service rifle by over seventy different nations worldwide, throughout Africa, Asia, Europe, the Middle East, and South America. It has also seen extensive use by police forces. It can be found in virtually every part of the world.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

FN FNC

Belgian 5.56mm Assault Rifle



Fabrique Nationale went back to the drawing board to develop an entirely new service rifle chambered in 5.56mm NATO. The result was the FNC. Making use of a simple gas-powered action similar to that of the M16 and constructed largely of lightweight alloys and composites, the FNC is a highly practical weapon. The FNC is readily suited to use with rifle grenades.

Variants: The FNC can be fitted with either a fixed plastic butt or a folding metal one. A special variant for law enforcement (called the FN FNS) is capable of semiautomatic fire only; it has a purchase DC of 19.

Who Uses It: The FNC is the standard service weapon of the Belgian Army. Other users include Latvia and Nigeria.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

Galil Series

Israeli 5.56mm Assault Rifle

The Galil was developed for the Israel armed forces following the 1967 Six-Day War. Experience with the Kalashnikov in the hands of the Arab armies convinced the Israelis of the soundness of its design, and the Galil is essentially an AK action reworked to use the 5.56mm NATO caliber. Early Galils had wooden furniture, but more recent models replace this with high-impact plastic. There are numerous variant models of the Galil (see Table 2–1: Galil Assault Rifles for statistics).

Galil ARM: The ARM is the full-length assault-rifle version of the Galil. It is generally fitted with a bipod, which also features a built-in wire cutter. Both fixed- and folding-stock versions are available, though Israeli-issue military weapons use the folding stock.

Galil SAR: The SAR is a compact carbine version of the Galil, featuring a shortened barrel and a folding stock.

Galil AR: The newest Galils replace the wooden furniture with lightweight composites and are designated "AR."

Galil LMG: This is a light machine gun variant of the Galil, fitted with a long, heavy barrel and bipod for sustained fire use.

Galil MAR: The MAR (Micro Assault Rifle) uses a standard Galil action with a radically shortened barrel and lightweight components to produce an extremely compact weapon.

Other Variants: There are specialized sniper and marksman variants of the Galil. It is also produced in the NATO 7.62mm caliber for export purposes. A variant of the Galil, called the R4, is produced under license in South Africa. Another variant, the 890C, was produced by the Swedish firm FFV for a Swedish Army requirement, but it lost out in trials to the FN FNC-derived AK-5 and never went into mass production.

Who Uses It: The Galil has been the standard Israeli military rifle since its adoption in the early 1970s. In recent years, many Israeli units have started using the M16, though the Galil continues in service.

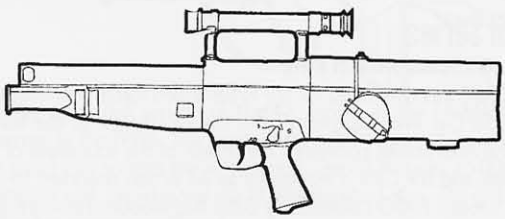






H&K G11

German 4.7mm Caseless Assault Rifle



The G11 does away with traditional metal cartridge cases for its ammunition. Instead, it fires 4.7mm "caseless" rounds, in which the projectile is encased in a hard rectangular block of the propellant charge. When the weapon is fired, the propellant combusts, driving the bullet downrange as normal. There is no case to eject—the propellant burns up completely and the gases are vented away, leaving the action empty and ready for the loading of the next round.

There are several advantages to such a system. The action can be sealed, keeping out debris, which could cause fouling. Furthermore, it can be made to cycle very quickly. This permits an extremely high rate of fire. The G11 was designed to take advantage of this feature through a three-round burst setting. A more modest (and controllable) rate of fire setting is available for standard automatic fire.

The G11's mechanism is completely encased in a rectangular plastic shell that forms the shoulder stock. The pistol grip protrudes from the bottom, and a carrying handle on top contains an optical sight. The magazine, which holds an impressive 50 rounds, is loaded horizontally on the top of the weapon and feeds in behind the pistol grip, which gives the G11 a very long barrel relative to its overall length.

The G11 was finally perfected in the late 1980s. On the eve of full production, however, world events took a dramatic turn as the Berlin Wall was torn down and Germany subsequently reunited. In the more peaceful aftermath of the Cold War, and faced with the pressing economic burdens of reunification, the tremendous expense of the G11 simply couldn't be justified. The German Army decided to pursue a less expensive design instead.

Variants: A slightly modified G11 was proposed for U.S. military use during the 1980s' Advanced Combat Rifle program. H&K also designed a squad-level machine gun firing the 4.7mm caseless ammunition to serve alongside the G11.

Who Used It: About 1,000 G11s were built and issued to Special Forces units in the German armed forces. These have since been withdrawn, primarily due to the high cost of their ammunition.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When the three-round burst version is used with this weapon, the penalty on the attack roll is lessened to –2 instead of –4. Also, the weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 50 box
Size: Large
Weight: 9 lb.
Purchase DC: 24
Restriction: Res (+2)

H&K G36

German 5.56mm Assault Rifle

The G36 was created to fill the void left by the failure of the G11 program. The German armed forces needed a 5.56mm rifle, and the G41 derivative of the G3 proved to be too expensive. In its stead, H&K developed an advanced low-cost assault rifle—the G36. In a marked departure for H&K, it did away with the long-established roller-lock action and instead uses a simple rotating-bolt mechanism.

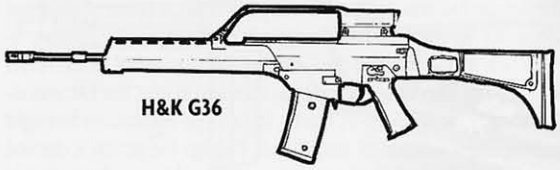




TABLE 2–1: GALIL ASSAULT RIFLES

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Galil ARM (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	35 box	Large	11 lb.	18	Res (+2)
Galil ARM (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	25 box	Large	10 lb.	19	Res (+2)
Galil SAR (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	35 box	Large	9 lb.	18	Res (+2)
Galil SAR (7.62mm assault rifle)	2d10	20	Ballistic	80 ft.	S, A	25 box	Large	9 lb.	19	Res (+2)
Galil LMG (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	50 box	Large	11 lb.	20	Res (+2)
Galil MAR (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	35 box	Large	8 lb.	20	Res (+2)

The weapon's design makes extensive use of composites to minimize weight. The transparent plastic magazines snap together to facilitate rapid changes. The forward grip incorporates an integral mounting rail for accessories such as entry lights. All controls are ambidextrous, and there is a spent case deflector for left-handed shooters. The case deflector doubles as a retaining catch for when the stock is folded forward.

The G36 has an integral carrying handle that mounts a dual sighting system. This is made up of an optical sight and (above it) an electronic red-dot sight for rapid target engagement at close ranges.

Variants: A short-barreled "carbine" version called the G36K has a range increment of 70 feet, a weight of 7 pounds, and a purchase DC of 20. Its statistics are otherwise identical to the standard G36.

The G36C, an ultracompact version for close-quarters fighting, has a range increment of 60 feet, a weight of 6 pounds, and a purchase DC of 20. The ultracompact model does away with the sighting system and carrying handle and replaces them with a standard accessory rail. Its statistics are otherwise identical to the standard G36.

An export version, the G36E, replaces the special dual sighting system with a single optical sight. Its statistics are otherwise identical to the standard G36.

Who Uses It: The German military has adopted the G36 as its current standard combat rifle. The Spanish forces have recently selected the weapon as well. The G36K has entered into service with the German Special Forces. H&K is currently marketing the design to law enforcement agencies in the U.S. and Europe.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

Heckler & Koch Roller-Locked Rifles

When West Germany began to reestablish its military in the 1950s, it looked for an alternative to the Belgian FAL assault rifle. It settled on the CETME, which was developed in Spain by German designers working from an experimental wartime design. Heckler and Koch (H&K), a German machine toolmaker, was chosen to further refine and produce the design. The result was the highly successful Gewehr 3, or G3, chambered to fire the standard 7.62mm NATO cartridge.

Like the Spanish CETME, the G3 is built around a mechanism that uses roller-locks to delay blowback of the breech during firing. Though complex and expensive, this action is efficient and reliable and has proven to be very successful. It is not only used in a number of different rifles but in an entire range of weapons, including the MP5 submachine gun and the H&K 11 and H&K 21 series of machine guns.

Variants: The G3 has been extensively modified over the years. The earliest models had wooden furniture and a crude rear sight. The G3A3 is the current model, using plastic furniture (available in either black or olive green). The G3A4 is the same as the G3A3 but with a collapsible stock fitted. The G3K is a series of shorter versions with cut-down barrels. The G3-SG1 is a dedicated sniper variant that is fitted with a scope, bipod, target stocks, and precision trigger.

H&K 33: The H&K 33 is essentially the G3 rechambered to fire the smaller 5.56mm NATO cartridge. Aside from the G3 itself, this has been the most successful of the H&K rifle designs. It has been widely exported and can be found in service worldwide, especially in Africa, Asia, and South America. Familiar variant models are made—fixed-stock, collapsible-stock, sniper rifles with bipod and scope, and shortened carbine versions (the H&K 33K). The most modern version is the H&K 33E (for export).

H&K 53: The H&K 53 is a cut-down derivative of the H&K 33 5.56mm assault rifle. It is designed to provide the firepower of an assault rifle in a compact weapon that is no bigger than a submachine gun. It takes the H&K 33's action and uses a dramatically shortened barrel with the forward grip of the MP5 submachine gun. Like the MP5, it is available with a fixed stock, a collapsible stock, or a simple end cap with no stock.


H&K G3


H&K 33


H&K G8


H&K G53


H&K G41

TABLE 2–2: HECKLER & KOCH ASSAULT RIFLES

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
H&K G3A3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
H&K G3A4 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	20	Res (+2)
H&K 33E (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	25 box	Large	9 lb.	19	Res (+2)
H&K 33K (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	25 box	Large	9 lb.	20	Res (+2)
H&K 53 (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	8 lb.	20	Res (+2)
H&K G8 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	30 box	Large	20 lb.	20	Mil (+3)
H&K G41 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	25 box	Large	10 lb.	19	Res (+2)











G8: The 7.62mm G8, designed to function as a multipurpose weapon for police and counterterrorist units, is a derivative of the standard G3. It is similar to the H&K 11 machine gun (see Chapter Seven) and features the H&K 11's heavy barrel, bipod, optional belt-feed mechanisms, and standard scope. Taking advantage of the roller-locked action's high inherent accuracy, the G8 was designed to be a sniper rifle and a light machine gun. The shooter can rapidly switch back and forth between precisely aimed single shots and automatic suppressive fire as the situation dictates.

G41: The G41 was developed in the early 1980s as a follow-up to the H&K 33. Like the H&K 33, it is essentially a G3 rechambered in 5.56mm. It accepts M16-type magazines and has a NATO-standard scope mount. The G41 is usually fitted with the pictographic trigger group with the three-round burst setting. Combining the proven H&K action with these standardized features produced an excellent weapon that is especially well suited to modern NATO requirements. Unfortunately, its high cost prevented widespread adoption.

Who Uses It: The G3 was the standard service weapon of the West German armed forces and served them for decades until the adoption of the G36 rifle in the 1990s. The G3 has been sold worldwide and adopted by dozens of different countries (and license-built in a number of them).

d20 Modern Rules: The H&K 33 may be modified to add a three-round burst setting. The modification requires a successful Repair check (DC 15) and 1 hour. The G8 and G41 each incorporate a three-round burst setting and don't need to be modified.

When the three-round burst is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Howa Type 64 Rifle

Japanese 7.62mm NATO Assault Rifle



Who Uses It: The Type 64 served as the standard service rifle of the Japanese armed forces until its replacement by the Type 89 in 1990.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

Howa Type 89 Rifle

Japanese 5.56mm Assault Rifle



The Type 89 was developed for the Japanese armed forces to replace the Type 64 rifle with a more modern weapon chambered in 5.56mm NATO. The Type 89 is unusual in a number of ways. The gas-powered recoil system operates slower than is usual in modern weapons, which reduces both the recoil and wear and tear from firing. A three-round burst setting is fitted with its own separate trigger mechanism. If it fails, the weapon can still function in semiautomatic or automatic mode. As on the earlier Type 64, both a muzzle brake and a bipod are fitted as standard. Both fixed- and folding-stock variants have been produced.

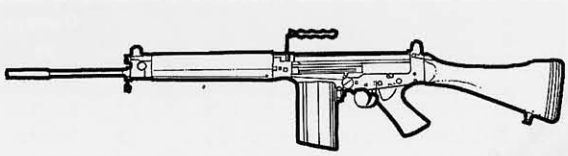
Who Uses It: The Type 89 has been adopted by the Japanese Self-Defense Forces, and it is their current service rifle.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst setting is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

IMBEL MD2

Brazilian 5.56mm Assault Rifle



Brazil had long manufactured the FN FAL under license in a version known as the LAR. In the 1980s, development began on a 5.56mm variant of the LAR, which became known as the MD2. With the

failure of the LAPA (see below), the MD2 became the standard service weapon for the Brazilian military and police forces.

The MD2's designers had to modify the standard FAL/LAR action extensively to suit the new caliber. The resulting rotating-bolt action more closely resembles that of the M16 than the FAL, though the external resemblance to the FAL remains.

Variants: The MD2 features a folding stock; there is also a fixed-stock variant known as the MD3. In addition, there are semiautomatic-only versions known as the MD2A1 and the MD3A1 (for the folding- and fixed-stock variants, respectively).

Who Uses It: The MD2 is the standard service weapon of the Brazilian armed forces. Semiautomatic variants are used by the Brazilian police.

IMBEL MD2 and IMBEL MD3 (5.56mm Assault Rifle)

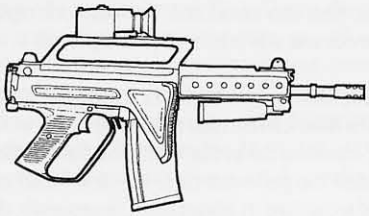
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Res (+2)

IMBEL MD2A1 and IMBEL MD3A1 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

IMBEL Model L

Brazilian 5.56mm Assault Rifle



The Model L is a progressive development of the MD2 design. It has been optimized for Brazilian Army needs, with jungle and mountain warfare in mind. To this end, it was designed to be as lightweight as possible. The internal action is essentially unchanged from the MD2. A folding stock is standard, and an M203 40mm grenade launcher can be fitted if desired. IMBEL has developed transparent 30-round magazines for use with the Model L, but the interface conforms to STANAG requirements and any M16-standard magazines can be used.

Variants: The most modern variant is a compact assault carbine known as the Model LC.

Who Uses It: The Model L has entered service with the Brazilian armed forces, supplementing the older MD2.

IMBEL Model L (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

IMBEL Model LC (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

INSAS

Indian 5.56mm Assault Rifle



INSAS ("Indian Small Arms System") is an original design developed for the Indian armed forces. It incorporates elements of the M16, the Kalashnikov, and the H&K G3 series of rifles. Even the old British Lee-Enfield lends something to the design—the fixed-stock version uses its butt plate to cover a hollow space for storing cleaning supplies and gun oil. The result is an efficient and rugged design. The INSAS can use standard M16 magazines.

Variants: There are both fixed- and folding-stock versions of the INSAS.

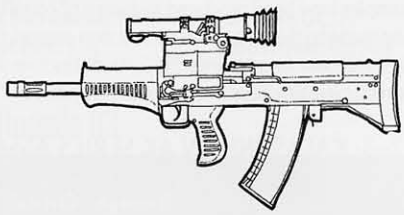
Who Uses It: The INSAS has been adopted by the Indian military.

d20 Modern Rules: This weapon has a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

K-3

Armenian 5.45mm Assault Rifle



The K-3 is an advanced assault rifle developed by the Armenian government. Its action is derived from that of the Kalashnikov series, reconfigured into a bullpup arrangement and chambered to fire the 5.45mm round of the AK-74. The furniture is made from plastic, and the K-3 is designed to use the AK-74's curved 30-round box magazine. The muzzle can fire rifle grenades; an optical sight, specially designed for use with the K-3, can be fitted if desired.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

Kalashnikov AK Series











The Russian Avtomat Kalashnikov is the most successful military weapon design of the 20th century. By all estimates, at least 50 million examples have been produced in dozens of countries, and it is still being made to this day. It has seen action around the world, in virtually every war fought since 1960. Its distinctive shape and rakishly curved magazine have become a cultural icon and a symbol for guerrilla movements worldwide. It has even been adopted as a feature on national flags (such as that of Mozambique).

Soviet arms designer Mikhail Kalashnikov invented the first AK weapon during the waning days of World War II. As the story goes, Kalashnikov invented it while recovering from wounds sustained in battle. It was inspired by (and is externally similar to) the German MP44, a wartime design that is widely seen as the world's first example of the assault rifle concept. The action is new, however, and incorporates a number of innovative features. It is gas-operated with a chrome-plated barrel. The design is simple and easy to manufacture. In addition, the AK quickly earned a reputation for rugged reliability. Even poorly trained insurgents could easily keep it working in the harshest of field conditions. Though beset by some drawbacks (its long-range accuracy is poor), its reliability and low cost soon made the AK a huge success.

AK-47: The original AK design was the AK-47, which appeared in 1947 and entered service with Soviet forces a few years later. It was originally intended to serve as a submachine gun alongside the Simonov SKS. Over time, the AK eclipsed the Simonov and became the standard service weapon of the Soviet armed forces. It was widely exported to (and license-built in) satellites and client states as well.

AKS: The AKS is simply an AK-47 with a folding metal stock, intended for use by paratroops.

AKM: Despite its success, the AK-47 proved difficult and expensive to manufacture due to its receiver, which was machined from a solid block of steel. In 1959, a "modernized" version known as the AKM was introduced. The AKM features a new stamped-steel receiver, which dramatically lowers the cost of the weapon. It also makes it somewhat more lightweight. The most obvious external difference is the depression in the side of the receiver, just above the magazine; this is much smaller on the AKM than on the AK-47. Numerous other minor modifications, such as a new bayonet pattern and a simple muzzle compensator, were also introduced. The AKM soon replaced AK-47s in Soviet service and was produced (and exported) in even greater numbers.

AKMS: The AKMS is an AKM with a folding metal stock.

AK-74: The American decision to adopt the M16, with its 5.56mm round, was controversial in the West. The Soviets, however, had closely studied the performance of the new round in combat in Vietnam and recognized its advantages. Consequently, they decided to adopt a smaller-caliber cartridge themselves and settled on the 5.45×39mm round. To fire it, they developed a derivative of the familiar Kalashnikov (ironically, Kalashnikov himself strongly criticized this decision, arguing that the older, heavier round was better). The resulting weapon was designated the AK-74, which appeared in the late 1970s and went on to reequip all Soviet forces. The combination of the innovative 5.45mm round with the proven AK action resulted in an excellent overall design. The AK-74 introduced a number of other minor modifications as well, including a plastic magazine and an efficient muzzle brake. An optical sight can be fitted if needed.

TABLE 2–3: KALASHNIKOV AK SERIES ASSAULT RIFLES

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Purchase Restriction
AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	16	Res (+2)
AKS (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	17	Res (+2)
AKM (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
AKMS (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	16	Res (+2)
AK-74 (5.45mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	17	Res (+2)
AKS-74 (5.45mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	18	Res (+2)
AKS-74U (5.45mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	7 lb.	19	Res (+2)
AKS-74UB (5.45mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	9 lb.	20	Mil (+3)
AK-101 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	19	Res (+2)
AK-102 (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	6 lb.	19	Res (+2)
AK-103 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	8 lb.	19	Res (+2)
AK-104 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	7 lb.	19	Res (+2)
AK-105 (5.45mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)

AKS-74: This is the familiar folding-stock variant, although the AKS-74 features a stock that folds to the side, rather than underneath as on earlier models.

AKS-74U: The AKS-74U is an ultracompact variant of the AK-74, intended for use by vehicle crews and other troops in need of a shortened weapon. It serves in place of submachine guns in the Russian armed forces. It is equipped with a special expansion chamber near the muzzle to help compensate for the increased recoil brought about by the shortened barrel. The metal stock folds forward along the left side of the weapon.

AKS-74UB: This is a variant of the AKS-74U designed to fire a special silent bullet similar to that of the PSS-1 silent pistol. Very little is known about this weapon; it has never been publicly shown and is only referred to indirectly in a few Russian articles.

AK-100 Series: Recently, the Russian arms manufacturer Izmash introduced a series of AK-74 derivatives in different calibers. These feature a folding plastic stock and numerous other minor modifications. The AK-101 is essentially an AK-74 rechambered in 5.56mm NATO. The AK-103 is the same—chambered to fire the larger 7.62mm round of the old AK-47. There are also cut-down carbine versions with shortened barrels. These are designated AK-102 (in 5.56mm NATO), AK-104 (in 7.62mm Soviet), and AK-105 (in 5.45mm). These probably represent the ultimate evolution of the Kalashnikov action. They are primarily offered for export, since the Russian military has decided to adopt the new AN-94 rifle instead (see above).

Foreign AKs: The Kalashnikov has been manufactured worldwide in over a dozen different countries. Foreign versions are often given their own designations, despite the fact that they are essentially unchanged from the standard AK design. Some specialized derivatives also exist, such as the Yugoslav M76 sniper rifle.

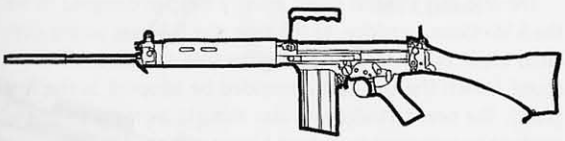
Who Uses It: The AK, in its various forms, has been the standard Soviet service rifle since the early 1950s. During the Cold War, it equipped virtually every Soviet client state, as well as dozens of different nations. Even today, it remains the most commonly found military rifle and is in service worldwide. This is true of both the more modern 5.45mm AK-74 versions and the older 7.62mm versions.

d20 Modern Rules: Reloading the AK-47, AKS, AKM, or AKMS with an already filled box magazine is a full-round action, not a move action.

The AKS-74UB has the equivalent of a built-in silencer. A Listen check (DC 15) is required to notice the sound of the weapon firing.

L1A1 SLR

British 7.62mm Assault Rifle



Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

With the demise of the EM2 program, Great Britain was forced to look elsewhere for a new service rifle in the NATO-standard 7.62mm caliber. They settled on the Belgian FN FAL, and they adopted it as the L1A1 Self-Loading Rifle. Produced under license in the U.K., the original FAL design was modified from metric to British Imperial measurements to make manufacturing easier. As a result, the parts are not interchangeable between British L1A1s and standard continental FALs, though the weapons are nearly identical in appearance.

Who Uses It: The L1A1 was the standard British service rifle from the mid-1950s until the adoption of the L85 IW in the late 1980s. It saw action in Northern Ireland and in the 1982 Falklands War as well.

L85A1 IW

British 5.56mm Assault Rifle



Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

The L85A1 IW (also known as the SA80 or Individual Weapon) was adopted by the British armed forces to replace the FN L1A1 during the 1980s. It is a compact and lightweight bullpup design chambered for the 5.56mm NATO cartridge. Like the Steyr AUG (described later in this chapter), considerable effort went into its design to make sure that the placement of controls, sights, and grips was ergonomically efficient. The weapon is usually equipped with a low-power multipurpose optical sight called the SUSAT; weapons issued to rear-echelon forces use simple iron sights instead. It can take an M16-standard magazine.

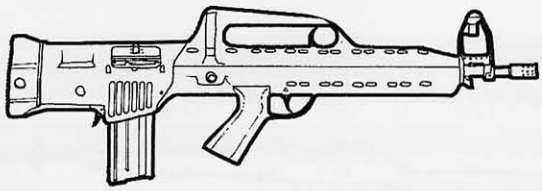
The L85 quickly gained a bad reputation for unreliability. During the 1991 Persian Gulf War, British troops found them nearly impossible to keep working under field conditions. The weapon was the subject of considerable controversy, and its numerous problems were publicly scrutinized. Most of them were found to stem from manufacturing defects, and an entirely new production line was eventually set up. This seems to have solved most of the L85's problems, though its bad reputation lingers on.

Variants: There is a variant called the L86A1 Cadet, meant for marksmanship training. This removed the weapon's semiautomatic gas system, which requires that the weapon be manually cocked after every shot. There is also a conversion kit allowing Cadets to be modified to .22 caliber instead, to keep training costs down.

Who Uses It: The L85A1 is the current service rifle of the British armed forces. Due to its numerous problems, however, special operations forces generally use M16-series weapons instead (actually Canadian-produced C7s and C8s).

LAPA Modelle 03

Brazilian 5.56mm Assault Rifle



Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 12 lb.
Purchase DC: 20
Restriction: Res (+2)

This innovative design emerged from Brazil in the early 1980s. The bullpup-configured weapon is made largely from plastic and uses standard M16 magazines.

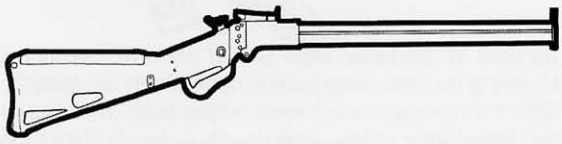
One of the most innovative features is a double-action mode that can be selected in either automatic or semiautomatic settings. This allows the action to work much like a double-action pistol: The hammer is held down on the cartridge and can be drawn back and

fired with a long trigger pull. This feature allows the weapon to be carried safely even with the safety catch off. A normal single-action mode can also be selected if desired, which uses a much lighter trigger pull for more precise fire.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 19
Restriction: Res (+2)

M6 Scout Rifle

American .22- and .410-Gauge Survival Rifle



The M6 Scout Rifle was designed to serve as a survival weapon for aircrews forced down in remote territory. It is an extremely simple single-shot design, with few moving parts. The metal stock folds out of the way for compact storage, allowing the M6 to be carried in a backpack. The stock also has a hollow space that holds spare ammunition. The oversized trigger guard can be used while wearing gloves. The action breaks open for loading.

The M6 has two barrels, located one above the other. The top barrel is rifled and chambered in .22 caliber, while the lower barrel is smoothbored and designed for .410-gauge shotgun shells. The idea was to give the user the capability to quickly engage a variety of different types of targets. Neither of these cartridges is particularly hard-hitting, and they are relatively ineffective against human-sized targets—the M6 is intended for hunting small game rather than for personal defense. It can also serve as a flare launcher, since signal flare cartridges are produced in .410 gauge.

M6 Scout (.22 Rifle)

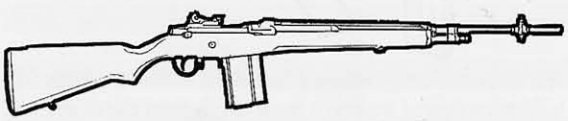
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 4 lb.
Purchase DC: 15
Restriction: Res (+2)

M6 Scout (.410 Shotgun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 1 int
Size: —
Weight: —
Purchase DC: —
Restriction: —

M14

American 7.62mm NATO Automatic Rifle



The M14 was developed in the early 1950s to be the American service rifle in the new NATO-standard 7.62mm caliber. It is essentially a progressive development of the World War II–era M1 Garand, and its ancestry is apparent. It has been rechambered and redesigned as a select-fire weapon with a high-capacity detachable box magazine. The automatic capability proved troublesome and required that the action be considerably strengthened, making the weapon bulky and heavy overall, though it is reliable and controllable.

Variants: A number of folding-stock versions have been developed over the years. A light machine gun variant, known as the M14A1, was also developed; this used a modified stock with a pistol grip, but it was never produced in quantity. A dedicated sniper variant, the M21, was also developed (and is covered in detail in Chapter Three). The Springfield Armory has produced a series of semiautomatic-only versions for civilian sporting use called the M1A. These are particularly popular in national match target shooting competitions, which involve military service rifles.

Who Used It: The M14 served with the U.S. armed forces from the mid-1950s until the late 1960s, when it was replaced by the M16. It saw considerable action during the early part of the Vietnam War, where it lingered on in Marine service well after the Army had switched to the M16. The M21 sniper has lasted longer, and is still in limited use to this day. M14s are also frequently still seen in ceremonial use by color guard drill units.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

M16 Series

American 5.56mm Assault Rifle

The M16 appeared in the late 1950s, and it was soon adopted by the U.S. armed forces. Though it suffered numerous development problems and was initially widely criticized, it has grown to enjoy success second only to the Russian Kalashnikov. The M16 has been used in virtually every conflict of the past forty years, and it has been produced under license in great numbers in dozens of countries. Today, nearly fifty years after its original design, it is being adopted by more armies than ever before and is replacing the Galil in Israeli service.

The M16 is built around an innovative gas-powered select-fire rifle action developed by Eugene Stoner called the AR-15 (M16 is the weapon's military designation). It features a distinctive carrying handle on top, which also holds the weapon's rear sight.

The M16 was the first major military weapon designed to fire the 5.56×45mm cartridge. At the time, the U.S. was widely criticized within NATO for abandoning the then-standard 7.62×51mm round (which the U.S. had demanded be adopted in the first place). The new cartridge was also thought by many to be too weak when compared to its hard-hitting predecessor. Eventually, the new round proved itself, and by 1980, it had been adopted as the new NATO-standard small-arms caliber, eclipsing the older 7.62mm round.

Cartridge aside, other problems surrounded the introduction of the M16. The all-plastic furniture, which some felt gave the M16 a toylike appearance, was questioned. Many soldiers felt that a solid wooden stock (like that on the older M14) was preferable, since rifles sometimes need to be used as clubs in hand-to-hand fighting. A greater concern was reliability. The early M16s suffered severe problems in this area, and it quickly established a poor reputation. For several years, the wisdom of adopting the M16 was seriously questioned.

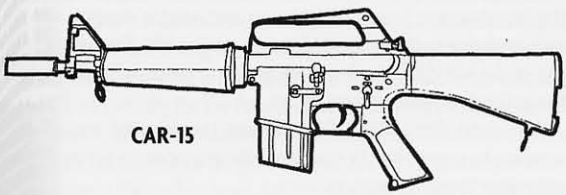
The U.S. military was determined to make the M16 work, however, and set about refining and improving the design. Much of the

reliability problem turned out to stem from poorly manufactured magazines and ammunition. New procedures for keeping the weapon clean were implemented. With these issues addressed, the M16 became much more dependable.

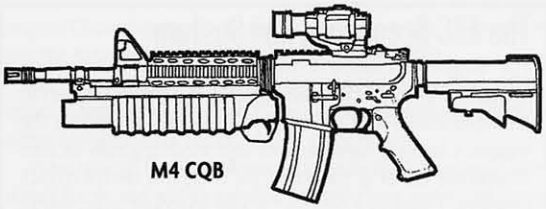

M16A1


M16A2


M16A4


CAR-15


M4 Carbine


M4 CQB


Commando


Carbon 15

M16A1: In 1966, based on combat experience from Vietnam, an improved version known as the M16A1 was developed. The biggest advance was a manual bolt-closure device, which the shooter could use to push a round home into a fouled chamber if necessary. The M16A1 became the standard U.S. military service weapon shortly thereafter.

M16A2: In 1983, a new version called the M16A2 was adopted, replacing the M16A1. It incorporates a heavier barrel, rifled to fire a new Belgian-designed NATO-standard variant of the 5.56mm round. A three-round burst setting was introduced, replacing the automatic setting. The grips and stock were redesigned and made from a new (and much stronger) plastic material. New sights were introduced. A spent-case deflector was added for the benefit of left-handed shooters so that empty brass wouldn't hit them in the face. Collectively, these changes resulted in a vastly superior weapon, which remains the current service model to this day.

M16A3 and M16A4: Newer models of the M16 take the basic M16A2 and modify it to accommodate various standardized accessories. The M16A3 does away with the top-mounted carrying handle and its integral rear sight; instead, an accessory rail is machined into the top of the receiver, allowing a variety of sighting systems to be readily attached. The M16A4 goes a step farther. It also features the accessory mounting system developed by the Knights Armament Company (KAC) in the forward grip (see the sidebar). The M16A4 has been selected to replace the M16A2 in the U.S. Army and will enter service in large numbers over the next few years.

TABLE 2–4: M16 SERIES ASSAULT RIFLES

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
M16 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	7 lb.	17	Res (+2)
M16A1 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	7 lb.	17	Res (+2)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S	30 box	Large	8 lb.	18	Res (+2)
M16A3 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S	30 box	Large	8 lb.	18	Res (+2)
M16A4 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S	30 box	Large	8 lb.	18	Res (+2)
CAR-15 (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
M4 CQB (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
Commando (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
Carbon 15 (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
AR-15 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S	30 box	Large	7 lb.	17	Res (+2)

The KAC Accessory Rail System

The Knights Armanent Company Accessory Rail System, available with the M16A4 assault rifle, is designed to permit the rapid attachment of weapon accessories. It replaces the weapon's forward handgrip with four mounting rails located around the barrel at the three, six, nine, and twelve o'clock positions. This device permits the user to mount an accessory as a move action instead of a full-round action. Accessories include iron sights, scopes, illuminators, bipods, suppressors, and the M203 grenade launcher. Ribbed plates can be attached to provide a handgrip on any rail that does not have an accessory fitted; a submachine gun-like vertical forward grip can be attached as well. The result is a tremendously flexible weapon system that can be rapidly customized in the field to suit the needs of the mission at hand.

CAR-15: Combat experience showed the desirability of a more compact version of the M16 for use by Special Forces troops. The result was the CAR-15, also known as the "Colt Commando" or by its military designation of XM-177. The CAR-15 features a shortened barrel with a ribbed forward grip and a folding stock. It quickly proved popular with special operations troops and was used extensively during the Vietnam War.

M4 Carbine: The M4 is the modern equivalent of the Vietnam-era CAR-15, fitting a telescoping stock and a shortened barrel to a weapon that has been fully brought up to the M16A2 standard. The current version, the M4A1, features the detachable top handle of the M16A3. The barrel is long enough to mount an M203 grenade launcher, and there is a distinctive notch in front of the forward sight to accommodate the M203's attachment clamp. The latest version, the M4A1, also incorporates the KAC (Knights Armament Company) forward mounting system in place of the handgrip, making what is essentially a compact carbine version of the M16A4.

M4 CQB: Taking advantage of the inherent flexibility of the M4A1, the U.S. Special Operations Command developed the M4 Close Quarters Battle (CQB) weapon to replace the MP5 submachine gun. The M4 CQB is a compact, lightweight weapon specially tailored for close-in fighting. It essentially consists of a "kit" known as the Special Operation Peculiar Modification (SOPMOD). A SOPMOD kit (purchase DC 16) contains a variety of accessories, including illuminators, scopes, reflex sights, night sights, target designators, and a short-barreled 40mm M203 grenade launcher. In all, there are enough parts to equip four M4A1 carbines. When a Special Forces unit is issued a number of SOPMOD kits, its troops can quickly tailor the accessory kits to their M4 carbines to suit the specific needs of any mission.

Commando: The Commando is a very compact version of the M16, incorporating the telescoping stock of the CAR-15 and a radically shortened barrel. For members of security details who need to keep their armament out of sight, it is designed to fit under a coat or in a briefcase. The barrel is too short to allow an M203 grenade launcher to be fitted. In most other respects, it is like the M4 carbine.

Ultracompact Models: A number of companies manufacture ultracompact variants of the M16 design, including the Professional Ordnance Carbon 15. These weapons are designed to serve a similar role to submachine guns but are chambered for full-power rifle ammunition. They feature radically shortened barrels, muzzle compensators, and minimal stocks. Most incorporate governors to reduce the rate of fire and make the compact weapon more controllable.

AR-15: The semiautomatic-only version of the M16, from which the select-fire military weapon was originally developed, has been popular with police forces and civilian sport shooters alike. It equipped many early SWAT teams in the 1970s. Civilian AR-15s have been developed in numerous configurations over the years, optimized for hunting, personal protection, and competition target shooting.

Other Variants: A bewildering variety of M16 and AR-15 variants have been developed over the years. These include light machine guns, accurized target rifles, cut-down micro-carbines, and a number of semiautomatic civilian sporting rifles. Variants rechambered to fire nearly a dozen different calibers have also appeared.

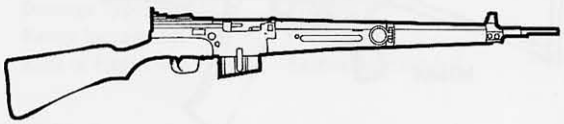
Who Uses It: The M16, in its various forms, has been the standard service weapon of the U.S. armed forces for nearly forty years and will remain so for at least more ten years. Widely exported and produced under license, it has been adopted by dozens of armies worldwide, including Brazil, Denmark, El Salvador, Greece, Indonesia, Israel, Lebanon, Malaysia, Mexico, and Thailand. It has also been popular as a police weapon, especially for SWAT teams.

d20 Modern Rules: The M16A2, M16A3, and M16A4 each feature a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because these weapons do not have the automatic rate of fire, they cannot be used to make autofire attacks.

The Commando and ultracompact Carbon 15 each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

MAS49

French 7.5mm Semiautomatic Rifle



The semiautomatic MAS49 was the first postwar design adopted by the French armed forces. It is a heavy and reliable weapon, similar in appearance to the older MAS36 bolt-action rifle. Though it made use of the MAS36's wooden stock to keep production costs down, the action is an entirely new design.

Variants: The MAS49/56 reworked the forward end of the weapon to permit NATO-standard rifle grenades to be fired; it is otherwise the same weapon.

Who Uses It: The MAS49 was the standard French military weapon for decades until the FA-MAS replaced it during the late 1970s. The MAS49 saw action in Algeria, Indochina, and the 1956 Suez campaign.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 10 lb.
Purchase DC: 17
Restriction: Lic (+1)

Norinco QBZ Type 95 Carbine

Chinese 5.8mm Assault Carbine



In keeping with developments throughout the world, Chinese designers have made a compact carbine variant part of their QBZ rifle family of weapons. The Type 95 Carbine is often described in Chinese literature as a submachine gun. This is something of a misnomer, since it fires full-power rifle ammunition, but it is clearly

meant to serve in a similar role. It is ideally suited for close-in fighting, in which a larger weapon would be more awkward.

The Type 95 Carbine's barrel has been cut down to minimum length, and the stock has been reworked. Because there is no longer enough room for a forward handgrip, the front of the trigger guard has been enlarged and shaped as a handle for the nonshooting hand. The foresight has been moved to the front of the carrying handle, and a compact muzzle brake is fitted to help compensate for recoil.

Who Uses It: The Type 95 Carbine serves alongside the Type 95 Rifle in elite People's Liberation Army (PLA) units. Its ultracompact size also makes it useful for bodyguards and other specialty personnel with a need for firepower that can be kept discreetly out of sight.

d20 Modern Rules: This weapon provides a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d8 **Magazine:** 30 box
Critical: 20 **Size:** Large
Damage Type: Ballistic **Weight:** 6 lb.
Range Increment: 60 ft. **Purchase DC:** 20
Rate of Fire: S, A **Restriction:** Res (+2)

Norinco QBZ Type 95 Rifle

Chinese 5.8mm Assault Rifle



The Type 95 is a modern assault-rifle system from China, also known as the QBZ. It first appeared publicly in the hands of troops participating in ceremonies during the 1997 handover of Hong Kong to the PRC government. The QBZ is chambered to fire a new 5.8mm cartridge developed specially for the People's Liberation Army (PLA). The action is housed in a composite casing and is configured as a bullpup. The iron sights are housed in a carrying handle that also serves as a scope mount and protects the cocking lever. A 40mm grenade launcher can be fitted under the barrel and attached to the oversized trigger guard.

Variants: The QBZ is meant to serve as the basis of an entire family of infantry weapons. The Type 95 has been adapted as a sniper rifle (called Type 88) and a light machine gun. An ultracompact carbine variant (see above) also exists.

Who Uses It: The Type 95 is in service with elite units of the PLA.

Damage: 2d8 **Magazine:** 30 box
Critical: 20 **Size:** Large
Damage Type: Ballistic **Weight:** 8 lb.
Range Increment: 80 ft. **Purchase DC:** 20
Rate of Fire: S, A **Restriction:** Res (+2)

Norinco Type 68 Rifle

Chinese 7.62mm Assault Rifle



This weapon resembles the Simonov SKS in appearance, but the design is actually quite different. The SKS had been manufactured in the People's Republic of China as the Type 56. The Type 68 is an original Chinese design that incorporates elements of both the SKS and the Kalashnikov to produce an entirely new rifle.

The Type 68 uses the wooden stock of the SKS with an AK-style rotating bolt action. It uses 15-round box magazines, which can either be removed or reloaded with stripper clips.

Who Uses It: The Type 68 was adopted by the Communist Chinese armed forces and widely supplied to their client states and guerrilla movements worldwide. Though obsolete by modern standards, it remains in production and can still be found in second-line units.

Damage: 2d8 **Magazine:** 15 box
Critical: 20 **Size:** Large
Damage Type: Ballistic **Weight:** 7 lb.
Range Increment: 80 ft. **Purchase DC:** 17
Rate of Fire: S, A **Restriction:** Res (+2)

Norinco Type 97 Rifle

Chinese 5.56mm Assault Rifle



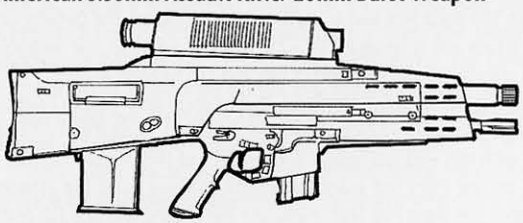
The Type 97 is a variant of the Type 95 QBZ designed for export sales. It is essentially identical to the Type 95, except that it has been rechambered to fire the 5.56mm NATO cartridge and accepts STANAG-pattern M16-standard magazines. It was developed in recognition of the fact that most armies probably prefer the more common NATO cartridge to the exotic and unfamiliar 5.8mm round developed for the QBZ. Though no country has yet adopted it, the Type 97 is currently available for export orders.

Variants: The variants of the Type 95 (such as the carbine and light machine gun) are offered for the Type 97 in 5.56mm as well.

Damage: 2d8 **Magazine:** 30 box
Critical: 20 **Size:** Large
Damage Type: Ballistic **Weight:** 8 lb.
Range Increment: 80 ft. **Purchase DC:** 20
Rate of Fire: S, A **Restriction:** Res (+2)

Objective Individual Combat Weapon (OICW)

American 5.56mm Assault Rifle/20mm Burst Weapon



The Objective Individual Combat Weapon (OICW) is perhaps the most revolutionary weapon to be developed since the introduction of automatic weapons a hundred years ago. It is a highly complex and extremely expensive weapon system—the most expensive infantry weapon ever designed. This will price it out of availablity for most armies, though the U.S. plans to begin introducing it in large numbers around 2010.

The OICW is a system built around two different weapons and an advanced fire control system (FCS). It features an over-under combination of a 5.56mm rifle and a low-velocity 20mm grenade launcher. The system can be broken down, and either weapon can be used independently if needed.

The rifle element is rather conventional in design. The grenade launcher is configured as a bullpup, with the magazine behind the rifle's action in the weapon's stock and a barrel that runs over the top of the rifle action. This differs from traditional rifle/grenade-launcher combinations, which put the grenade launcher below the rifle barrel and is necessitated by the provision of a semiautomatic grenade-launcher action fed by a box magazine. A single trigger works both weapons as needed.

One of the most important elements of the OICW is its FCS. This consists of an advanced digital sight, which incorporates a laser rangefinder and a ballistic computer. The computer brings tremendous accuracy to the weapon. It compensates for range, target motion, crosswind, atmospheric conditions, and even how much the firer's hand is trembling, and projects a corrected aiming point into the weapon's sight. All the user has to do is align the aiming point with the target and pull the trigger.

When used with the rifle, this system permits unprecedented accuracy. With the grenade launcher, it allows an even more incredible feature. The grenades can be fused to explode on impact or to airburst at a preset engagement range calculated by the computer using the integral rangefinder. This allows the shooter to attack targets hidden behind cover by showering them with lethal fragments. The OICW can thus "shoot around corners," giving a tremendous advantage in close-in urban combat. Fusing the grenades in this manner requires the pressing of only a single button, permitting fast engagement times.

Other features of the OICW's FCS include a video sight, which can be used to transmit pictures to other soldiers or rear-echelon command posts; a thermal sight, giving night-vision capability; and an electronic compass. The entire system is designed to integrate seamlessly with the Army's new digital battlefield information system.

In addition to its high cost, the OICW suffers from another drawback. It is an extremely heavy and bulky weapon. Recent development on the project has reduced the length of the grenade launcher barrel, to help keep total weight down; however, it is still significantly heavier than any current infantry weapon. This, coupled with its high cost, has led to plans to initially field the weapon in a limited manner, equipping only a couple of soldiers in each squad with it, while the others are armed with more conventional firearms.

The OICW offers tremendous promise for the future of infantry weapons design. This comes at a considerable cost, however, both in weight and in money. Time will show whether it proves to be worth it.

d20 Modern Rules: Separating the rifle from the remainder of the weapon, or reattaching it, is a full-round action. If fired separately, the rifle imposes a –1 penalty on attack rolls.

The rifle portion of this weapon has a two-round burst setting. When the Burst Fire feat is used with this weapon, the penalty on the attack roll is lessened to –2 instead of –4. Also, the weapon fires only two bullets instead of five and can be used with only two bullets in the weapon. However, the weapon only deals +1 die of damage instead of +2 dice of damage. (In effect, using the Burst Fire feat with this weapon results in the effect of the Double Tap feat.) This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Firing the OICW grenade launcher is a full-round action. In airburst mode, the 20mm shell explodes 3 feet over the target. Determine the effects of cover based upon the point at which the shell explodes, rather than the direction from which the attack is made.

When used in impact mode, attacking with the OICW grenade launcher is identical to throwing an explosive (see Thrown Explosives, page 148 of the *d20 Modern Roleplaying Game*). You make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). Because the 20mm burst weapon is optimized for use in an airburst mode (see above), when used in impact mode the weapon deals 2d6 points of damage instead of 3d6.

The OICW burst weapon has no iron sights. Using this weapon without the fire control system imposes a –1 penalty on attack rolls.

OICW (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 18 lb.
Purchase DC: 26
Restriction: Mil (+3)

OICW (20mm Burst Shell)

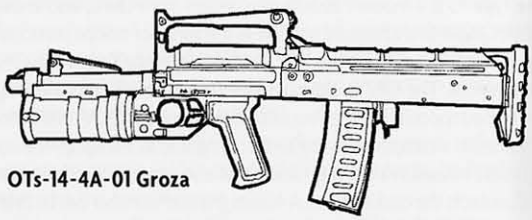
Damage: 3d6
Critical: —
Damage Type: Slashing
Burst Radius: 5 ft.
Reflex Save DC: 14
Range Increment: 10 ft.[1]
Size: Tiny
Weight: —
Purchase DC: 18 (box of 6)
Restriction: Mil (+3)

OTs-14 Groza

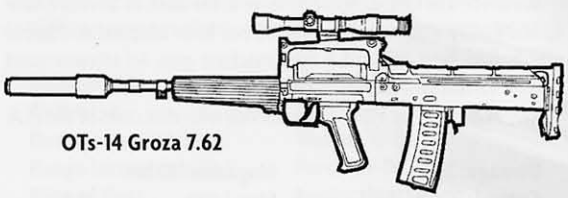
Russian 7.62×39mm Assault Rifle



OTs-14-4A Groza



OTs-14-4A-01 Groza



OTs-14 Groza 7.62

The appearance of this new compact bullpup rifle aroused considerable interest. The Groza is a not just an assault rifle, but a complete weapon system. Its designer, Valery Telesh, was originally interested in creating a combined assault-rifle/grenade-launcher system that would be better balanced and integrated than the existing designs, in which the grenade launcher was simply hung onto the rifle as an afterthought. The resulting weapon was a compact bullpup, with an action derived from the AK-74 and capable of being chambered in the 5.45mm, 5.56mm NATO, or 7.62mm Soviet calibers.

The only initial customer for the Groza was the Russian Ministry of Internal Affairs (MVD), who had need of a compact weapon for use in urban fighting. They bought it chambered in the new 9×39mm cartridge, which is a heavy, low-velocity round optimized for special operations use. Shortly thereafter, the Groza went into action with MVD troops in Chechnya. Its success there led the Russian Army to adopt it in 7.62mm for their special forces.

The Groza comes shipped in a metal carrying case containing the weapon itself and a variety of accessories, including various barrels, grips, a scope, and the 40mm GP-30 grenade launcher. It also includes a suppressor, which is particularly effective when used with the subsonic 9×39mm round.

The user can quickly assemble the various components into the configuration needed for any particular mission. This flexibility (similar to that offered in advanced derivatives of the M16) makes the Groza particularly useful for special operations units, who regularly face widely varying mission requirements. As such, it is primarily being issued to these troops, rather than the rank-and-file, for whom an ordinary assault rifle is a more economical solution.

Variants: There are two main variants of the OTs-14. The Russian Ministry of Internal Affairs (MVD) version is chambered in 9×39mm, while the military version is chambered in 7.62×39mm. There are different subdesignations for the different configurations of the weapon as well. The OTs-14-4A refers to the rifle with the grenade launcher attached. The OTs-14-4A-01 indicates the rifle with the grenade launcher removed. The OTs-14-4A-02 refers to the rifle with the grenade launcher and a shortened barrel, while the OTs-14-4A-03 refers to the rifle with the grenade launcher and a suppressor fitted.

Who Uses It: The Russian Ministry of Internal Affairs (MVD) has adopted the OTs-14 in 9×39mm for its quick-reaction forces. The Russian Army uses it in 7.62×39mm for its SPETSNAZ units.

d20 Modern Rules: The OTs-14-4A-01 (with no attachments) has a purchase DC of 20. The OTs-14-4A and OTs-14-4A-02 (with grenade launcher) each have a purchase DC of 21. The OTs-14-4A-03 (with grenade launcher and suppressor) has a purchase DC of 22.

The 40mm GP-30 grenade launcher found on the OTs-14-4A is described in Chapter Eight.

The OTs-14-4A-03 is a supressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: See text
Restriction: Mil (+3)

R4

South African 5.56mm Assault Rifle



The R4 is little more than the Israeli Galil license-produced by Lyttleton of South Africa. It was adopted during the 1970s, when the antiapartheid arms embargo limited South Africa's ability to purchase weapons internationally. Israel was one of the few states willing to deal with Pretoria. In addition, the reliable AK-derived Galil was well suited to the needs of counterinsurgency warfare in the African bush.

The R4 incorporates numerous minor modifications to the basic Galil design. The stock is both stronger and longer, owing to the fact that South African troops tend to be taller than their Israeli counterparts. Over time, the design has been refined still further. The bolt has been improved, and the wooden furniture has been replaced with composites to better withstand the tropical climate.

Variants: There is also a shortened carbine version, similar to the Galil SAR, known as the R5. There is an ultracompact version known as the R6. All versions are available in semiautomatic-only models as well. They are intended mainly for law enforcement use.

Who Uses It: The R4 is the standard service rifle of the South African armed forces.

d20 Modern Rules: The ultracompact R6 model grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

R4 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 35 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

R5 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 35 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

R6 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 35 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

Ruger AC-556

American 5.56mm Assault Rifle



The AC-556 is a souped-up version of the Mini-14 (see below), optimized for the military or paramilitary role. The select-fire mechanism incorporates a three-round burst setting. The furniture is reworked to incorporate a pistol grip, folding shoulder stock, and a heat shield over the barrel. Like the Mini-14, the AC-556 is a robust design and will keep working even in poor conditions.

Who Uses It: The AC-556 is popular with SWAT teams, both in the U.S. and abroad. It has been produced under license in several countries.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst setting is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

Ruger Mini-14

American 5.56mm Assault Rifle



The Mini-14 adapts the highly successful gas-actuated action of the old M1 Garand rifle to the NATO-standard 5.56mm cartridge. Because the new round is so much lighter, the Mini-14 is much more controllable than its famous ancestor, even in automatic mode. The resulting design has proven to be reliable and handy and is popular with sportsmen. It features a detachable box magazine, available in varying sizes, and either wooden or composite furniture.

Variants: The Mini-14/20GB is a militarized version featuring a bayonet lug and rifle grenade launcher.

Who Uses It: The Mini-14 has been adopted by numerous police agencies throughout the U.S., especially for SWAT team use.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

Sako M90

Finnish 7.62mm Assault Rifle



The M90 is a refinement of the earlier Sako series of assault rifles that began with the M60. Though still chambered for the traditional Soviet 7.62mm cartridge, it has been reworked to a high standard of quality and incorporates modern materials and production techniques. It is fitted with a folding stock and new sights. Many experts consider the M90 to be one of the best of the Kalashnikov-derived weapons.

Variants: Like the M95, the M90 is available in either 7.62×39mm or 5.56mm NATO calibers.

Who Uses It: The M90 is the current Finnish military service rifle, replacing the M76 series in front-line units.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

Sako M95

Finnish 7.62mm Assault Rifle



The M95 is the latest in the series Kalashnikov-derived assault rifles from Sako. It is essentially an improved version of the M90. Modifications focused on making the weapon more reliable in harsh arctic conditions; it is somewhat more rugged overall and features an enlarged trigger guard for use with mittens or gloves. The M95 can be fitted with the American M203 underbarrel grenade launcher.

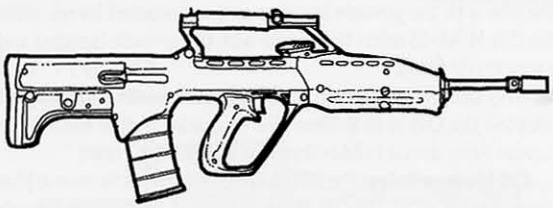
Variants: The M95 is available in either the 7.62×39mm Soviet cartridge (standard Finnish issue) or the 5.56×45mm NATO round (for export).

Who Uses It: The M95 serves alongside the M90 in Finnish military service.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

SAR 21

Singapore 5.56mm Assault Rifle



The SAR 21 is an advanced assault rifle design developed for the Singapore armed forces. The action is housed in a plastic shell, which (as with the Steyr AUG) has been shaped with ergonomics in mind. All controls are ambidextrous. The SAR 21 can be easily disassembled into five major parts for cleaning and maintenance. It uses a special transparent plastic magazine, which allows the user to easily check for remaining ammunition.

The SAR 21 features a built-in 1.5× optical sight, housed in the carrying handle. There is also a laser sight housed in the forward handgrip, which can be used to project either an infrared or visible light dot. A 40mm grenade launcher, such as the M203, can be fitted if desired, though this requires the forward handgrip to be removed and the laser sight reattached.

Variants: Several variants of the SAR 21 have been developed. The SAR 21 Sharp Shooter features a standard scope. The SAR 21 Modular does away with the optical sight entirely, replacing it with a standard accessory-mounting rail, allowing a variety of different devices to be attached. There is also a light machine gun version designed for use as a squad automatic weapon.

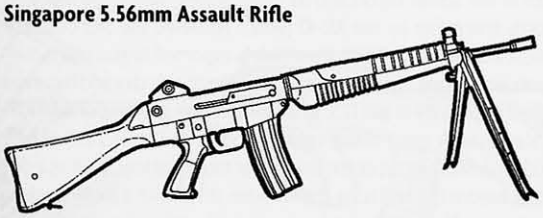
Who Uses It: The SAR 21 has been adopted by the Singapore armed forces and is replacing the earlier SAR80 family. It is also available for export sales.

d20 Modern Rules: Attaching or removing a 40mm grenade launcher takes 1 minute and a successful Repair check (DC 5).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

SAR 80

Singapore 5.56mm Assault Rifle



After manufacturing the M16 under license for a number of years, the Singaporean manufacturer CIS decided to produce its own rifle. It contracted with the British firm of Sterling Armaments for the design, which went into production in 1980 after extensive trials. The SAR 80 is a reliable and practical weapon. The furniture is made of high-impact plastic. The stock is arranged in line with the barrel to transmit recoil force straight back and reduce muzzle climb during firing. The receiver hinges downward, and the whole weapon opens up to ease cleaning and maintenance in the field. It accepts standard M16 magazines. A version with folding stock was also produced.

Who Uses It: The Singapore armed forces adopted the SAR 80 as the standard service rifle.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

SG510 Series

Swiss 7.62mm Assault Rifle



The SG510 is a progressive development of the earlier Stgw57. The SG510 is chambered for the 7.62mm NATO cartridge and is an improvement on the Stgw57 in a number of minor ways to produce a lighter and more reliable weapon. As designed, it was intended for export; however, though of excellent quality, the SG510 is expensive, and by the time it appeared, most nations had already adopted new service rifles. Thus, it found only limited success.

Variants: The SG510 went through a series of improvements before the final design, called the SG510-4, was developed. Earlier models tended to be somewhat heavier and looked more like the earlier Stgw57. There was also an export model chambered in the Soviet 7.62mm cartridge called the SG510-3; this failed to attract commercial success and was never put into production.

Who Used It: The SG510-4 was adopted by the Swiss armed forces. It was exported to a few African countries, as well as Chile and Bolivia.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

SIG 540

Swiss 5.56mm Assault Rifle



The SIG 540 does away with the complex and expensive roller-locked action used in earlier Swiss Industrial Company rifles. Instead, it is a new design that was meant to be as inexpensive to manufacture as possible. The SIG 540 is a highly practical weapon built around a conventional M16-like action and making extensive use of low-cost metal stampings in its construction. It features plastic furniture and a three-round burst setting. Various accessories are available, such as bipods and optical sights.

Variants: There is a folding-stock version called the SIG 543. A version chambered for the more powerful 7.62mm NATO cartridge, known as the SIG 542, was also developed; however, by the time it appeared, interest in this older cartridge had faded, and it was never put into mass production.

Who Uses It: The SIG 540 was produced in Switzerland and widely exported. It was adopted by armies throughout the Middle East, Africa, and South America. It was also built under license in France by Manurhin and served in the French Army for several years as a stopgap prior to the introduction of the FA-MAS.

d20 Modern Rules: This weapon may be modified to add a three-round burst setting. The modification requires a successful Repair check (DC 15) and 1 hour.

When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

SIG 540 and SIG 543 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

SIG 542 (7.62mm Assault Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

SIG 550

Swiss 5.56mm Assault Rifle



The SIG 550 is a progressive development of the SIG 540 series of rifles, designed for a Swiss Army requirement for a 5.56mm weapon to replace their older Stgw57s and SIG 510s. It incorporates a number of minor improvements to the SIG 540, mainly intended to reduce

the weapon's weight. Many components are made of composites rather than metal. It uses a new plastic magazine. The magazine is transparent so that remaining ammunition can be readily checked, and the weapon features integral clips allowing multiple magazines to be snapped together for faster reloading. A bipod, folding stock, and integral scope mount are also standard.

Variants: The SIG 551 SWAT is the carbine version of the SIG 550, with a shortened barrel. There is also the ultracompact SIG 552 Commando. Semiautomatic-only versions of both the 550 and 551 are available for police or civilian use.

Who Uses It: The SIG 550 is the current service rifle in the Swiss armed forces, where it carries the military designation Sturmgewehr 90. Both the 550 and the 551 are used by several European police agencies and counterterrorist teams as well.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

The purchase DCs of the semiautomatic-only versions of the 550 and 551 should be reduced by 1.

SIG 550 (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Res (+2)

SIG 551 SWAT (5.56mm Assault Rifle)

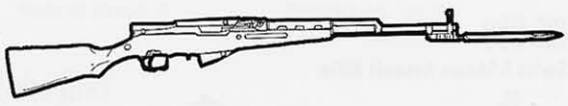
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Res (+2)

SIG 552 Commando (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

Simonov SKS

Russian 7.62×39mm Semiautomatic Rifle



The Siminov SKS was the first weapon designed to fire the Soviet 7.62×39mm round developed during World War II. The action is a straightforward semiautomatic design and is housed in a conventional wooden rifle stock. The SKS has a 10-round detachable box magazine, but it also accepts stripper clips loaded from the top of the weapon. One distinctive feature is the bayonet, which is permanently attached to the front of the weapon with a hinge. It can be folded back out of the way when not in use.

The SKS was produced in huge numbers following World War II, both in the Soviet Union and its client states, only to be replaced shortly thereafter by the AK-47 (which rendered the SKS obsolete almost immediately). It was then widely exported to guerrilla movements worldwide. It remains in production to this day and has even gained popularity in the U.S. as an inexpensive sporting rifle.

Variants: A great many variant models of the SKS have been produced. Most incorporate only minor modifications, such as a different bayonet or replacing the wooden stock with a more modern plastic one. The fact that it has been produced in dozens of countries has led to numerous local modifications to the basic design.

Who Uses It: The SKS was the standard service rifle of the Red Army until it was replaced by the AK-47. It also served in virtually every Communist nation and in the hands of Soviet-backed guerrilla groups as well (seeing extensive service during the fighting in Vietnam, for example). Because it was produced in such large numbers, millions of SKS's are still around to this day, in service in second-rate military units or with developing countries.

d20 Modern Rules: This weapon has a fixed bayonet (see page 108 of the *d20 Modern Roleplaying Game* for bayonet statistics).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

SR88

Singapore 5.56mm Assault Rifle



The SR88 emerged in the early 1990s as an improved version of the earlier SAR80. The mechanism is essentially unchanged, but there are several external modifications intended to make the weapon easier to use. A three-round burst setting is available instead of the automatic setting, if desired. The action has been chrome-lined to improve reliability. The distinctive open stock is adjustable for length to suit each individual. The barrel is designed to be quickly changed in the field, and the forward grip can accept an M203 grenade launcher. The upper receiver is designed to serve as a scope mount, if necessary.

Variants: A short-barreled carbine version is available; it has a range increment of 70 feet but otherwise has statistics identical to the SR88. There is also an improved version called the SR88A, which features reworked plastic furniture and numerous other minor improvements.

d20 Modern Rules: This weapon may be purchased with a three-round burst setting instead of the automatic rate of fire. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. The three-round burst version has no automatic rate of fire and cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Res (+2)

Steyr AUG

Austrian 5.56mm Assault Rifle



The Steyr AUG, an advanced bullpup assault rifle design, makes extensive use of composite materials and is modular in construction. The entire weapon disassembles into a number of subcomponents quickly and without tools, which greatly facilitates cleaning and maintenance in the field. The bolt can be changed to eject the spent cases out either side, to suit either right- or left-handed users as needed.

An optical sight is housed in a mount built into the receiver. The plastic magazine is transparent, allowing the shooter to easily check remaining ammunition. The AUG is capable of both semiautomatic and automatic modes. Pressing the trigger back partway will fire a single semiautomatic shot; squeezing it down fully will release automatic shots. The shooter can thus easily control the type of fire without having to throw a selector lever. A semiautomatic-only mechanism can also be fitted for civilian or police use.

Variants: The AUG's modular construction makes variant design easy. By replacing the bolt and barrel assembly, the weapon can easily be modified into a compact submachine gun, a heavy sniper rifle, or a light machine gun. A version that replaces the built-in sight with a NATO-standard scope rail exists, allowing a variety of optical devices to be fitted instead.

Who Uses It: The AUG has been adopted as the standard military rifle by a number of countries, including Australia, Austria, Indonesia, Ireland, Morocco, New Zealand, Oman, and Saudi Arabia. It is also used by the Falkland Island Defense Force in the South Atlantic.

d20 Modern Rules: This weapon may be modified to have a three-round burst setting instead of the automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a successful Repair check (DC 10) and 1 minute. It can be returned to its original state with another Repair check (DC 10) and 1 more minute.

When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

Stoner M63A1

American 5.56mm Assault Rifle



The Stoner M63 weapon system was designed around a number of different modules, which could be assembled together to create different weapons as needed. As an assault rifle, the M63 fired the 5.56mm round, using an action similar to that of the AR-15. It is somewhat heavier than most assault rifles because the action also forms the basis of a machine gun. The M63A1 variant was developed as a result of extensive testing by the U.S. Marine Corps and makes numerous improvements to create a more rugged weapon overall.

Variants: A modernized version called the M96 has statistics identical to the earlier M63.

Who Used It: Though its modular concept is innovative, the M63 failed to catch on. It was never formally adopted by any army and never produced in quantity, though a small number were used by U.S. Navy SEALs in Vietnam.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

Tantal wz/88

Polish 5.45mm Assault Rifle



The Tantal is essentially a Polish-produced version of the Russian AK-74S. The design has been modernized in a number of ways. The Tantal features furniture made from high-impact plastic and a folding stock. The weapon has a three-round burst setting in addition to semiautomatic and automatic settings. The muzzle has a special brake that fires rifle grenades. Alternatively, the Pallad 40mm grenade launcher can be fitted under the barrel.

Variants: A compact version known as the wz/89 Onyx is 1 pound lighter than the Tantal and has a purchase DC of 20; its rear sight can be used as a mount for a variety of scopes.

Who Uses It: The Tantal and Onyx are in service with the Polish armed forces.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Res (+2)

TAR-21 Tavor Series

Israeli 5.56mm Assault Rifle

The TAR-21 Tavor is an advanced assault rifle design from IMI. It was meant to replace the current generation of service rifles. Like most modern weapons, it was designed with human factors in mind. The body and frame are made from plastic components. The controls and grips are arranged to be as ergonomically efficient as possible. Field maintenance is simple—stripping the weapon down for cleaning requires removing only two parts. Instead of iron sights, the Tavor features a red-dot reflex sight and laser target designator. It

accepts the standard M16 rifle magazine and the M203 underbarrel grenade launcher.

CTAR-21: The CTAR-21 is a compact commando variant of the Tavor series. It features a shortened barrel that can be fitted with a suppressor. The rest of the design remains unchanged.

Micro Tavor: The Micro Tavor is an ultracompact version that is intended for close-quarters fighting, where a submachine gun would ordinarily be used. Originally known as the MTAR-21, the Micro Tavor has been radically reworked. While it is built around the Tavor action, the stock is dramatically shortened and an ultrashort barrel is fitted. The whole-hand trigger guard is replaced by a more conventional pistol grip.

By replacing a few internal components and the barrel, the Micro Tavor can be adapted to fire 9mm pistol cartridges instead. In this role, it uses standard Uzi magazines.

Who Uses It: The Tavor has not yet gone into widespread production and remains in trials with the Israeli Defense Forces.

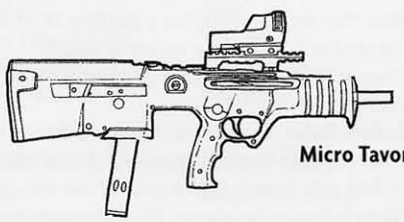
d20 Modern Rules: The Micro Tavor grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.



TAR-21 Tavor



CTAR-21 Tavor



Micro Tavor

TAR-21 Tavor (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 21
Restriction: Res (+2)

CTAR-21 Tavor (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 21
Restriction: Res (+2)

MTAR Micro Tavor (5.56mm Assault Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 22
Restriction: Res (+2)

Type 86 Assault Rifle

Taiwanese 5.56mm Assault Rifle



The Type 86 (or T86) is an improved and shortened version of an earlier model, the Type 65. Due to its prominent carrying handle, the T86 is similar to the M16 in appearance. The internal action, however, borrows some elements from the simpler AR18 design (notably the bolt and gas pistons). The operating mechanism can be broken down into a series of modular parts for maintenance or replacement as needed. It features a three-round burst capability and a folding stock. A bracket on the front of the weapon can be used to mount accessories, such as a laser sight or an illuminator. An optical sight is fitted as standard.

Who Uses It: The T86 is the standard service weapon of the Taiwanese armed forces.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Res (+2)

Valmet M76

Finnish 7.62mm Assault Rifle



Over the past several decades, the Finnish arms maker Sako has produced a series of assault rifles derived from the Soviet Kalashnikov design. The M76 is a refinement of the M60, an earlier Sako design. In many ways, the newer M76 is linked even more closely to its Kalashnikov forebears. It has been produced in a number of variants, featuring a number of different stocks made out of metal, wood, and plastic.

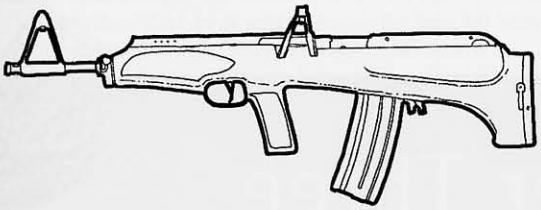
Variants: The M76 is available in either 7.62×39 or 5.56×45mm. The M78 is a long-barreled variant of the M76 rifle fitted with a bipod. Originally meant as a light machine gun, it was reworked to fire standard box magazines.

Who Uses It: The M76 has been adopted by the Finnish armed forces. The 5.56mm export version has been adopted by the armed forces of Indonesia and Qatar.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

Valmet M82

Finish 5.56mm Assault Rifle



M82 was an advanced derivative of the earlier M76 series of rifles. Chambered in 5.56mm NATO, it used the action of the M76, incorporating as many of its parts as possible. It rearranged the action into a bullpup configuration, however, resulting in a shorter overall design. Though tested by a number of users, the M82 failed to win adoption, and it never went into production.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

Vektor CR 21

South African 5.56mm Assault Rifle



The CR21 is an advanced assault rifle design from South Africa. It is housed in an ergonomically designed plastic shell and arranged in a bullpup configuration. The weapon's center of gravity is located directly above the pistol grip, facilitating one-hand use if necessary. All controls are ambidextrous. It features a special reflex sight housed on top of the weapon; this can be replaced with a standard accessory rail if needed. The CR 21 uses plastic magazines, and the barrel is rifled to work with either the U.S. or European version of the 5.56mm NATO round.

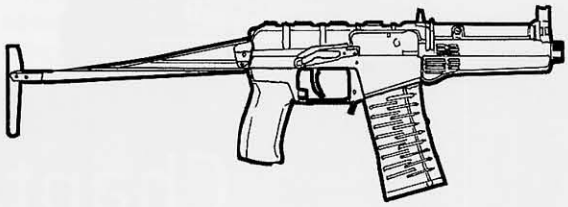
Who Uses It: The CR 21 has been adopted by the South African armed forces and will soon replace the older R4. The carbine is being evaluated by the South African National Police as well.

d20 Modern Rules: This weapon can be fired one-handed, but the shooter takes a –1 penalty on all attack rolls made with the weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 35 box
Size: Large
Weight: 8 lb.
Purchase DC: 21
Restriction: Res (+2)

Vikhr SR-3

Russian 9×39mm Assault Carbine



The MA *Vikhr,* or "whirlwind," is a compact assault rifle chambered to fire the 9×39mm cartridge. Intended for use by units that need a compact but powerful weapon for close-quarters fighting, the weapon is built around a shortened version of the familiar Kalashnikov action and features a folding stock. The magazine is transparent so remaining ammunition can be readily checked.

Variant: The AS Val (see above) is a suppressed variant of the Vikhr SR-3.

Who Uses It: The Vikhr is in service with the Russian Ministry of Internal Affairs (MVD).

d20 Modern Rules: See the 9×39mm Ammunition sidebar for more information on the weapon's cartridge.

With its stock folded, the Vikhr SR-3 grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

Z-M LR 300

American 5.56mm Assault Rifle

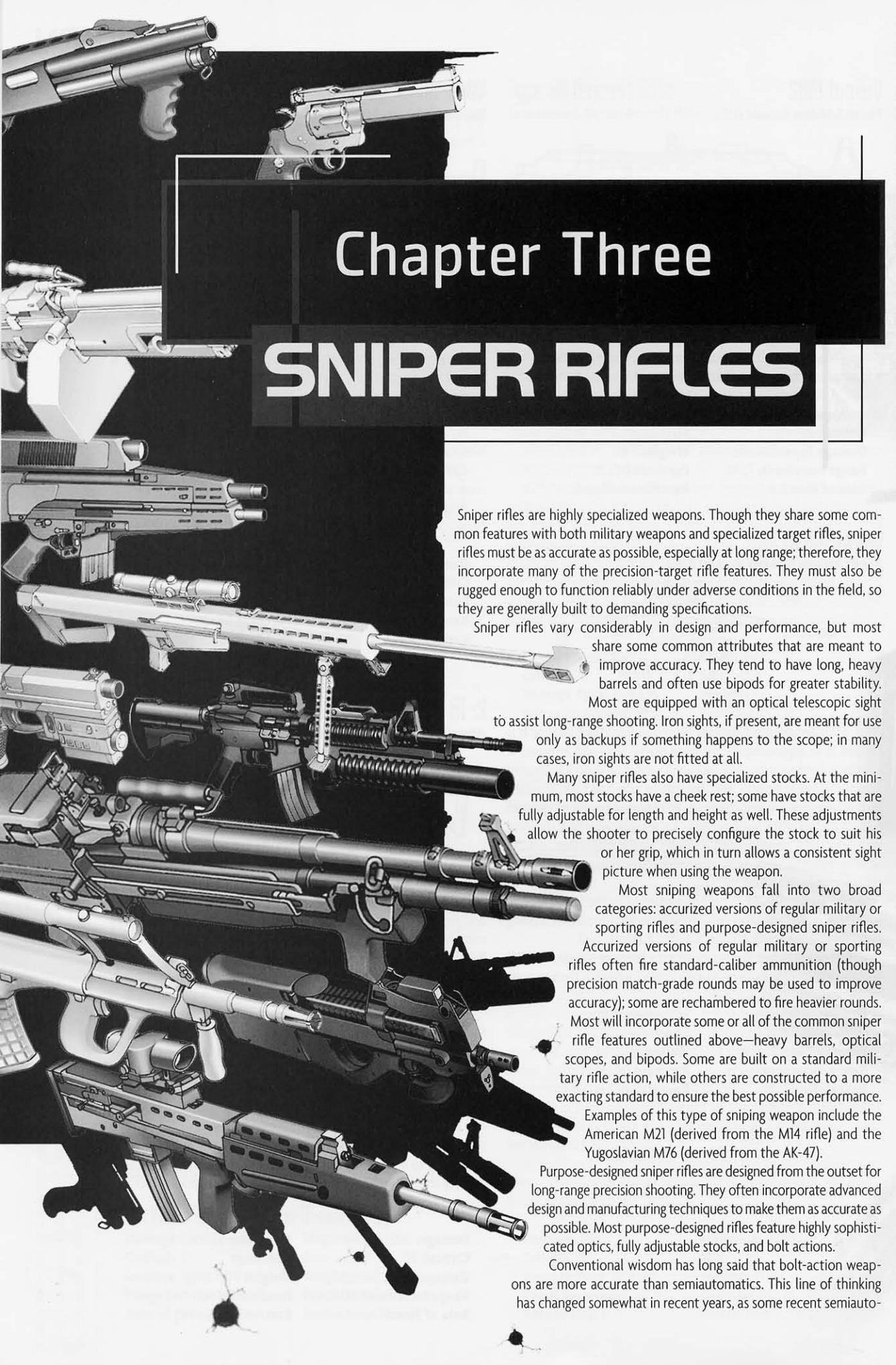


The Z-M LR 300 is an advanced derivative of the M16. Though it uses the standard M16 lower receiver, it replaces the upper receiver and gas system with a new design. This system is not only more compact, but it vents the gases out of the action to prevent fouling. Reliability is improved, and maintenance requirements are dramatically reduced. Operation and controls remain the same as for the M16, making familiarization and training easy.

The LR 300 is a practical and handy weapon. Most are configured for close-quarters fighting, with short barrels and folding stocks. The upper receiver permits a variety of optical sights to be attached. Iron sights are also fitted as a backup.

d20 Modern Rules: This weapon features a three-round burst setting. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Res (+2)



Chapter Three

SNIPER RIFLES

Sniper rifles are highly specialized weapons. Though they share some common features with both military weapons and specialized target rifles, sniper rifles must be as accurate as possible, especially at long range; therefore, they incorporate many of the precision-target rifle features. They must also be rugged enough to function reliably under adverse conditions in the field, so they are generally built to demanding specifications.

Sniper rifles vary considerably in design and performance, but most share some common attributes that are meant to improve accuracy. They tend to have long, heavy barrels and often use bipods for greater stability. Most are equipped with an optical telescopic sight to assist long-range shooting. Iron sights, if present, are meant for use only as backups if something happens to the scope; in many cases, iron sights are not fitted at all.

Many sniper rifles also have specialized stocks. At the minimum, most stocks have a cheek rest; some have stocks that are fully adjustable for length and height as well. These adjustments allow the shooter to precisely configure the stock to suit his or her grip, which in turn allows a consistent sight picture when using the weapon.

Most sniping weapons fall into two broad categories: accurized versions of regular military or sporting rifles and purpose-designed sniper rifles. Accurized versions of regular military or sporting rifles often fire standard-caliber ammunition (though precision match-grade rounds may be used to improve accuracy); some are rechambered to fire heavier rounds. Most will incorporate some or all of the common sniper rifle features outlined above—heavy barrels, optical scopes, and bipods. Some are built on a standard military rifle action, while others are constructed to a more exacting standard to ensure the best possible performance. Examples of this type of sniping weapon include the American M21 (derived from the M14 rifle) and the Yugoslavian M76 (derived from the AK-47).

Purpose-designed sniper rifles are designed from the outset for long-range precision shooting. They often incorporate advanced design and manufacturing techniques to make them as accurate as possible. Most purpose-designed rifles feature highly sophisticated optics, fully adjustable stocks, and bolt actions.

Conventional wisdom has long said that bolt-action weapons are more accurate than semiautomatics. This line of thinking has changed somewhat in recent years, as some recent semiauto-

matic designs have begun to rival bolt-action guns for long-range accuracy. Old ideas die hard, however, and the bolt-action rifle will probably continue to be the action of choice for many years to come. Examples of this type of weapon include the Swiss SIG-Sauer SSG 3000 and the British Accuracy International Model AW.

Sniper rifles are seldom designed or considered in isolation. Trained snipers regard the rifle as just one element in a complete weapon system that includes optics and ammunition. In addition to seeking the most advanced and accurate rifles, snipers pay considerable attention to optics. Sniper sights often cost more than the rifle they are mounted on (even considering how sophisticated and expensive custom sniper rifles can be). Without the best in optics, a sniper rifle would be unable to live up to its full potential.

In addition to sights, ammunition plays a key role in sniper accuracy. Ordinary military cartridges are adequate for use in assault rifles, but precision shooting demands high-quality ammunition produced to exacting specifications. Most sniper ammunition is hand loaded with precisely measured quantities of propellant. Snipers constantly experiment with different loads, seeking to eke out every possible bit of accuracy from their weapon systems. In circumstances that prohibit using custom hand-loaded bullets, snipers will still favor more carefully produced factory match-grade ammunition.

While the term "sniper" is broadly applied to virtually any rifle-equipped sharpshooter, it actually has a very specific meaning. "Sniper" refers to a trained shooter equipped with a rifle who is at the absolute pinnacle of marksmanship skill. He or she must be able to effectively engage human-sized targets well outside the range of normal military rifles, up to 800 meters or beyond. Furthermore, to operate as effectively as possible, true snipers must be extensively trained in sniper tactics.

Less well-trained shooters are more correctly termed "marksmen." These shooters are trained and equipped to engage enemy targets with accurate aimed fire, but only out to the range of normal military rifles—generally, within about 300 meters. Most of today's snipers are actually marksmen, particularly in the former Soviet states and their clients. Throughout the Cold War, while Western snipers trained for long-range shooting, Soviet doctrine emphasized short-engagement ranges. Their weapons, such as the Dragunov SVD, were designed accordingly.

Shooting experts generally recognize two types of sniping doctrine: military and police. Though both doctrines demand the ultimate in rifle accuracy, their tactical needs vary considerably. Military snipers must operate in the field for extended periods. They must perform reconnaissance and force-protection roles in addition to engaging high-value targets. They must also be masters of operational fieldcraft, able to move undetected through remote areas and track prey when necessary.

Police snipers serve a different role than military snipers, dictated by the different requirements of their missions. Most police snipers are part of organized SWAT teams that respond to special situations requiring an armed response. Police sniper engagement ranges tend to be much shorter than their military counterparts, since they are often able to get much closer to the situation requiring intervention. In addition to being skilled shooters, police snipers serve a valuable information-gathering role. Using their advanced optics and seeking out the best possible positions to observe the situation, they serve as the eyes of the SWAT team throughout a crisis. Police snipers report on activities of the suspects and developing circumstances. If necessary, they must be able to take out any threatening individuals without endangering other officers, hostages, or innocent bystanders.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game* and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a sniper rifle without taking a –4 penalty on the attack roll.

For sniper rifles with an automatic rate of fire, one must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

Adjustable Fittings: Some sniper rifles are equipped with adjustable fittings. Adjustable fittings make the weapon more comfortable and natural-feeling to the firer, improving aim. The firer does not have to take advantage of adjustable fittings; the weapon functions normally even if the adjustable fittings are not used.

To gain the benefit of adjustable fittings, a user must first make an initial adjustment. Doing so requires 10 minutes. The adjustment benefits only that individual; if another character wishes to gain the benefit of the adjustable fittings, he must make his own initial adjustment (thereby negating the original user's initial adjustment).

Adjusted fittings increase the bonus on attack rolls from the Dead Aim feat by +1. A character without the Dead Aim feat gains no benefit from adjustable fittings.

Bipods: Many sniper rifles come equipped with bipods (see Bipods in the introduction for game rules).

Burst Fire: Some sniper rtifles have three-round burst settings even if they do not have an automatic rate of fire. These weapons can be used with the Burst Fire feat. They cannot be used to make autofire attacks or to gain any other benefit of the automatic rate of fire. They do not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

Chambered Rounds: Any sniper rifle with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Changing Scopes: A scope can be attached to a weapon that is equipped with a scope mount. If a weapon comes with a scope mount, that fact is noted in the weapon's description. Adding a scope mount to a weapon that doesn't have one takes 1 hour and a successful Repair check (DC 15). A scope mount has a purchase DC of 10.

When a scope is attached to a weapon for the first time, it must be zeroed or it will not function accurately. Zeroing is the process by which the scope is precisely aligned with the aim of the weapon. Zeroing takes 15 minutes and requires the firing of 10 bullets. The weapon must be fired to be zeroed.

Once the scope is zeroed, it can be removed and reattached later to the same weapon without zeroing it again. If it is attached to a different weapon (even a different weapon of the same model), it must be zeroed to that weapon, rendering it no longer zeroed to the original weapon.

Unless otherwise noted in a weapon's description, attaching or removing a scope is a full-round action.

Folding Stocks: A few sniper rifles feature folding stocks. (Some weapons have collapsible stocks; for game purposes, these are the same as folding stocks.) In many cases, folding a weapon's stock grants a +2 bonus on Sleight of Hand checks made to conceal the weapon (see the individual weapon descriptions).

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Iron Sights: Some sniper rifles lack iron sights because they are designed to be used with scopes. A firearm without iron sights imposes a –1 penalty on attack rolls unless used with a scope.

Unless otherwise noted, every sniper rifle in this chapter includes iron sights.

Loading Large Magazines: According to the *d20 Modern Roleplaying Game* (see Reloading Firearms, page 97), refilling a box magazine is a full-round action. Actually, as a full-round action you can refill up to 20 rounds of ammunition in a box magazine. Larger box magazines take more time to fill. For example, a 30-round box magazine takes 2 full rounds to fill, while a 42-round box magazine takes 3 full rounds to fill. You do not have to fill a box magazine to its full capacity; if you can only spare 1 full round, you can choose to partially fill a larger magazine.

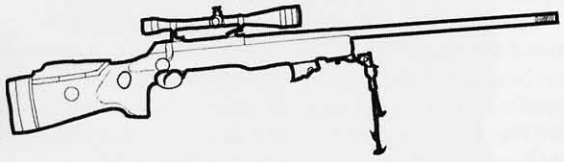
Optical Sights: Some sniper rifles feature optical sights. Unless otherwise noted, optical sights function identically to standard sights.

Sniper Rifle Descriptions

The sniper rifles in this chapter are presented alphabetically.

Armalon Model BGR

British 7.62mm Bolt-Action Sniper Rifle



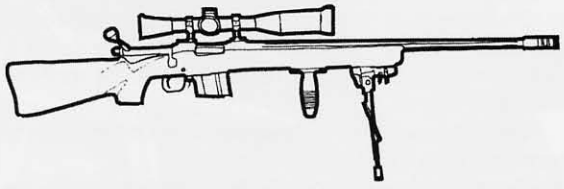
This high-quality, if rather conventional, bolt-action sniper rifle is assembled from components supplied by a number of manufacturers and is generally put together to customer specifications. A number of options are available to meet the end user's needs. The stock can be made from wood or composite materials.

Variants: The standard weapon is chambered in 7.62mm NATO, but other calibers are available as well, including .300 Winchester Magnum (which has statistics identical to the 7.62mm version).

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 20 box
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

Armalon Model PR

British 7.62mm Bolt-Action Sniper Rifle



The PR is essentially a derivative of the Remington Model 700 action modified to accept high-capacity magazines. Up to 30 rounds can be loaded—a remarkably high number for a bolt-action weapon.

The trigger assembly and magazine well are machined from a single block of high-grade aluminum alloy. The stock is modified to attach to this assembly.

Variants: The PR is available in either 5.56mm or 7.62mm NATO cartridges. The former uses M16 standard magazines, while the latter accepts M14 magazines. Options include various stocks, grips, bipods, and scope mounts.

Model PR (7.62mm Sniper Rifle)

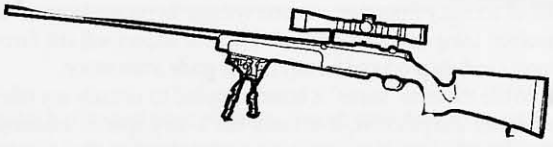
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 30 box
Size: Large
Weight: 12 lb.
Purchase DC: 22
Restriction: Lic (+1)

Model PR (5.56mm Sniper Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 30 box
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

Arms Tech Super Match Interdiction

American .300 Winchester Magnum Semiautomatic Sniper Rifle



The Arms Tech Super Match Interdiction is an advanced semiautomatic design, intended to provide the same degree of accuracy as a bolt-action rifle while also allowing for rapid follow-up shots or engagement of multiple targets. It is also meant to accurately engage targets beyond the range of the more common 7.62mm NATO rifles and, to this end, is chambered for the powerful .300 Winchester Magnum cartridge.

The action features a heavy barrel, threaded to accept a suppressor. It has also been strengthened and the charging handle lengthened, making it easier to operate while wearing heavy gloves in cold weather. A new magazine catch, similar to that on the Russian Kalashnikov, is also fitted. The stock is a custom composite design commonly given a camouflaged finish. The scope mount is a custom design patented by Arms Tech, which permits the user to quickly remove and reattach the scope without having to rezero the rifle.

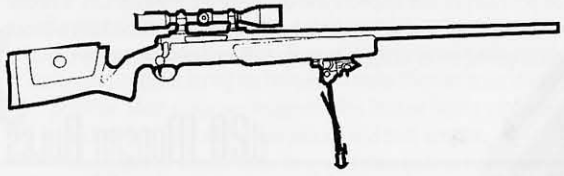
Who Uses It: The Super Match Interdiction is a highly sophisticated and specialized design, which prices it out of range for most law enforcement agencies. As a result, it is rare. Enigmatically, it is reported to be in service with "unspecified special operations forces." This probably includes the U.S. Army's DELTA Force.

d20 Modern Rules: This weapon's custom scope mount enables the user to remove or attach the scope as a move action instead of a full-round action.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 14 lb.
Purchase DC: 23
Restriction: Lic (+1)

Arnold Arms Mark II Neutralizer

American 7.62mm Bolt-Action Sniper Rifle



The American gunmaker Arnold Arms produces high-quality custom target and sniper rifles. Initially, it produced a series known

as the Mark I, using Winchester and Remington actions. The more modern Mark II series is built around a new custom bolt action designed by Arnold, called the Apollo. The operating parts are machined to the strictest tolerances from advanced alloys. Though extremely expensive, this process ensures a significant improvement in accuracy over commercial-rifle actions. A composite stock is fitted and is available in a variety of camouflage finishes.

Variants: The Apollo action is available in short, long, or magnum lengths, allowing the Mark II to be built for virtually any rifle cartridge. Common chamberings include 5.56mm NATO, 7.62mm NATO, and .300 Winchester Magnum.

Who Uses It: The Mark II is in use with various law enforcement agencies throughout the U.S. It has been exported to Israel for use by special operations forces.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Mark II Neutralizer (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 11 lb.
Purchase DC: 23
Restriction: Lic (+1)

Mark II Neutralizer (5.56mm Sniper Rifle)

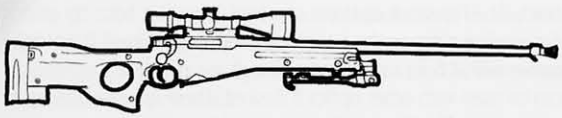
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 10 lb.
Purchase DC: 23
Restriction: Lic (+1)

Mark II Neutralizer (.300 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 18 lb.
Purchase DC: 23
Restriction: Lic (+1)

AW

British 7.62mm Bolt-Action Sniper Rifle



Originally developed for a Swedish Army requirement, the AW (Arctic Warfare) is a more modern "second generation" weapon derived from the PM sniper rifle. While the basic arrangement is the same, the entire weapon was redesigned piece by piece to improve strength, operation, and reliability throughout. The bolt is specially modified to work in extremely cold temperatures and is rated down to –40° F.

Variants: A version optimized for law enforcement is known as the AWP (Arctic Warfare Police). It has a slightly shorter barrel and a stock colored in black instead of green. A special version with an integral suppressed barrel, the AWS, is designed for use with subsonic ammunition.

Who Uses It: The AW is in use with armed forces in Italy, Latvia, the Netherlands, and Sweden (as the PSG 90).

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

The AWS is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings. It does not have iron sights.

AW and AWP (7.62mm Sniper Rifle)

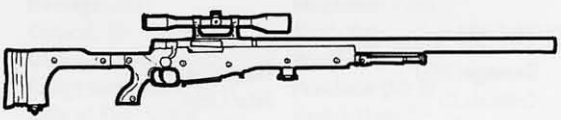
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 22
Restriction: Lic (+1)

AWS (.308 Sub Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 15 lb.
Purchase DC: 22
Restriction: Res (+2)

AW Covert

British 7.62mm Suppressed Bolt-Action Sniper Rifle



This is a special take-down variant of the Accuracy International AW sniper rifle designed for clandestine operations. It incorporates a folding stock and a built-in sound suppressor. With the stock folded and the suppressor removed, the weapon fits into a special carrying case. This is designed to look like an ordinary suitcase, which allows the entire system to be discreetly transported.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

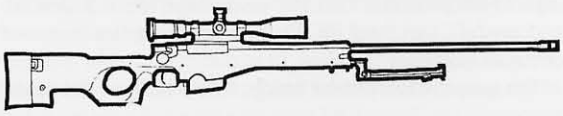
This weapon has adjustable fittings and no iron sights. The weapon has a scope mount and comes with a standard scope; using the weapon without a scope imposes a –1 penalty on attack rolls.

This weapon can be disassembled for convenient transport. Disassembling or assembling the weapon takes 2 full rounds.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 30 box
Size: Large
Weight: 15 lb.
Purchase DC: 23
Restriction: Res (+2)

AWM Super Magnum

British .338 Lapua Magnum Bolt-Action Sniper Rifle



This is a variant of the PM sniper rifle redesigned to fire the heavy .338 Lapua Magnum cartridge, which is far more powerful than the standard 7.62mm NATO round fired by the PM. The heavy muzzle brake compensates for the increased recoil, and the weapon uses a scope calibrated for use with the heavy ammunition.

Variants: The AWM is available in a number of other calibers, including .300 Winchester Magnum. It is also available with an optional folding stock.

Who Uses It: The AWM has been adopted by the British armed forces. It has been exported for military use to Germany (as the G22) and the Netherlands as well.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

This weapon has adjustable fittings and no iron sights. The weapon has a scope mount and comes with a standard scope; using the weapon without a scope imposes a –1 penalty on attack rolls.

AWM (.338 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 16 lb.
Purchase DC: 22
Restriction: Lic (+1)

AWM (.300 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 16 lb.
Purchase DC: 22
Restriction: Lic (+1)

AWT M70M

Greek 7.62mm Bolt-Action Sniper Rifle

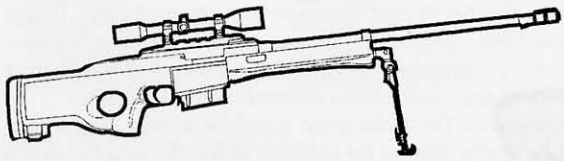


The M70M is a sniper rifle from the Greek firm known as Advanced Weapons Technologies. It is built around the Mauser bolt action and chambered to fire the 7.62mm NATO cartridge. The stock features an adjustable cheekpiece; a telescopic sight and folding bipod are fitted as standard.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

Barrett M98

American .338 Lapua Magnum Semiautomatic Sniper Rifle



Barrett is well known as a manufacturer of .50 caliber antimateriel rifles, a field it pioneered with the M82. The M98 is a more conventional sniper rifle, albeit one chambered in the .338 Lapua Magnum cartridge—one of the most powerful rifle cartridges in use. The M98 is intended for use by military or police users for tactical shooting, bridging the gap in capability between 7.62mm rifles and high-powered AMRs.

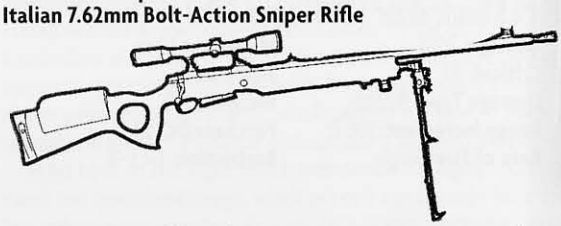
The mechanism of the M98 is a gas-powered semiautomatic action. The receiver is large and heavy (to accommodate the powerful cartridge), while the rest of the weapon is designed to be as light as possible to offset this. Even so, it is a big, heavy rifle. Recoil is compensated by the gas system that drives the action and a large, powerful muzzle brake.

d20 Modern Rules: This weapon has no iron sights, but has a scope mount.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 15 lb.
Purchase DC: 22
Restriction: Lic (+1)

Beretta Sniper

Italian 7.62mm Bolt-Action Sniper Rifle



This rifle is derived from the Beretta 500 series sporting rifles. It uses the familiar Mauser action chambered in 7.62mm NATO, with a heavy barrel and a distinctive adjustable wooden thumbhole stock. The forestock contains a special harmonic balancer that is designed to dampen the barrel's vibration when fired. It normally comes with a Zeiss zoom scope, though the standard scope mount can be used with other optics if desired. There are also iron sights as a backup. The Beretta Sniper is an older design that is now no longer in production.

Who Uses It: The Beretta Sniper is used by the Italian armed forces.

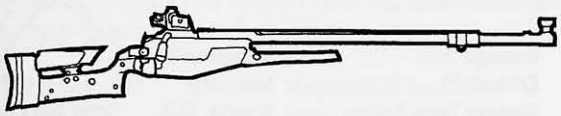
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings, a scope mount, and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 13 lb.
Purchase DC: 20
Restriction: Lic (+1)

Blaser R-93 Tactical

German 7.62mm Bolt-Action Sniper Rifle



The German gunmaker Blaser is best known for producing high-quality sporting rifles, especially ornately engraved hunting weapons. The R-93 is a bolt-action target rifle, and the Tactical is a variant model optimized for military or police sniping. It is produced to order in small quantities and is an extremely sophisticated and accurate weapon.

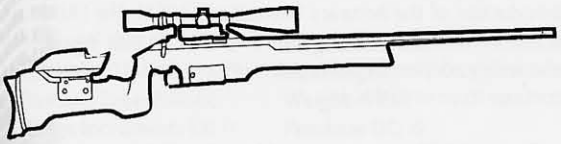
The barrel can be quickly changed, which permits rapid changes of caliber as well. A special nitrogen coating is applied to all metal parts to help stave off corrosion from firing gases. The synthetic stock is fully adjustable.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 16 lb.
Purchase DC: 21
Restriction: Lic (+1)

CZ 700

Czech 7.62mm Bolt-Action Sniper Rifle



The CZ 700 is a modern sniper rifle design chambered in 7.62mm NATO. It uses a conventional bolt action and features an adjustable trigger and a scope rail for mounting a variety of sights. The stock is made of laminated wood and features a pistol grip and an adjustable cheek rest.

The CZ 700 comes standard with two barrels—one for use with standard full-power ammunition and the other with a built-in suppressor designed for use with subsonic ammunition. The barrels can be interchanged as needed.

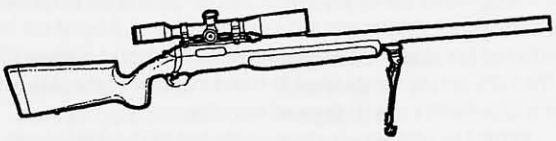
d20 Modern Rules: Replacing the standard barrel with the suppressor-fitted barrel (and vice versa) requires 2 full rounds.

With the suppressor-fitted barrel attached, this becomes a suppressed weapon with a range increment of 90 feet. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 14 lb.
Purchase DC: 21
Restriction: Res (+2)

De Lisle Mark 4

British 7.62mm Suppressed Bolt-Action Sniper Rifle



The De Lisle Mark 4 is a sophisticated bolt-action sniper rifle made by Law Enforcement International. It is essentially a Remington 700 action mated to a heavy barrel with a built-in suppressor. The suppressor, made from stainless steel to prolong its life, is an advanced design. It can be detached without tools (as a full-round action) if desired. A standard scope mount is fitted, allowing a variety of scopes to be used. The weapon has no iron sights.

Who Uses It: The De Lisle Mark 4 is widely known as one of the best suppressed sniper rifles on the market, which has led to its adoption by a number of military and police forces worldwide.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

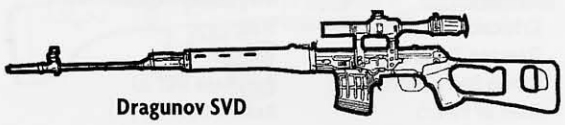
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Res (+2)

Dragunov SVD Series

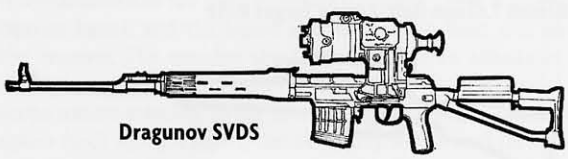
Russian 7.62mm Semiautomatic Marksman Rifle

The SVD was widely manufactured and issued to military forces in the former Soviet Bloc. It is built on a semiautomatic action derived from the AK series of rifles, and it fires the 7.62×54R round—an old, heavy military cartridge that is effective at great range.

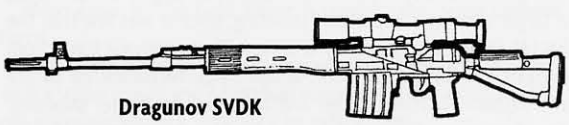
The Dragunov is usually fitted with an optical scope called the PSO-1 but retains iron sights for backup. The weapon also comes with a bayonet lug.



Dragunov SVD



Dragunov SVDS



Dragunov SVDK

SVD: The SVD is simple and reliable. In keeping with Soviet sniping doctrine, it was designed for use at shorter ranges.

SVDS: The SVDS is a more compact version of the Dragunov SVD. It is designed for use by airborne or Special Forces units. It features a folding stock, a pistol grip, and a shortened barrel. A bipod can be attached just ahead of the magazine well. The bayonet is removed. The SVDS can use the standard 10-round magazine of the SVD, but it is issued with a special 15-round magazine.

SVDK: The SVDK was developed in the late 1990s in light of combat experience, which suggested a need for a heavier round than the 7.62mm bullet fired by the SVD. After experimentation, the Russian designers settled on the heavier 9.3×64mm cartridge called the 9.0 SN. It uses the folding stock of the SVDS (fitted with an adjustable cheekpiece) and a shortened barrel for greater portability. All furniture is made from black synthetics.

Who Uses It: The SVD is in service with Russia and most of the client states of the former Soviet Union. It is also used in Finland and India. It has been produced under license in China, Iran, and Romania. The SVDK is currently entering service with the Russian armed forces.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon comes with an electro-optical scope, but its scope mount cannot be used with other weapons.

A package of 20 rounds of the SVDK's 9.0 SN ammunition has a purchase DC of 5.

SVD (7.62mmR Sniper Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Lic (+1)

SVDS (7.62mmR Sniper Rifle)

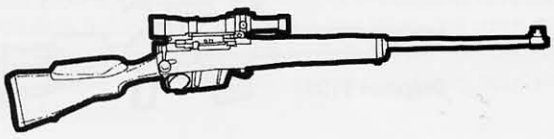
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 15 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Lic (+1)

SVDK (9.0 SN Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Lic (+1)

Enfield L39A1

British 7.62mm Bolt-Action Target Rifle



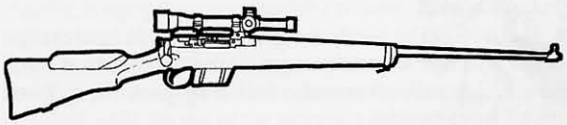
The L39A1 was developed in the late 1960s to give British forces a target rifle for competition shooting, since it was felt that the FN FAL lacked the necessary accuracy. It was manufactured from existing Lee-Enfield .303 bolt-action rifles, rechambered to fire the 7.62mm NATO cartridge and accurized for target shooting. Modifications include a new heavier barrel, a redesigned stock with a shorter forward grip, and provision for mounting target sights.

Who Uses It: The L39A1 remains in use with the British armed forces; the L85 IW that replaced the FN FAL is arguably even less suited to long-range competition shooting than its predecessor was.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 10 lb.
Purchase DC: 21
Restriction: Lic (+1)

Enfield L42A1

British 7.62mm Bolt-Action Sniper Rifle



Like the L39A1, the L42A1 was produced from reserve supplies of the venerable Lee Enfield .303 bolt-action military rifle, rechambered to fire the 7.62mm NATO cartridge. While the L39A1 is a competition rifle, however, the L42A1 is a tactical sniping weapon. The Lee-Enfield was well known for its accuracy and reliability, and the L42A1 capitalizes on its advantages to produce an excellent sniper weapon despite the advanced age of its underlying design.

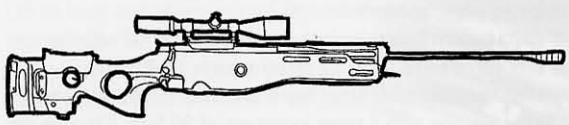
The L42A1 features a cut-down stock with a wooden cheekpiece and a long-range telescopic sight. The standard Lee-Enfield iron sights are retained as a backup.

Who Used It: The L42A1 entered service in 1970 and was the standard sniper rifle of British and Commonwealth armies until the introduction of the Accuracy International L96A1. The L42A1 saw action in Northern Ireland and in the 1982 Falklands War. It was also widely adopted by police sniper units in the U.K., where a few continue to serve to this day.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

Erma SR 100

Austrian 7.62mm Bolt-Action Sniper Rifle



The SR 100 is a German design originally from Erma and now produced by Steyr Mannlicher. It is a large and sophisticated bolt-action weapon, which can be rapidly switched between a number of different calibers by changing out the weapon's bolt and barrel. The composite thumbhole stock is ambidextrous and can be fully adjusted to suit the individual shooter. The receiver has a standard accessory rail, permitting the attachment of a variety of sighting devices.

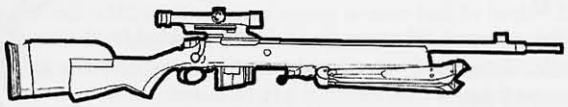
Variants: The SR 100 is available in a number of popular rifle calibers, including .300 Winchester Magnum and .338 Lapua Magnum. The .300 version has an 8-round magazine, while the .338 version has a 5-round magazine and a range increment of 110 feet. Otherwise, their statistics are identical to the 7.62mm model.

This weapon can be fitted with a number of accessories to optimize it for particular roles, including suppressed barrels. These include a barrel shroud to keep the user's aim from being distorted by heat radiating from the weapon's barrel and iron sights for use in target shooting.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 17 lb.
Purchase DC: 19
Restriction: Lic (+1)

FN 30-11

Belgian 7.62mm Bolt-Action Sniper Rifle



The FN 30-11 is a relatively simple sniping weapon derived from the FN Model 30, a version of the Mauser military rifle built under license in Belgium. It uses the standard Mauser action (rechambered to fire the 7.62mm NATO cartridge), with an accurized heavy barrel and an adjustable trigger. The rear part of the wooden stock can be removed and replaced with alternate different-sized components to suit an individual's grip. The rifle can be used with an optical scope and is designed to use the bipod from the FN MAG machine gun.

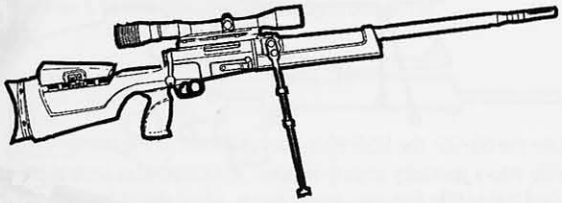
Who Uses It: The FN 30-11 was widely adopted by military and police units worldwide, including the Belgian armed forces.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 9 box
Size: Large
Weight: 11 lb.
Purchase DC: 19
Restriction: Lic (+1)

FR-F2

French 7.62mm Bolt-Action Sniper Rifle



The FR-F2 is a modernized version of the older FR-F1, which is derived from the action of the old MAS-36 bolt-action military rifle. The FR-F2 is purpose-built as a highly accurized target rifle and is made to ensure the best possible performance.

This FR-F2 features a thermal sleeve on the barrel, which keeps the barrel from warping in hot temperatures. This sleeve also deflects heat radiating from the barrel to keep it from interfering with the shooter's sight picture. The stock is made from wood and features a pistol grip and an adjustable cheekpiece.

The rifle is fitted with backup iron sights, but it is intended for use with a telescopic scope.

Variants: GIAT has manufactured versions called the FR-G1 (with a fixed bipod) and the FR-G2 (with an adjustable bipod) for export use. Earlier FR-F1 models were rebuilt to the FR-F2 standard.

Who Uses It: The FR-F2 is in service with the French armed forces.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a standard scope. Its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 12 lb.
Purchase DC: 21
Restriction: Lic (+1)

Galil Marksman

Israeli 5.56mm Semiautomatic Marksman's Rifle



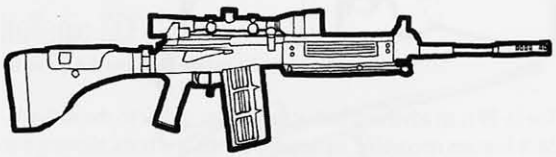
This is a version of the standard Galil AR model assault rifle intended for squad-level sharpshooters rather than dedicated snipers. As such, it is not as accurate (or expensive) as the dedicated Galil Sniper rifle. Firing the standard 5.56mm NATO round, it makes use of an accurized barrel, an adjustable bipod, and a scope mount attached to the left side of the receiver. A cheekrest is attached to the shoulder stock. Unlike with the Galil Sniper, the automatic setting is retained for contingency use.

Who Uses It: The Galil Marksman is used by the Israeli Defense Force.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 35 box
Size: Large
Weight: 15 lb.
Purchase DC: 19
Restriction: Res (+2)

Galil Sniper

Israeli 5.56mm Semiautomatic Sniper Rifle



This semiautomatic sniping weapon is derived from the Israeli Galil assault rifle. The modifications are extensive. The weapon is rechambered to fire the 7.62mm NATO round. There is a new heavier barrel, and the bipod attaches to the front end of the receiver. The wooden shoulder stock has an adjustable cheekpiece and folds forward for compact storage. A special scope mount attaches to the left side of the receiver; special optics (such as night sights) can be readily substituted for the standard scope. The weapon has adjustable fittings, a standard scope, and iron sights. A suppressor can be attached to the barrel if needed.

Who Uses It: The Galil Sniper is used by the Israeli Defense Force.

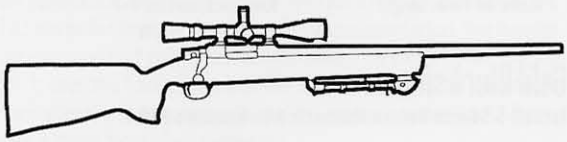
d20 Modern Rules: The weapon has adjustable fittings. It comes with a scope mount and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S

Magazine: 20 box
Size: Large
Weight: 15 lb.
Purchase DC: 19
Restriction: Lic (+1)

Harris M-86

American 7.62mm Bolt-Action Sniper Rifle



The Harris M-86 is an advanced bolt-action rifle designed specifically for tactical sniping by police or military users. It is optimized for long-range accuracy and reliable performance under the harshest field conditions. It features a precision heavy barrel and a standard scope mount, allowing a variety of optical devices to be fitted. The weapon has no iron sights. The composite stock is shaped to form a near-vertical pistol grip.

Variants: The M-86 is also available in .300 Winchester Magnum or .338 Lapua Magnum calibers. Different models feature either a fixed 5-round magazine or detachable 5- and 10-round box magazines. There is also a take-down model with a detachable buttstock for easier transport. Attaching or detaching the buttstock takes 2 full rounds.

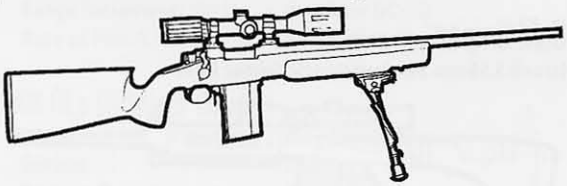
Who Uses It: The M-86 is in service with the U.S. Navy SEALs. It is also popular with police forces throughout the U.S.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single

Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 19
Restriction: Lic (+1)

Harris M-89

American Multicaliber Bolt-Action Sniper Rifle



The M-89 is an advanced bolt-action design similar to the earlier M-86. It features removable, replaceable barrels and bolts, allowing it to be quickly reconfigured between different calibers. The M-89 user can rapidly switch between 7.62mm NATO, .30-06, and .300 Winchester Magnum as needed. Switching between calibers can quickly be done in the field without special tools; however, the usefulness of this feature is limited somewhat by the need to rezero the scope to suit the new caliber.

The M-89 features an adjustable composite stock and is fitted with a bipod. Standard mounts permit a variety of optical devices to be used. The M-89 can accept M14-standard magazines, permitting up to 30 rounds to be loaded if necessary. Like the M-86, it is designed to perform reliably, even in the worst conditions.

In addition to the variety of standard barrels available, the M-89 can also be equipped with suppressed barrels.

Who Uses It: Like the M-86, the M-89 is used by the U.S. Navy SEALs and with numerous police agencies. It has been exported to Malaysia as well.

d20 Modern Rules: Replacing the weapon's barrel and bolts for a different caliber requires 1 minute and a successful Repair check (DC 5).

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single

Magazine: 10 box
Size: Large
Weight: 15 lb.
Purchase DC: 19
Restriction: Lic (+1)

H&K G3-SG1

German 7.62mm Semiautomatic Sniper Rifle



This weapon is little more than a G3 rifle modified for the sniping role. It's outfitted with a bipod, a stock with a cheekpiece, and a target trigger. A standard scope is fitted as well.

Variants: Heckler & Koch also produces a sniping version of the 5.56mm H&K 33 rifle, known as the H&K 33-SG1. It has the same statistics as the G3-SG1.

Who Uses It: The G3-SG1 is the standard sniper rifle of the German Army.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

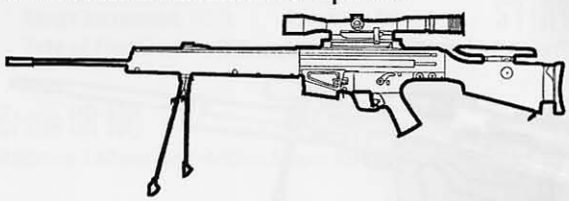
The weapon has adjustable fittings and no iron sights. It comes with a scope mount and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S, A

Magazine: 20 box
Size: Large
Weight: 13 lb.
Purchase DC: 20
Restriction: Lic (+1)

H&K MSG 90

German 7.62mm Semiautomatic Sniper Rifle



Like the G3-SG1, the MSG 90 is a development of the standard H&K rifle into a specialty sniping weapon. It incorporates several standard sniper rifle features—heavy barrel, adjustable stock, precision trigger, and bipod. A scope is normally fitted to the weapon's sight rail. The weapon will take the 20-round magazines of the G3, but a shorter 5-round clip is more common.

Variants: The German military version, the MSG-3, features backup iron sights. An American version, known as the MSG-90A1 also features backup iron sights, as well as a spent case deflector for left-handed shooters and a barrel threaded for a suppressor.

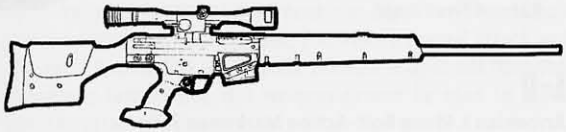
Who Uses It: The MSG 90 has been adopted by a number of police forces in Europe and the U.S. The German Army fields the MSG3, while the American military has bought the MSG-90A1.

d20 Modern Rules: The MSG 90 has adjustable fittings and no iron sights. It comes with a scope mount and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 5 box
Size: Large
Weight: 14 lb.
Purchase DC: 21
Restriction: Lic (+1)

H&K PSG1

German 7.62mm Semiautomatic Sniper Rifle



The PSG1 is the most advanced sniping weapon built by Heckler & Koch. Though built around H&K's standard roller-lock rifle action, it is made to exacting specifications to ensure the best possible accuracy. The free-floating heavy barrel is cold hammer-forged. The bolt is modified with a forward assist for silent closing. The trigger and stock are fully adjustable, and the special contoured grip is fitted with a hand rest. A scope is supplied as standard and is attached to a fixed mount. There is no bipod; instead, the PSG1 is normally used with a special minitripod.

Who Uses It: The PSG1 is expensive, which has limited its adoption. Some police forces and special military forces use it.

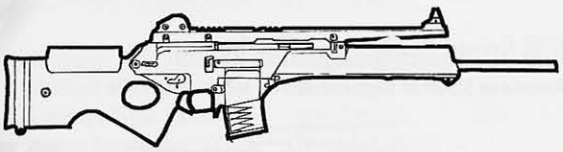
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The weapon has adjustable fittings and no iron sights. It comes with a standard scope, but its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 1 int
Size: Large
Weight: 18 lb.
Purchase DC: 22
Restriction: Lic (+1)

H&K SL8

German 5.56mm Semiautomatic Sporting Rifle



The SL8 is a new target rifle produced by Heckler & Koch. It is derived from the action of the G36 assault rifle and is chambered to fire the 5.56mm NATO round. The weapon has been extensively modified for the civilian target-shooting market. The biggest change is a new composite stock with a thumbhole. The G36's carrying handle has been replaced with a scope rail. In addition to iron sights, the SL8 has a dual-optics unit with red-dot and optical sights and another with a standard scope.

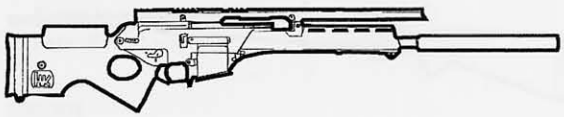
Variants: The standard SL8 is produced for the European market and features a white stock. The American version is called the SL8-1 and has a gray stock.

d20 Modern Rules: This weapon has adjustable fittings and iron sights. It comes with a scope mount and a standard scope.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Lic (+1)

H&K SL9-SD

German 7.62mm Suppressed Semiautomatic Sniper Rifle



The SL9-SD is a suppressed sniper rifle derived from the civilian SL8 sporting rifle. Considerable modifications have been made, including rechambering the weapon to fire a subsonic 7.62×37mm bullet. The furniture has been reworked as well to accommodate the barrel with its bulky integral suppressor. The stock is fully adjustable. The action remains the gas-powered G36 mechanism, and it fires in semiautomatic mode only.

The long scope rail of the SL8 is retained and used to mount a variety of optical devices. Another rail under the barrel can be used to attach a bipod or another device.

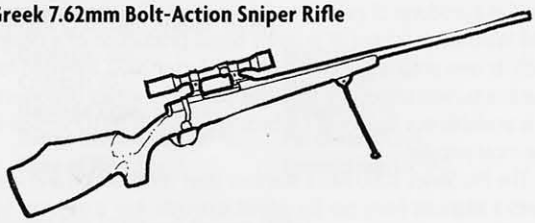
d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings and no iron sights. It comes with a scope mount and a standard scope. Using the weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Mil (+3)

Hellenic KEFEFS

Greek 7.62mm Bolt-Action Sniper Rifle



The Greek arms manufacturer Hellenic produces a variety of military weaponry and is perhaps best known for the manufacture of H&K designs under license. The KEFEFS is an original design, a bolt-action sniper rifle designed for military or law enforcement use. It has a conventional bolt-action configuration with a walnut stock and features a special gas-venting system and a folding bipod. Standard scope rails are fitted, and there are no iron sights. The trigger is adjustable for pull.

Variants: There are both military and police versions of the KEFEFS, designated KEFEFS-M and KEFEFS-P, respectively. Though largely similar, the military version features an overall camouflage finish, while the police model has a fluted barrel.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 12 lb.
Purchase DC: 22
Restriction: Lic (+1)

Howa M-1500

Japanese 7.62mm Bolt-Action Sniper Rifle



The M-1500 is a bolt-action hunting rifle produced in Japan and sold primarily on the American market. Howa rifles are extremely well made and have earned a reputation for quality and reliability. They are also very competitively priced when compared to Remington-built rifles, which has helped their popularity.

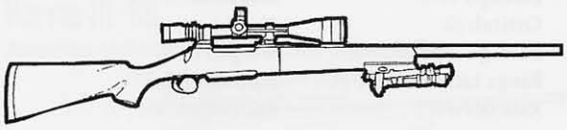
The Howa rifle has been particularly popular as a "varmint" rifle, for hunting small game. In this role, it is usually chambered to fire a small, high-velocity bullet.

Variants: This weapon is also produced in 7.62mm NATO for use as a police sniper rifle.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Lic (+1)

H-S Precision Pro Series 2000

American 7.62mm Bolt-Action Sniper Rifle



The American gunmaker H-S Precision established a reputation for itself as a producer of excellent custom rifles built using Remington and Winchester actions. It recently began production of a design with its own proprietary action, the Pro Series 2000. Intended for use as a tactical sniper rifle for either police or military customers, it is available in a variety of calibers. The 7.62mm NATO version is the most popular.

The Pro Series 2000 has a stainless steel construction and features a titanium firing pin for added strength. Any scope can be fitted, as desired by the customer. There is provision for a bipod but not for iron sights.

One of the most popular variants of the H-S Precision Series is the Tactical Take-Down rifle, which can be broken into two halves. The back half has the stock, action, and sight, while the front half has the barrel, forward grip, and bipod (if fitted). Broken apart like this, it can be easily transported in a special briefcase; as a full-round action, the two components can be attached together and made ready to fire without tools.

In addition to transport, another advantage of the take-down system is that different barrels can be rapidly attached, allowing the shooter to rapidly change between different calibers if needed. The most popular combination is a single rifle 7.62mm NATO and .300 Winchester Magnum caliber barrels.

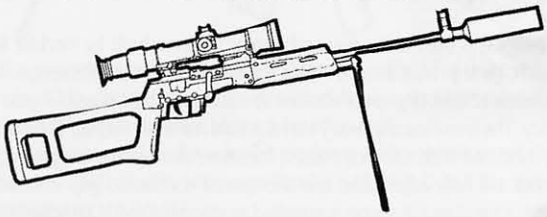
Variants: The Pro Series 2000 is available in a variety of different calibers, including the .300 Winchester Magnum.

Who Uses It: Due to its exceptional accuracy and the flexibility offered by the Take-Down series, the Pro Series 2000 is popular with police SWAT sniper teams throughout the U.S.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

K-11

Armenian 5.45mm Bolt-Action Marksman Rifle



The K-11 is designed to serve alongside the K-3 assault rifle, with which it shares a number of components (including the barrel and magazine). The action is different, however. The K-11 is a bolt-action design instead of an automatic design, and it uses a conventional arrangement rather than a bullpup. The stock is a skeleton design mated to a pistol grip. Though iron sights are fitted, the K-11 is designed to accept a variety of different scopes.

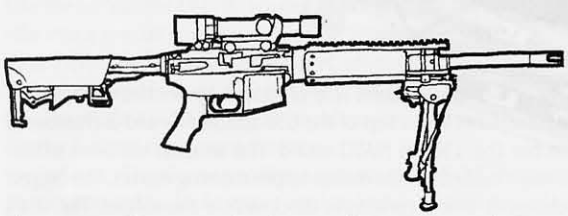
The K-11 features a nonadjustable bipod. A suppressor can be fitted as needed. Oddly enough, the weapon is chambered to fire the 5.45mm Soviet round (used by the AK-74 assault rifle), which is generally thought to be too weak for a sniping weapon.

Who Uses It: The K-11 has completed development and is available for production; it has yet to enter service with any military, though presumably the Armenian armed forces will adopt it soon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Lic (+1)

M16 Squad Designated Marksman

American 5.56mm Semiautomatic Marksman Rifle



The M16 Squad Designated Marksman rifle is an accurized variant of the M16 assault rifle developed for the U.S. Army's Interim Brigade Combat Teams. It represents a shift in tactical doctrine, made in recognition of the increasing threat posed by enemy snipers. Each infantry squad contains a trained sharpshooter to engage high-value enemy targets and serve in the counter-sniper role. The M16 SDM will be the issued weapon for these sharpshooters.

The M16 SDM is essentially a standard M16A4 assault rifle action equipped with a heavy sniper barrel, a Harris bipod, and a scope.

The forward grip is replaced by KAC (Knights Armament Company) accessory rails, and a carbine-style folding stock is fitted. The M16 SDM is designed to be upgraded over time with new accessory fits, allowing it to keep pace with developments in technology.

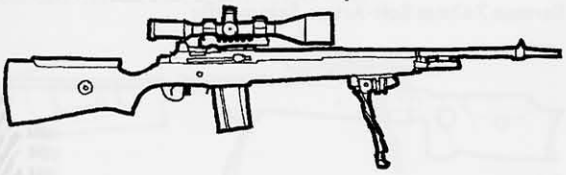
Who Uses It: The M16 DMR will be issued to infantry squads, starting with the Interim Brigade Combat Teams now being fielded.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

M21

American 7.62mm Semiautomatic Sniper Rifle



Long the standard-issue sniper rifle throughout the U.S. military, the semiautomatic M21 was recently replaced by the bolt-action M24 and M40 rifles. The M21 is derived from the M14 service rifle and is essentially an accurized M14 service weapon. The M21 has iron sights, a scope mount, and a standard zoom scope. There is provision for mounting a suppressor and a bipod, if needed.

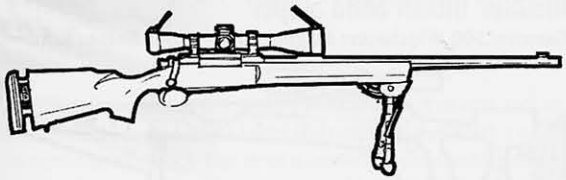
Variants: The M21 Tactical, an improved version, is available from Springfield Armory. This weapon features a heavier barrel and an improved stock with an adjustable cheekpiece.

Who Uses It: Though largely replaced by the Remington bolt guns, the M21 remains in limited use in the U.S. military, especially in special operations forces. It was widely adopted worldwide. It also has been popular with police SWAT sniper teams.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Lic (+1)

M24 Sniping System

American 7.62mm Bolt-Action Sniper Rifle



Adopted in 1988, the M24 is the standard sniper rifle of the U.S. Army. The stock is composite. In the late 1990s, M24s were retrofitted with a special muzzle brake designed to break up the blast of firing and hide the shooter's location.

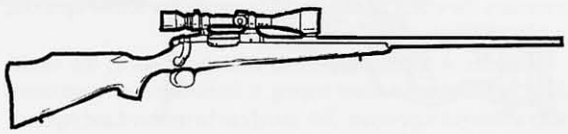
The complete system comes in a special carrying case and includes a scope mount, standard scope, bipod, and cleaning kit, in addition to the rifle itself. This weapon has no iron sights.

Who Uses It: The M24 is used by U.S. Army infantry units and special operations forces. It has also been adopted by Egypt, Lebanon, South Africa, and the United Arab Emirates.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 14 lb.
Purchase DC: 21
Restriction: Lic (+1)

M40A1

American 7.62mm Bolt-Action Sniper Rifle



The M40, which entered service in the early 1970s, is the standard sniper rifle of the U.S. Marine Corps. It is produced from factory-issue Remington Model 700s by the Marines' own Rifle Team Equipment Shop at Quantico, Va. Modifications to the commercial version include a precision barrel, a low-reflecting finish, and a special adjustable stock. The weapon includes a special military model scope not available on the civilian market. Unlike with most modern sniper weapons, there is no provision for a bipod.

Variants: The Marines have developed a modernized version known as the M40A1 PIP ("PIP" stands for Product Improved). This features a fluted barrel threaded to accept a suppressor, a custom adjustable McMillan stock, and a standard scope mount allowing other optical devices to be substituted for the weapon's regular scope.

Who Uses It: The M40A1 remains in Marine Corps service but has recently begun to be replaced by the M40A1 PIP.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a scope. The scope that comes with the M40A1 cannot be used with other weapons.

M40A1 (7.62mm Sniper Rifle)

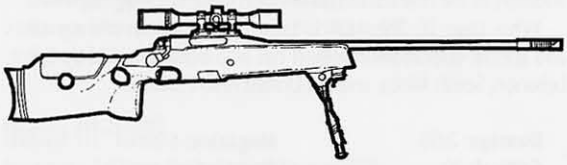
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 15 lb.
Purchase DC: 21
Restriction: Lic (+1)

M40A1 PIP (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

Mauser Model 86 Sniper

German 7.62mm Bolt-Action Sniper Rifle



The Mauser Model 86 is a highly sophisticated sniper rifle and is offered as a more advanced alternative to the earlier SP66. The product of an extensive research and development program, it has been designed from the ground up to maximize accuracy. The barrel is cold forged. The stock is made either from laminated wood or green plastic and is fully adjustable. The forearm is ventilated to help the barrel cool down more quickly between shots, which minimizes the effect on the weapon's zeroing for follow-up shots. A fully adjustable trigger is also standard.

Variants: A special suppressed version, known as the Model 86SR, is available for silent sniping. It features a shortened barrel with an integral suppressor. This barrel can be removed and replaced with a standard barrel when normal shooting is required.

d20 Modern Rules: The Model 86SR is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

Replacing the Model 86SR's suppressor barrel with a standard barrel (or vice versa) takes 1 minute and a successful Repair check (DC 5).

This weapon has adjustable fittings.

Model 86 (7.62mm Sniper Rifle)

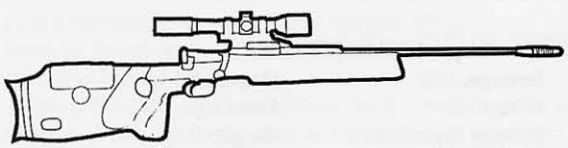
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 9 box
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

Model 86SR (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: Single
Magazine: 9 box
Size: Large
Weight: 14 lb.
Purchase DC: 23
Restriction: Mil (+3)

Mauser Model SP66

German 7.62mm Bolt-Action Sniper Rifle



The SP66 from Mauser is a purpose-built tactical sniper rifle. The SP66 features an advanced custom trigger with a high-speed sear that minimizes lock time. The odd-shaped wooden thumbhole stock is derived from competition target rifles and is fully adjustable. The forearm is long, facilitating a variety of different grips to suit the shooter's preference. A standard scope mount allows the customer to select from a variety of different sights.

Because of its large, heavy target-rifle stock, the SP66 is not suitable for military use if it would have to be carried by hand for extended periods. It is instead intended for police or counterterrorist teams who can transport it to the engagement area in a vehicle.

Variants: The SP66 has also been manufactured in the .300 Winchester Magnum caliber.

Who Uses It: The SP66 is in use by a number of European police agencies.

d20 Modern Rules: This weapon has adjustable fittings.

SP66 (7.62mm Sniper Rifle)

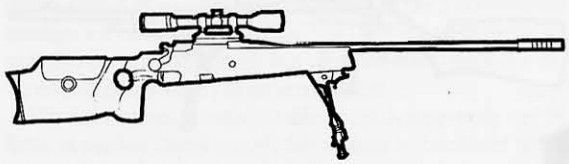
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

SP66 (.300 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

Mauser Model SR93 Professional

German 7.62mm Bolt-Action Sniper Rifle



In the 1990s, Mauser expanded its range of bolt-action tactical rifles derived from sophisticated target-shooting weapons. These new firearms built upon the company's long experience with precision riflemaking and were developed in a series of highly specialized models. The short-pull Mauser bolt-action is now a mature and highly accurate design, well suited for tactical rifle use. Like the Model 86SR, most were intended for police rather than military sniper teams and use large and complex target stocks.

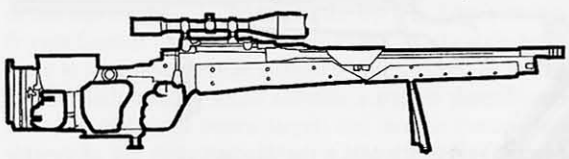
The Model 93 Professional is a progressive development of the earlier Model 86SR, which has been modified as a result of field experience. It incorporates numerous minor improvements to simplify manufacturing. It uses a large, heavy target stock similar to that of the Model 86SR.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 13 lb.
Purchase DC: 22
Restriction: Lic (+1)

Mauser Model SR93 Sniper

German .300 Winchester Magnum Bolt-Action Sniper Rifle



Originally developed for a German Army requirement, this is the military sniping version of the SR93 Professional, chambered for the

high-powered .300 Winchester Magnum rifle cartridge. The conventional Mauser bolt-action is retained. It is mounted to an aluminum alloy frame, which permits a free-floating barrel for optimal accuracy. The barrel is fluted to improve heat dissipation.

The SR93 Sniper uses a highly specialized stock made from green-anodized aluminum alloy. It features an adjustable cheekpiece and back plate. The extra-long forward grip holds a folding bipod, which is designed to be completely smooth so as not to snag on vegetation. A monopod is housed in the stock to support the back of the weapon. A whole-hand trigger guard is fitted to permit gloved use.

A standard scope mount permits the use of a variety of optical devices.

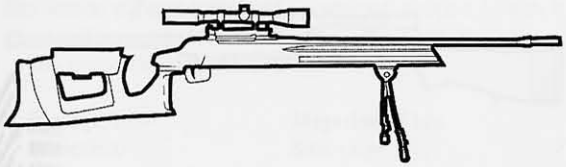
Who Uses It: The SR93 Sniper is in service with special operations units of the German armed forces.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

Mauser SR94 Professional

German 7.62mm Bolt-Action Sniper Rifle



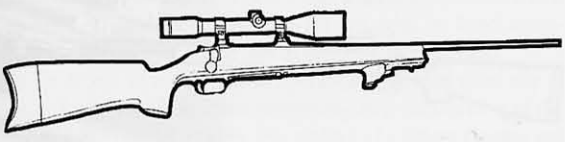
The Mauser SR94 Professional model is another in the series of advanced tactical rifles from Mauser. It uses a newly designed composite stock in place of the lightweight alloy design used in the SR93. This weapon features a long forearm with an integral accessory rail, an adjustable cheekpiece, a vertical pistol grip, and a monopod for stability when aiming for extended periods. The sophisticated short-pull Mauser action is retained.

Variants: The SR94 Professional is also produced in a version chambered for .300 Winchester Magnum cartridges.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Lic (+1)

Mauser SR94 Sniper

German 7.62mm Bolt-Action Sniper Rifle



The SR94 Sniper takes the short-pull Mauser bolt action and an excellent cold-forged target barrel and combines them with a more conventional rifle stock. This stock is lighter and slimmer, thus easier to carry for extended periods. It uses padded inserts to adjust the length. A grooved slot under the forearm can be used to position a bipod and a rest for the forward hand. A detachable box magazine is located just forward of the trigger guard. The receiver is drilled for a standard scope mount.

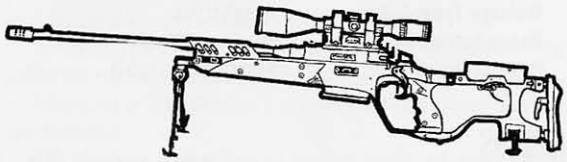
Variants: For long-range shooting, a heavy version chambered in .300 Winchester Magnum is also available.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Lic (+1)

Mauser SR97 Sniper

German .300 Winchester Magnum Bolt-Action Sniper Rifle



The SR97 is a progressive development of the heavy SR93 rifle. It is chambered in the heavy .300 Winchester Magnum caliber for extreme long-distance shooting (out beyond the range of a 7.62mm rifle). The Sniper variant uses an improved version of the SR93 Sniper's open-frame design with a shortened aluminum-alloy stock. It features the same adjustable cheekpiece, and it has a whole-hand trigger guard for use with gloves.

Who Uses It: A number of European police agencies use the SR97 Sniper.

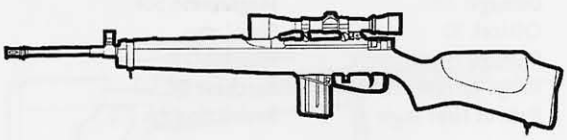
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 16 lb.
Purchase DC: 23
Restriction: Lic (+1)

Milcam HB

British 5.56mm Bolt-Action Sniper Rifle



The Milcam is a unique concept—a bolt-action military rifle chambered for the 5.56mm NATO cartridge. This cartridge came into widespread use well after bolt-action weapons fell into disfavor, replaced by automatic designs. The Milcam is both simple and inexpensive. It is designed to accept standard M16 magazines; a special 10-round magazine is also available for use when the longer box would get in the way. The trigger guard is enlarged, permitting the user to wear heavy gloves while operating the weapon. The upper receiver is machined to accept a standard scope mount. The Milcam is dependable and accurate, but the bolt action's low rate of fire has kept it from finding any military customers.

The Milcam is available in a number of different configurations.

Milcam: This is the standard military-rifle version.

Comcam: This is a compact Milcam rifle with a cut-down barrel.

It has a range increment of 80 feet and weighs 8 pounds, but otherwise has the same statistics as the Milcam.

Milcam HB: This variant features a heavy barrel and a stock with a cheekpiece. It has a purchase DC of 20 but otherwise has similar statistics to the standard Milcam.

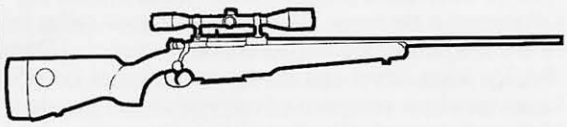
Snicam: This is the full sniper-rifle version of the Milcam series. It features a heavier barrel, a bipod, adjustable fittings, sling swivels, and a scope mount on the upper receiver. It weights 12 pounds and has a purchase DC of 21; otherwise, its statistics are identical to the Milcam.

d20 Modern Rules: This weapon has adjustable fittings and no iron sights.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 20 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Lic (+1)

NM149S

Norwegian 7.62mm Bolt-Action Sniper Rifle



The NM149 is a rather conventional design, developed from the Mauser bolt-action by Vapensmia. Similar to a rugged sporting rifle, it combines a Mauser bolt-action with a heavy barrel and is chambered in 7.62mm NATO. In keeping with Norwegian requirements, the action is designed to function in extremely cold conditions. The wooden stock can be adjusted for length and is impregnated with resin to prevent warping. A bipod and suppressor can be attached if desired.

Variants: Military versions of the NM149 also have backup iron sights fitted. Police versions have an adjustable cheekpiece in the stock.

Who Uses It: The NM149S is in service with the Norwegian military and police forces.

d20 Modern Rules: This weapon comes with a detachable scope mount and a standard scope. The scope mount and scope can be removed and replaced without being rezeroed.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 12 lb.
Purchase DC: 20
Restriction: Lic (+1)

OTs-03AS Dragunov SVU

Russian 7.62mm Select-Fire Marksman Rifle



The OTs-03AS SVU was originally developed as a sniper weapon to serve alongside the OTs-14 Groza assault rifle. It is a radically reworked version of the Dragunov SVD, reconfigured into a bullpup. The internal action is largely unchanged. Externally, the SVD's skeleton stock is replaced by a simple butt plate, and the pistol grip is located forward of the magazine. The barrel features a prominent cylindrical fairing that serves as a combination flash suppressor and muzzle brake.

The SVU's bipod can be swiveled to the side, allowing the shooter to brace it against a wall or other vertical surface if desired.

The SVU has automatic capability for emergency use, though its small 10-shot magazine limits the effectiveness of this feature.

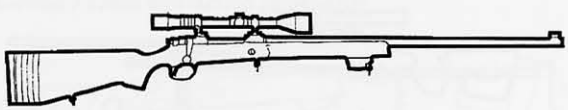
Who Uses It: The SVU is in use with the Russian Ministry of Internal Affairs (MVD) and saw action in the fighting in Chechnya.

d20 Modern Rules: The SVU has adjustable fittings, a scope mount, a standard scope, and an attachable bayonet (see Chapter Four of the *d20 Modern Roleplaying Game* for bayonet statistics). Using the weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S, A
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 20
Restriction: Res (+2)

Parker-Hale Model 82

British 7.62mm Bolt-Action Sniper Rifle



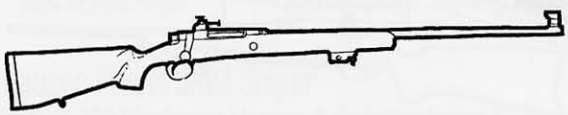
This bolt-action rifle is built on the popular Mauser action chambered to fire 7.62mm NATO. This combination has led to a highly successful design, which proved to be both reliable and highly accurate. The butt is adjustable. It can be equipped with either an optical scope or iron sights.

Who Uses It: The Model 82 served for many years as the standard sniper rifle of the British armed forces and was adopted by a number of Commonwealth nations as well. It has largely been replaced by the more advanced L96A1. It has also seen widespread use in police forces.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 11 lb.
Purchase DC: 21
Restriction: Lic (+1)

Parker-Hale Model 83

British 7.62mm Single-Shot Target Rifle



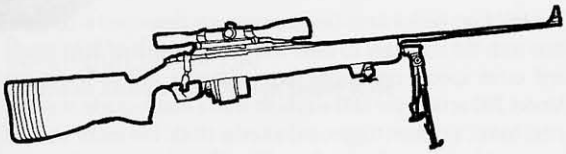
The Model 83 is a single-shot target rifle designed for marksmanship training. Since the weapon has no magazine or feed mechanism, the action's construction is stronger than in similar weapons, which improves accuracy. It is equipped with iron sights, though a scope can be fitted.

Who Uses It: The Model 83 serves in the British armed forces under the designation Cadet Training Rifle L81A1.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 11 lb.
Purchase DC: 21
Restriction: Lic (+1)

Parker-Hale Model 85

British 7.62mm Bolt-Action Sniper Rifle



This rifle is derived from the earlier Parker-Hale Model 82. It was developed as a replacement for the L42A1 for the British Army. The Model 85 is a solid and reliable design that has proven successful on the law enforcement market. It has adjustable fittings, a scope mount, and iron sights, and it can readily take a bipod and suppressor.

Who Uses It: The Model 85 is used by a number of police forces as a SWAT sniper weapon. It has also been adopted by Special Forces units in the British and Commonwealth armed forces.

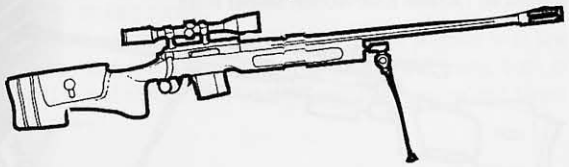
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

Parker-Hale Model 98

British 7.62mm Bolt-Action Sniper Rifle



After failing to win the British Army contract for the Model 85 sniper rifle, Parker-Hale went out of the arms business. The company returned to the field in 1998 with the Model 98, a highly advanced and sophisticated design.

The Model 98 is a bolt-action weapon, fed from a standard M14-pattern detachable box magazine. It features a fully adjustable composite stock with a removable monopod. It uses a heavy fluted barrel that is capped by an efficient muzzle brake. No iron sights are fitted; a standard scope mount allows the user to select the scope desired.

The Model 98 is designed to operate in much the same way as earlier Parker-Hale bolt-action designs and incorporates most of the features from earlier models. This similarity facilitates training and familiarization for shooters already using Parker-Hale weapons.

Who Uses It: The Model 98 is still in the prototype stage, but it is ready for full-scale production should it find any customers.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 13 lb.
Purchase DC: 21
Restriction: Lic (+1)

PGM Model UR "Ultima Ratio" Series

French 7.62mm Bolt-Action Sniper Rifle

The French company PGM Precision has manufactured a number of bolt-action sniper rifles under the UR name. They are built in modular fashion, with the various components of the weapon attaching to a central frame. The barrel is free-floating and designed to be changed quickly without disturbing the zero; a special barrel with a built-in suppressor can be substituted in this fashion. A bipod can be attached to the forestock.

UR Intervention: The Intervention variant is representative of the UR series. Chambered in the 7.62mm NATO cartridge, it has adjustable fittings. The heavy barrel has an integral muzzle brake and is fluted to ensure rapid heat dissipation.

UR Commando II: Another in the UR series of sniper rifles from PGM Precision, this model features a shorter barrel with a specialized muzzle brake and an adjustable folding stock.

Variants: The UR line also contains a heavy antimateriel rifle called the Hecate (described in Chapter Four: Antimateriel Rifles).

Who Uses It: The UR series is in service with the French National Gendarmerie.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings and a scope mount. Using this weapon without a scope imposes a –1 penalty on attack rolls.

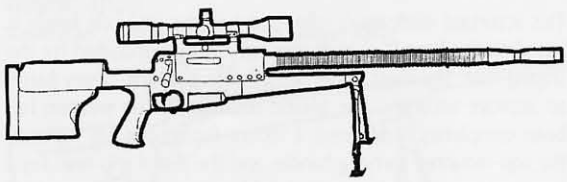
A silenced barrel is available for this weapon (purchase DC 16, restricted [+2]). Changing the barrel is a full-round action. When fitted with a silenced barrel, this is a silenced weapon. A successful Listen check (DC 15) is required to notice the sound of the weapon firing.

UR Intervention (7.62mm Sniper Rifle)

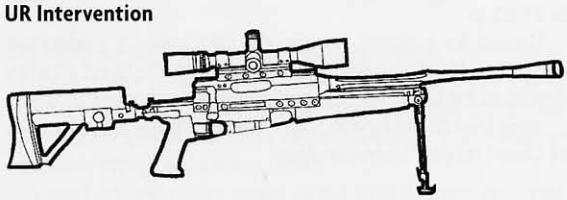
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 12 lb.
Purchase DC: 21
Restriction: Lic (+1)

UR Commando II (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Lic (+1)



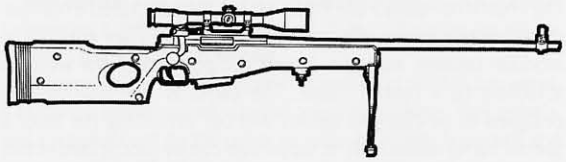
UR Intervention



UR Commando

PM L96A1

British 7.62mm Bolt-Action Sniper Rifle



This excellent rifle serves as the standard-issue sniping weapon in more than twenty different countries, including Great Britain. The design is quite innovative. The PM's action and barrel are attached to an internal metal frame rather than to the green composite stock. This arrangement simplifies maintenance and ensures that damage to the stock does not affect the weapon's accuracy.

Variants: The success of the design has spawned a family of specialty rifles built around the same basic design.

Who Uses It: Under the military designation L96A1, the PM is the standard sniper rifle of the British armed forces. It has been exported to a number of countries in Africa, Asia, and the Middle East.

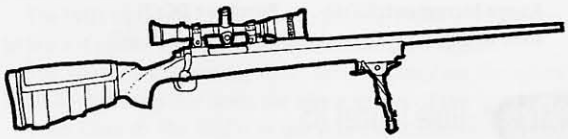
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

This weapon has adjustable fittings, a scope mount, and a standard scope. The scope can be removed and reattached without needing to rezero it. Using this weapon without a scope imposes a –1 penalty on attack rolls. This weapon does not have iron sights.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 15 lb.
Purchase DC: 22
Restriction: Lic (+1)

RAD M91

American 7.62mm Bolt-Action Sniper Rifle



The M91 from Redick Arms Development was developed in conjunction with the U.S. Navy to meet the specific needs of SEAL teams and other special operations forces. Starting with a Remington Model 700 action, the M91 was built with a match-grade, stainless steel barrel, a custom trigger, and a Kevlar stock. The entire weapon has a jet black, nonreflective finish. The rifle is designed to function perfectly under even the most adverse conditions, including use in arctic, desert, swamp, and saltwater environments.

Variants: Military users have considerable flexibility in customizing their M91s. Popular modifications include the use of Leupold scopes and McMillan custom stocks. The M91 is also available in .300 Winchester Magnum.

Who Uses It: The M91 is the standard sniper rifle of the U.S. Navy SEAL teams. It is also used by a number of other military special operations units worldwide.

d20 Modern Rules: This weapon features a scope mount and a standard scope. It has no iron sights. The M91 does not become unreliable when exposed to adverse environments (see Reliability in the Introduction).

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 14 lb.
Purchase DC: 21
Restriction: Lic (+1)

QBZ Type 95 Sniper Rifle

Chinese 5.8mm Semiautomatic Sniper Rifle



This accurized marksman's rifle model of the QBZ rifle family is based on the Type 95 assault rifle but has been modified for the sniping role. The most important change is a long, heavy barrel to improve accuracy. The plastic housing for the weapon has been completely redesigned; a mount for scopes has replaced the top-mounted carrying handle, and the pistol grip features a more conventional trigger guard. Fold-up iron sights are retained as a backup.

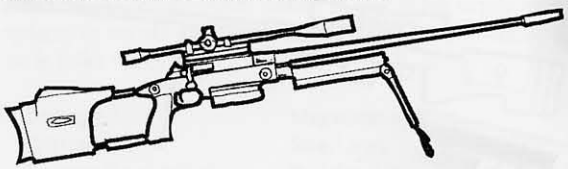
Unusual for a sniping weapon, the QBZ Sniper is a select-fire design, capable of automatic fire when needed. The bipod attaches directly to the barrel, which can affect precision shooting accuracy.

Who Uses It: The Type 95 Sniper Rifle is in service with elite units of China's Peoples' Liberation Army.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: S, A
Magazine: 10 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

RAI Model 300

American 7.62mm Bolt-Action Sniper Rifle



Developed in the early 1980s, the Model 300 was one of the most advanced sniper rifles of its time and incorporated many innovations that have since become commonplace. It uses a conventional bolt-action mechanism fed by a detachable box magazine. This is mounted on a highly specialized sniping stock that gives the Model 300 an unusual appearance. The stock is fully adjustable. The barrel is free-floating and fluted for more rapid cooling. A harmonic balancer designed to dampen barrel oscillations is housed in the forward grip. A standard scope mount is fitted, and the weapon has no iron sights.

Though the Model 300 is an excellent sniper rifle in its own right, it is perhaps best known as the weapon on which the .338 Lapua Magnum rifle cartridge was developed. Research Armament Industries, the Model 300's manufacturer, experimented with modified Model 300s to develop a new ultraheavy target rifle round. RAI eventually settled on an 8.6×70mm cartridge, which has since become extremely popular as the .338 Lapua Magnum. It was adopted as a NATO-standard sniping cartridge in the late 1990s.

Variants: The Model 300 is available in both 7.62mm NATO and in .338. The .338 model has a range increment of 110 feet and a 4-round magazine; otherwise, its statistics are identical to the 7.62mm standard model.

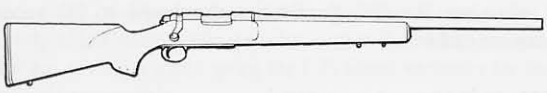
Who Uses It: The Model 300 is in service with American special operations units.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 13 lb.
Purchase DC: 18
Restriction: Lic (+1)

Remington Model 700

American 7.62mm Bolt-Action Sniper Rifle



The Remington M700 is a highly successful design that was originally developed as a high-powered hunting rifle. The action proved readily adaptable for use as a sniping weapon, and today it is the most common sniper rifle in the United States. Both the U.S. Army and Marine Corps have adopted the weapon (designated the M24 and the M40A1, respectively). As a result, it has also been popular with law enforcement; most police SWAT sniper teams use the Model 700. It is a strictly conventional bolt-action design, which is both simple and reliable in service.

The M700 comes with a scope mount.

Variants: The Model 700 is available in a variety of calibers and configurations to suit nearly any need. The action is reliable and accurate and has proven popular with custom riflemakers, who rebuild them into extremely accurate specialty target rifles.

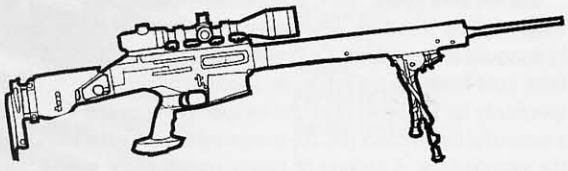
The most common law enforcement version is called the Police Special. This weapon is all black, with a composite stock and a heavy barrel. Remington also makes a lightweight version called the M700P LTR (Light Tactical Rifle), which weighs 6 pounds and is easier to carry on long patrols.

Who Uses It: The Model 700 has proven popular with law enforcement and is in service with many SWAT teams, both in the U.S. and abroad. It is widely used as a hunting and target rifle as well.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 7 lb.
Purchase DC: 17
Restriction: Lic (+1)

RND 800

American 7.62mm Semiautomatic Marksman Rifle



The RND 800 is a highly accurized semiautomatic rifle based on the AR-15 design, which it closely resembles. All components are precision machined from lightweight aluminum alloys.

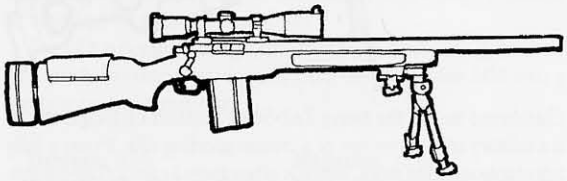
The RND 800 is specialized for precision shooting. It features an adjustable stock and a handrest on the pistol grip. The top of the receiver is machined to accept standard scope mounts. The barrel is free-floating and protected by a sturdy polymer jacket, which also supports a bipod.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 21
Restriction: Lic (+1)

Robar SR60

American 7.62mm Bolt-Action Sniper Rifle



Robar Industries is a small custom-gun shop in Phoenix, Arizona. It was founded by Robert Barrkman to produce extremely high-quality target rifles. Originally, commercial rifles supplied by customers were rebuilt into high-end competition or sniper rifles. Improvements included new barrels, triggers, bedding, stocks, and bipods. Robar also pioneered the field of protective coatings and developed advanced finishes for its rifles, often applied in camouflage colors. More recently, Robar started producing its own actions as well.

The SR60 is a highly customized Remington 700 action that has been rebuilt into an exemplary sniping weapon for police forces. The rifle comes with a standard scope and adjustable fittings. The entire weapon is given a matte black coating designed to protect the metal parts.

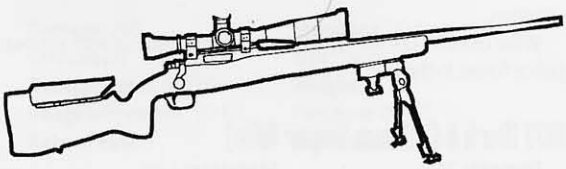
Variants: The SR60 is available in a variety of different calibers to suit the customer's requirements.

Who Uses It: The SR60 is highly sought after by police SWAT teams and is in service throughout the U.S.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Lic (+1)

Robar SR90

American 7.62mm Bolt-Action Sniper Rifle



The SR90, like the SR60, is a highly specialized sniper rifle produced by Robar from a Remington 700 action. Intended for military users, it features all the upgrades associated with a Robar custom job, including the special protective matte black finish. It also features adjustable fittings and a scope mount.

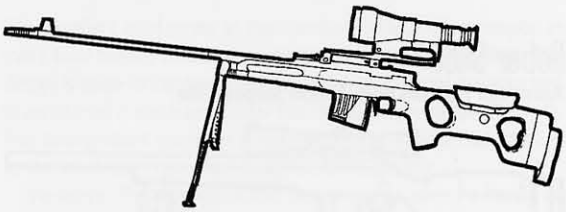
Variants: A .300 caliber version of the SR90 has been produced; it holds 4 rounds per magazine but otherwise has statistics identical to the 7.62mm model.

Who Uses It: The SR90 is used by U.S. special operations units and saw action in the 1991 Persian Gulf War.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Lic (+1)

Romarm PL

Romanian 7.62mm Bolt-Action Sniper Rifle



Chambered to fire the heavy 7.62×54mm Russian cartridge, the PL is a military sniping version of a civilian sporting rifle. It uses a fully adjustable wooden stock, which is often given a camouflaged finish. The bolt action is fed from a special 10-round magazine. The PL is a rugged and reliable (if somewhat conventional) design.

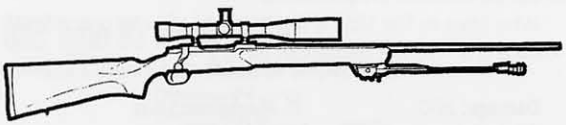
Who Uses It: The PL is in service with the Romanian armed forces.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Lic (+1)

Ruger M77 Mark II Police Rifle

American 7.62mm Bolt-Action Sniper Rifle



The Ruger M77 is a conventional bolt-action sporting rifle, derived from the highly successful Mauser action. The M77 Mark II is a derivative optimized for use as a sniping weapon by police or paramilitary units. It features a heavy barrel, bipod, and optical scope mount.

Variants: The M77 Mark II is also available in a number of other calibers, including 5.56mm NATO. The 7.62mm version is the most common.

Who Uses It: The M77 Mark II is in widespread use with various police forces in the U.S.

M77 Mark II (7.62mm Sniper Rifle)

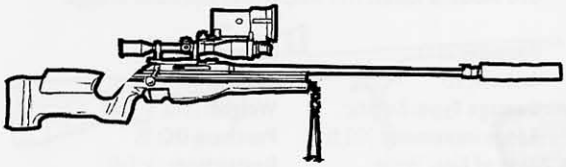
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Lic (+1)

M77 Mark II (5.56mm Sniper Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Lic (+1)

Sako TRG-21

Finnish 7.62mm Bolt Action Sniper Rifle



This excellent bolt-action rifle from Finland is designed for either tactical sniping or competition target shooting. It features adjustable fittings, a scope mount, and iron sights (in case something happens to the scope). The rifle has a composite stock assembled over a lightweight aluminum frame. The rifle can be fitted with a suppressor, if desired.

Variants: The TRG-41 rifle is rechambered in .338 Lapua Magnum caliber.

TRG-21 (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 10 lb.
Purchase DC: 21
Restriction: Lic (+1)

TRG-41 (.338 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 11 lb.
Purchase DC: 21
Restriction: Lic (+1)

Sako/Vaime SSR Mark I

Finnish 7.62mm Bolt-Action Suppressed Sniper Rifle



The SSR Mark I is a joint venture between Sako, a precision riflemaker, and Vaime, a producer of high-quality suppressors. It combines the action of the TRG-21 sniper rifle with an integral suppressor barrel to produce a specialty weapon for silent tactical shooting. For optimal performance, Sako has developed special subsonic ammunition for the SSR Mark I that is precisely tuned to the action and barrel. There are no iron sights, but a standard scope mount is provided.

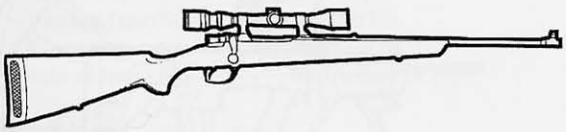
Variants: The SSR Mark III is a similar rifle, chambered in .22 for short-range urban sniping by police SWAT teams.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition or special ammunition designed specifically for SSR Series rifles, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing. A package of twenty rounds of the specialized SSR 7.62mm ammunition has a purchase DC of 5.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 9 lb.
Purchase DC: 21
Restriction: Res (+2)

Santa Barbara C-75

Spanish 7.62mm Bolt-Action Sniper Rifle



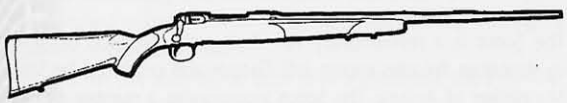
The C-75 is a conventional bolt-action tactical sniper rifle. Based on the traditional Mauser action, the C-75 is designed for a military or law enforcement sniper. It is a rather unremarkable design with a precision barrel and a wooden shoulder stock. Scope-mounting holes are drilled into the receiver and iron sights are fitted as a backup. For crowd-control work, the muzzle can be used to fire a variety of low-velocity rifle grenades, such as flash-bang grenades, tear gas, or smoke shells, giving the C-75 added versatility for the law enforcement role.

Who Uses It: The C-75 is in service with the Spanish police and security agencies.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Lic (+1)

Savage Model 110 Tactical

American 7.62mm Bolt-Action Sniper Rifle



The Savage Model 110 is an alternative to the Remington Model 700 or the Winchester Model 70 rifles. Despite its lower cost, the Savage is every bit as accurate and makes an excellent sniping or target shooting weapon. The Tactical is a version intended for use by police snipers. It is all black and is built with a synthetic stock, a custom trigger, and a free-floating barrel. The receiver is drilled to accept a scope mount. Dual swivels on the forward stock allow the simultaneous fitting of both a rifle sling and a folding bipod.

Variants: The Model 110 is available in a variety of different calibers and configurations. The Model 111 is a later derivative.

Who Uses It: The Model 110 Tactical has been adopted by police SWAT teams throughout the U.S., though its use is not as widespread as the Remington Model 700.

Model 110 (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Lic (+1)

Model 111 (.300 Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Lic (+1)

Springfield M1A

American 7.62mm Semiautomatic Target Rifle



The M1A is a version of the M14 military rifle produced for the civilian target shooting market. It is manufactured in a variety of models, featuring different stocks, barrels, sights, and accessories. It is similar in appearance and operation to the military M14, though it cannot be modified for automatic capability.

The M1A is popular for big-game hunting. A number of gunmakers who produce custom-made guns have developed the M1A into a highly accurized target rifle.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Lic (+1)

SIG SSG 550



Swiss 5.56mm Semiautomatic Sniper Rifle

This is the sniper-rifle variant of the SIG 550, the standard-issue assault rifle of the Swiss military. The action is modified to allow semiautomatic fire only. The barrel is longer and heavier, and the weapon features a special composite adjustable stock.

Who Uses It: The SSG 550 has been adopted by numerous military and police forces, including the Swiss Army and National Police.

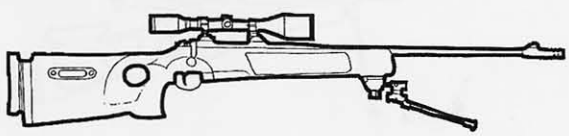
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings, a scope mount, and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls. It has no iron sights.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S
Magazine: 20 box
Size: Large
Weight: 16 lb.
Purchase DC: 21
Restriction: Lic (+1)

SIG SSG 2000

Swiss 7.62mm Bolt-Action Sniper Rifle



This rifle is a highly successful design that has been adopted by police forces worldwide. The design, developed by J.P. Dauer of

Germany, makes use of an action that is built around a special nonrotating bolt.

The heavy barrel is equipped with a muzzle brake. The composite stock is fully adjustable and makes use of a thumbhole, which means that the rifle can be fired only by right-handed shooters (special stocks are available for left-handed shooters). A double-set trigger is standard.

Purpose-built as a sniper rifle, the SSG 2000 is designed to use an optical scope. No iron sights are fitted.

Variants: The SSG 2000 is available in a number of other calibers, including 5.56mm NATO and .300 Weatherby Magnum.

Who Uses It: The SSG 2000 is used by Swiss police forces. It has also been widely exported and is popular with police forces worldwide. It is in use with SWAT teams in Argentina, Hong Kong, Jordan, Taiwan, and the U.K.

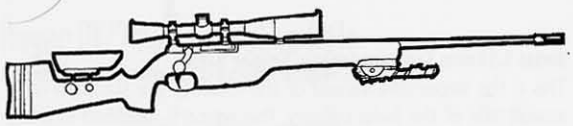
d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings, a scope mount, and an optical scope. Using this weapon without a scope imposes a –1 penalty on attack rolls. It has no iron sights.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 15 lb.
Purchase DC: 22
Restriction: Lic (+1)

SIG SSG 3000

Swiss 7.62mm Bolt-Action Sniper Rifle



The SSG 3000 makes use of a modular construction. The stock is fully adjustable and is made of a special wood laminate. Left- and right-handed versions are available. As on the SSG 2000, a signal pin indicates when the chamber is loaded.

Though fitted with a standard scope mount, the SSG 3000 is generally fitted with a zoom scope specially designed to work with this rifle.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings, a scope mount, and a standard scope. Its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls. It has no iron sights.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Lic (+1)

STAR-21 Tavor

Israeli 5.56mm Marksman Rifle

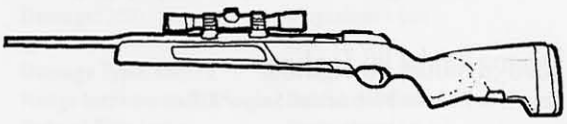


The STAR-21 is the marksman rifle variant of the TAR-21 series. It is essentially a TAR-21 assault rifle (see Chapter Two) with a number of accessories fitted, optimizing it for the sharpshooter role. Modifications include a buttpad on the stock, a folding bipod, and a standard scope.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 22
Restriction: Res (+2)

Steyr Scout

Austrian 7.62mm Bolt-Action Sniper Rifle



The Scout is a revolutionary new bolt-action weapon designed by American firearms expert Jeff Cooper and produced by Steyr Mannlicher of Austria. The Scout incorporates a number of new features designed to promote flexibility and speed of acquisition and engagement, making it a highly versatile and practical weapon for use in a variety of applications from hunting to police or combat sniping.

The Scout is mounted on a lightweight composite stock with a molded pistol grip. The entire forward grip can be opened and folded down to serve as a bipod. There is an accessory-mounting rail on the underside of the weapon. The shoulder stock features a convenient hollow well that will accept a spare magazine.

The magazine can be locked into the well in a half-loaded position, which holds it in place but doesn't allow rounds to be loaded into the chamber; this feature provides a way for the user to carry the weapon in complete safety. To load the chamber, the user need only push the magazine up into its final seated position and cycle the bolt.

One of the most important features of the Scout is its scope, which features a long eye relief and is situated well forward on the weapon. This allows the shooter to aim with both eyes open, giving good peripheral vision and rapid target acquisition—useful when taking hasty shots against fleeting targets. Iron sights are fitted as a backup but fold out of the way when not in use.

Variants: The Scout is also available in 5.56mm NATO. The standard stock is gray in color, but both black and camouflaged models are available as well.

Who Uses It: Due to its practicality, the Scout is growing in popularity with hunters. Scouts supplied by Kosovar immigrants living in the U.S. were used as sniper rifles by KLA troops in the fighting after the breakup of Yugoslavia.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a standard scope. Its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Scout (7.62mm Sniper Rifle)

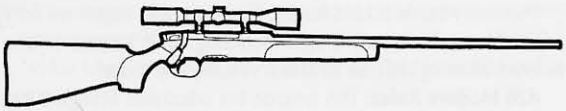
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Lic (+1)

Scout (5.56mm Sniper Rifle)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Lic (+1)

Steyr SSG-69

Austrian 7.62mm Bolt-Action Sniper Rifle



A somewhat older design, the SSG-69 was created for the Austrian Army in the late 1960s. It is one of the first of the modern bolt-action sniper rifles. Despite its age, it remains competitive with more modern designs and is still in production today.

The stock is composite and is available in either dark green or black. The rounds are stored in a detachable rotary-drum magazine that fits completely into the forestock, just ahead of the trigger. The standard military version is equipped with backup iron sights, in addition to a scope mount.

Variants: The SSG-69 has been widely produced, and a number of variants have been developed over the years. Most variants do away with the iron sights and used only a standard scope. A special police version (SSG-P) features a heavy barrel. The SSG-P can be fitted with a suppressor.

Who Uses It: The SSG-69 is the standard sniper rifle of the Austrian armed forces. It has been exported to a number of other armies. It is also popular with police agencies, especially in Europe.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

When fitted with a suppressor, the SSG-69 is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings, a scope mount, and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

SSG-69 (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 10 lb.
Purchase DC: 22
Restriction: Lic (+1)

SSG-P (7.62mm Sniper Rifle)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 11 lb.
Purchase DC: 22
Restriction: Lic (+1)

Stoner SR-25

American 7.62mm Semiautomatic Sniper rifle



The SR-25 is essentially an accurized AR-15 rechambered to fire the 7.62mm NATO cartridge. It shares many component parts with the AR-15 and operates in much the same way. It is intended for use as a sharpshooter's rifle or as the observer's weapon in a two-man sniper team. The receiver features an integral accessory-mounting rail. The hollow forward grip is attached at its base to the receiver and doesn't touch the barrel at all, which improves accuracy.

Variants: There are a number of variants on the basic SR-25 design.

SR-25 Match: This weapon is optimized for competition target shooting. It has the same statistics as the basic model.

SR-25 Carbine: This model features a shorter barrel and folding stock. It has the same statistics as the basic model except it weighs 9 pounds.

SR-25 Sporter: This weapon has the familiar M16 carrying handle and iron sights. It has the same statistics as the basic model except it weighs 10 pounds.

SR-25 Suppressed: This version incorporates an integral suppressor. It has same statistics as the basic model except it has a range increment of 90 feet and is restricted (+2).

d20 Modern Rules: Due to its high quality of manufacture, the SR-25 (and each of its variants) is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

When fitted with a suppressor, the SR-25 is a suppresed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 21
Restriction: Lic (+1)

SV-98

Russian 7.62mm Bolt-Action Sniper Rifle



The SV-98 is a state-of-the-art sniper rifle chambered to fire the 7.62×54mm Russian cartridge. It is derived from the highly successful Record-1 target rifle. The SV-98 marks something of a departure in

Russian battlefield doctrine, indicating a recognition of the value of true snipers capable of long-distance precision fire, as opposed to the marksmen of the Cold War–era Red Army equipped with less accurate weapons (such as the SVD).

The stock of the SV-98 is available in either wood or composite and is fully adjustable. It has two vents to help cool the barrel. A bipod can be fitted as needed. The barrel is free-floating.

Variants: The SV-98 is available for export in a number of Western calibers, including 7.62mm NATO and .338 Lapua Magnum.

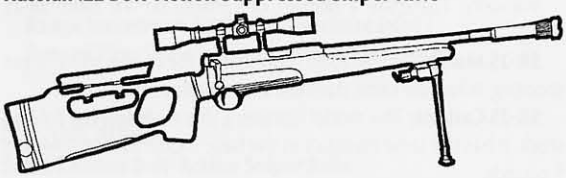
Who Uses It: The SV-98 is in service with the Russian armed forces.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a standard scope. Its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls. This weapon has no iron sights.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Lic (+1)

SV-99

Russian .22 Bolt-Action Suppressed Sniper Rifle



Like the SV-98, the SV-99 is derived from a competition rifle—in this case, one used for the biathlon. It uses .22 long rifle cartridges. This low-powered round seems a poor choice for a precision sniping weapon, but the SV-99 has an unusual role. Equipped with a suppressor, it is meant to engage targets such as sentries, guard dogs, and lights at close range (particularly in an urban setting), where silence is far more important than long-range hitting power. The SV-99 is intended to be accurate enough that the shooter can make up for its lack of stopping power by putting accurately placed shots into vulnerable areas of the target, such as the head or throat.

The SV-99 can be quickly disassembled and carried in a specially constructed briefcase, which allows it to be moved about discreetly. The stock is fully adjustable and contains a storage compartment for two spare magazines, which allows the shooter to keep reloads close at hand. If desired, the stock and grip can be removed and replaced with a simple pistol grip, allowing the SV-99 to be used like a very long-barreled pistol.

Who Uses It: The SV-99 is used by Russian military and police forces.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

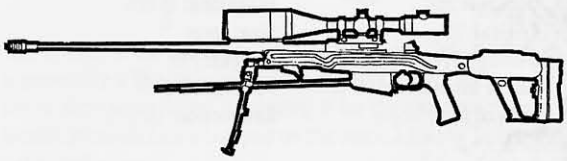
The weapon can be assembled or disassembled in 2 full rounds. Removing the stock and rifle grip takes 1 round, reduces the weapon's weight to 5 pounds, and allows it to be fired one-handed. One-handed attacks made with the SV-99 "pistol" take a –1 penalty on the attack roll.

This weapon has adjustable fittings, a scope mount, and a standard scope. Its scope mount cannot be used with other scopes. Using this weapon without a scope imposes a –1 penalty on attack rolls. It has no iron sights.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Truvello Armory SG1

South African 7.62mm Bolt-Action Sniper Rifle



The SG1 is a recent design from Truvello Armory of Lyttelton, South Africa. SG1s are available in various calibers, with various types of stocks, and in either single-shot or magazine-fed bolt-action configurations.

The heavy barrel is cold forged. The stock and trigger are fully adjustable, and a standard sight-mounting rail is located on the receiver, allowing the user to attach virtually any scope.

d20 Modern Rules: This weapon has adjustable fittings. It has no iron sights.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 18 lb.
Purchase DC: 21
Restriction: Lic (+1)

United States Marine Corps DMR

American 7.62mm Semiautomatic Marksman Rifle



The DMR (Designated Marksman Rifle) is meant to equip the spotter in a two-man sniper-spotter team. It serves as a backup to the primary sniper rifle, giving the spotter the capability to rapidly engage targets with a highly accurate semiautomatic weapon. The DMR is constructed from old M14 rifles by the USMC Rifle Team Equipment Shops at Quantico, Virginia.

The rebuilding is extensive, resulting in virtually an entirely new weapon. The action is modified to permit only semiautomatic fire, and a precision sniping barrel is fitted. The standard wooden stock is replaced with a fully adjustable composite model featuring a pistol grip. An improved muzzle brake and bipod are also standard. A scope rail allows a variety of optical devices to be attached. The weapon can also be fitted with a suppressor.

Who Uses It: The USMC DMR is in service with Marine Scout-Sniper teams. It is also issued to Marine security police units and the U.S. Navy SEALs.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls. It has no iron sights.

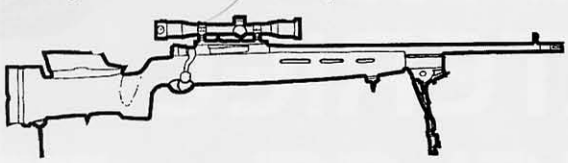
When fitted with a suppressor, the USMC DMR is a suppresed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 20) is required to notice the sound of the weapon firing.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S

Magazine: 20 box
Size: Large
Weight: 11 lb.
Purchase DC: 18
Restriction: Res (+2)

VS 94 PS

Norwegian 7.62mm Bolt-Action Sniper Rifle



Like the NM149S above, the VS 94 PS is based on the Mauser bolt action. It is a highly advanced development of this venerable design, optimized for accurate shooting out to the limits of the 7.62mm NATO cartridge. It was originally developed for a Norwegian government requirement.

Who Uses It: The VS 94 PS is used by the Norwegian police forces.

d20 Modern Rules: This weapon has adjustable fittings, a scope mount, and a standard scope.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single

Magazine: 5 box
Size: Large
Weight: 15 lb.
Purchase DC: 20
Restriction: Lic (+1)

VSS "Thread Cutter"

Russian 9×39mm Select-Fire Suppressed Sniper Rifle



The VSS is essentially a sniping variant of the AS silent assault rifle. It was developed in parallel with the AS and is intended for use by covert special operations units, especially those operating behind the lines. It can be broken down quickly and carried in a plain-looking briefcase. Together with its ammunition and scopes, the rifle is meant to serve as a complete weapon system known as VSK—the Soviet designers call this comprehensive system a "complex."

The VSS is designed for accurate aimed fire using an armor-piercing variant of the 9×39mm cartridge. It is capable of automatic fire as well, and it accepts the 20-round magazine of the AS assault rifle. The stock is a thumbhole design, similar to that used on the SVD Dragunov.

Who Uses It: The VSS is in service with the Russian Ministry of Internal Affairs (MVD) and military Special Forces units.

d20 Modern Rules: This is a silenced weapon. A successful Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon has a scope mount and comes with a standard scope and an electro-optical scope.

This weapon can be disassembled for convenient transport. Assembling or disassembling the weapon takes 2 full rounds.

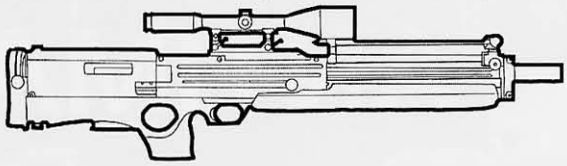
The 9mm SP-5 ammunition (standard for the VSS) is armor-piercing. If the target has armor or natural armor, this weapon grants a +1 circumstance bonus on attack rolls.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A

Magazine: 20 box
Size: Large
Weight: 6 lb.
Purchase DC: 22
Restriction: Mil (+3)

WA2000

German .300 Winchester Magnum Semiautomatic Sniper Rifle



The WA2000 is perhaps the most sophisticated sniping weapon ever developed. A rigid frame holds the barrel, action, and sight. This directs the recoil force straight back against the shooter's shoulder, eliminating the tendency of the muzzle to climb when the weapon is fired. The stock is fully adjustable. The magazine is housed behind the thumbhole pistol grip. An integral bipod is attached to the top of the frame. A standard scope is generally fitted, though the quick-release scope mount will readily accept any sight desired.

The WA2000 is the product of careful design and testing and promises the ultimate in accuracy and performance; however, it is also extremely expensive. Unfortunately, it was unable to compete with less expensive weapons and found few buyers. It was withdrawn from production in 1989.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

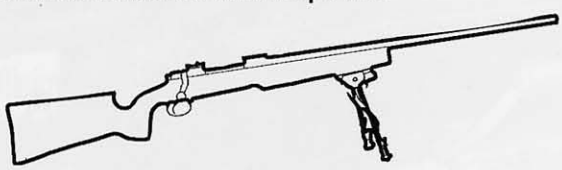
This weapon has adjustable fittings.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S

Magazine: 6 box
Size: Large
Weight: 18 lb.
Purchase DC: 23
Restriction: Lic (+1)

Winchester Model 70 Sharpshooter

American 7.62mm Bolt-Action Sniper Rifle



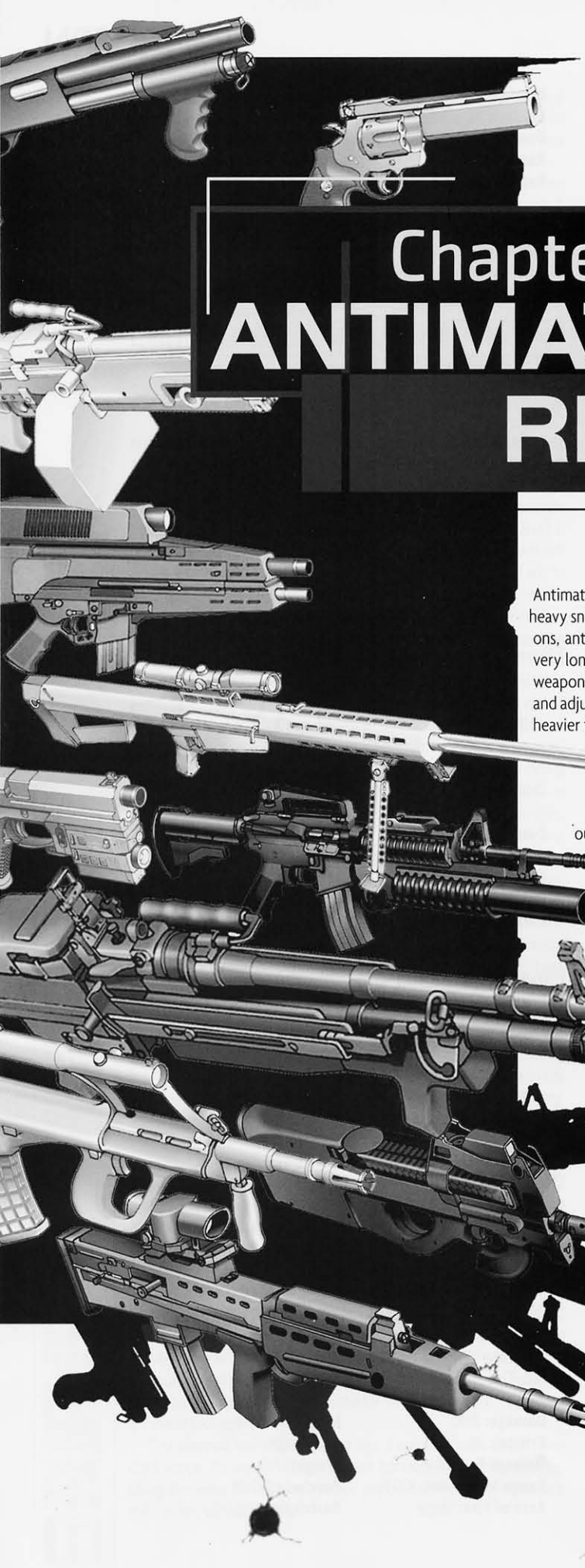
The Winchester Model 70 has not proven as successful as its competitor the Remington Model 700; however, it is still an accurate and dependable weapon. The Sharpshooter version is intended for sniping work. It is all black, with a special composite stock, a bipod, and a heavy barrel.

Variants: The Model 70 is available in a number of different calibers and versions, and it can be configured as a hunting, sniping, or target rifle.

Who Uses It: Police SWAT teams throughout the U.S. use the Model 70.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: Single

Magazine: 5 int
Size: Large
Weight: 11 lb.
Purchase DC: 18
Restriction: Lic (+1)



Chapter Four
ANTIMATERIEL RIFLES

Antimateriel rifles (AMRs) can perhaps be thought of as extremely large and heavy sniper rifles designed to destroy enemy equipment. Like sniping weapons, antimateriel rifles are intended to deliver accurate and precise fire at very long ranges. As such, they incorporate most of the elements of sniping weapons, including heavy barrels, sophisticated long-range optics, bipods, and adjustable stocks. The biggest difference is that they are much larger and heavier than sniper rifles. They are usually chambered to fire heavy machine gun rounds or even light cannon shells—up to 20mm in some cases. Such a heavy cartridge gives an antimateriel rifle the hitting power necessary to defeat hardened materiel targets, and of doing so at a range outside the enemy's ability to return small-arms fire. The tradeoff is that antimateriel rifles are unwieldy and difficult to carry around for any length of time. This limits their tactical use in much the same way that machine guns are limited.

The ancestors of today's antimateriel rifles are the old antitank rifles. These emerged during World War I as a means of countering the earliest tanks, whose armor was so thin that an extremely heavy rifle round could penetrate it. Antitank rifles were popular throughout the 1920s and 1930s. At the outbreak of World War II, most of the major powers fielded them. As armored vehicle technology progressed, however, the antitank rifle fell out of favor. Tanks soon had armor thick enough to deflect even the heaviest of rifle bullets, and by the end of the war, weapons designers shifted instead to hollow-charge explosive projectiles, such as bazookas, using them as easily portable antitank ordnance.

As with sniping weapons, AMRs are seldom designed as rifles alone. They are generally developed in conjunction with specialized sights and ammunition as complete weapon systems. Advanced, high-power optics are used to take maximum advantage of their heavy rounds' long range potential. Most AMRs employ match-grade ammunition to ensure the best possible accuracy. Generally, ball ammunition is used, but specialized discarding sabot rounds are available for engaging armored targets.

Virtually all AMRs are fired from bipods—they are far too heavy to be fired while the user is standing. Massive muzzle brakes serve to compensate for the tremendous recoil produced by their powerful ammunition. Padded stocks also help in this regard. Due to their immense bulk and weight, the largest AMRs are designed to be disassembled and carried by a two-man team.

Though these rifles are potentially devastating when used against personnel, doing so really is overkill—a conventional sniper rifle would be perfectly adequate and is much less trouble to lug around. Antimateriel rifles do have a limited antipersonnel role for extreme long-range shots. They are perhaps most useful in the countersniping role, since they can be used to engage enemy snipers from beyond the range of the snipers' own weapons.

The antimateriel rifle has proven valuable for a number of other tasks. It is useful for destroying unexploded ordnance, such as bombs and artillery shells, by targeting them from a safe distance. At sea, the weapon is effective against light craft and can be used to disable the engines, radars, or other vital components. It is also useful for safely detonating sea mines.

In police use, AMRs serve a valuable role in SWAT sniper teams. They are capable of shooting through thick cover, such as bricks and cinder blocks. They can readily disable getaway vehicles, destroying wheels and engines. Their popularity has been limited only by their high cost, which is beyond the budgets of many departments, particularly in smaller cities or rural areas.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game* and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire an antimateriel rifle without taking a –4 penalty on the attack roll.

Adjustable Fittings: Some atimateriel rifles are equipped with adjustable fittings. Adjustable fittings make the weapon more comfortable and natural-feeling to the firer, improving aim. The firer does not have to take advantage of adjustable fittings; the weapon functions normally even if the adjustable fittings are not used.

To gain the benefit of adjustable fittings, a user must first make an initial adjustment. Doing so requires 10 minutes. The adjustment benefits only that individual; if another character wishes to gain the benefit of the adjustable fittings, he must make his own initial adjustment (thereby negating the original user's initial adjustment).

Adjusted fittings increase the bonus on attack rolls from the Dead Aim feat by +1. A character without the Dead Aim feat gains no benefit from adjustable fittings.

Bipods: Unless noted otherwise, an antimateriel rifle comes equipped with a bipod (see Bipods in the introduction for game rules).

Chambered Rounds: Any antimateriel rifle with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Changing Scopes: A scope can only be attached to a weapon equipped with a scope mount. Some firearms come with scope mounts, but unless otherwise stated they do not. Adding a scope mount to a weapon takes 1 hour and a Repair check (DC 15). A scope mount has a purchase DC of 10.

When a scope is attached to a weapon for the first time, it must be zeroed or it will not function accurately. Zeroing is the process by which the scope is precisely aligned with the aim of the weapon. Zeroing takes 15 minutes and requires the firing of 10 bullets. The weapon must be fired to be zeroed.

Once the scope is zeroed, it can be removed and reattached later to the same weapon without zeroing it again. If it is attached to a different weapon (even a different weapon of the same model), it must be zeroed to that weapon, rendering it no longer zeroed to the original weapon.

Attaching or removing a scope is a full-round action.

Iron Sights: Some antimateriel rifles lack iron sights because they are designed to be used with scopes. A firearm without iron sights imposes a –1 penalty on attack rolls unless used with a scope.

Unless otherwise noted, every antimaterial rifle in this chapter has iron sights.

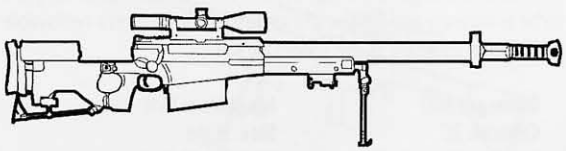
Optical Sights: Some antimateriel rifles feature optical sights. Unless otherwise noted, optical sights function identically to standard sights.

Antimateriel Rifle Descriptions

The antimateriel rifles described in this chapter are presented alphabetically.

Accuracy International AW50F

British .50 Caliber Bolt-Action Antimateriel Rifle



The AW50F is a large-caliber development of the AW sniper rifle produced by Accuracy International (see Chapter Three). Chambered in .50 caliber BMG, it is a highly accurate bolt-action rifle designed to provide the same degree of precision found in AI's other models. It uses modular construction, in which the components are attached to a metal chassis. The stock can be folded and features an integral monopod to support the rear of the weapon. A standard sight mount permits any optical scope to be fitted, and iron sights are provided as a backup. A variable zoom scope is supplied as standard.

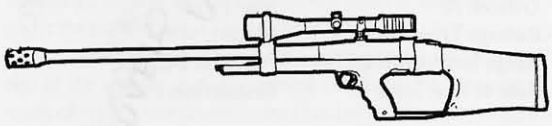
For transport, the AW50F features fitting loops for a backpack harness, allowing the weapon to be carried on the back.

Variants: The AW50FT is a lightweight variant that uses titanium for many of its components. It weighs 28 pounds but otherwise has statistics identical to the heavier model.

Damage: 2d12 **Magazine:** 5 box
Critical: 20 **Size:** Large
Damage Type: Ballistic **Weight:** 30 lb.
Range Increment: 120 ft. **Purchase DC:** 22
Rate of Fire: Single **Restriction:** Lic (+1)

Alpimex APK 20

Slovenian Single-Shot Antimateriel Rifle



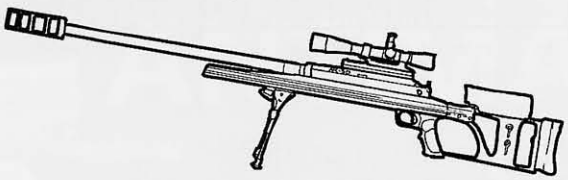
The APK 20 is a massive weapon, chambered to fire the 20mm MG151 antiaircraft shell. It operates on a simple single-shot action, using a falling block to close the firing chamber much like in a light artillery piece. The firing grip is set well forward, reducing the overall length of the weapon in a manner similar to a bullpup. An extension tube under the barrel holds both the sight-mount collar and the bipod.

As with other 20mm antimateriel rifles, the relatively poor ballistic performance of the big cannon shell severely limits long-range accuracy. The APK 20 is best used against larger targets, such as vehicles, when its explosive shell can deal serious damage without the need for precision shot placement.

Damage: 4d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 32 lb.
Purchase DC: 24
Restriction: Mil (+3)

Armalite AR-50

American .50 Caliber Single Shot Antimateriel Rifle

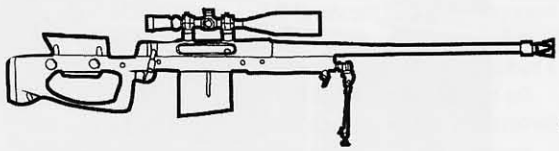


The AR-50 is a single-shot, bolt-action AMR from Armalite designed to be as accurate and lightweight as possible. It features a removable stock and a standard scope-mounting rail.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Huge
Weight: 29 lb.
Purchase DC: 22
Restriction: Lic (+1)

ATAS .50 BG

Australian Bolt-Action Antimateriel Rifle



The ATAS .50 BG is essentially a scaled-up version of Precision Rifle System's bolt-action sniper rifles, chambered to fire the .50 BMG cartridge.

The bolt and extractor have been considerably modified to accommodate the large machine gun cartridge. A magazine feed can be built onto either the bottom of the receiver or either side, depending on the customer's wishes. The stock is metal, using a lightweight aluminum alloy. Both a standard sight mounting rail and backup iron sights are fitted.

Variants: A marine model is available with stainless steel construction and a corrosion-resistant finish.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 6 box
Size: Large
Weight: 34 lb.
Purchase DC: 22
Restriction: Lic (+1)

AWT M93 Black Arrow

Greek .50 Caliber Bolt-Action Antimateriel Rifle

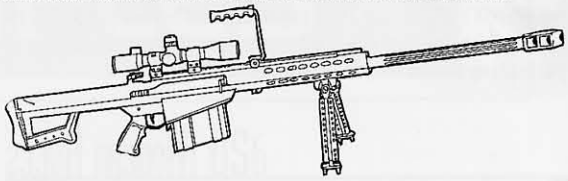


The M93 Black Arrow uses a scaled-up version of the venerable Mauser 98 rifle action chambered to fire the .50 caliber BMG cartridge. To control recoil, the action is arranged in a straight line, transferring firing forces straight back. The stock contains a shock absorber, and the barrel has a muzzle brake, which is the same design as that used on the Barrett antimateriel rifles (see below). For safety, the bolt head has two venting holes designed to direct firing gases away from the shooter should there be a misfire—an ever-present risk when using hand-loaded, high-powered ammunition.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Huge
Weight: 35 lb.
Purchase DC: 22
Restriction: Lic (+1)

Barrett M82A1 "Light Fifty"

American .50 Caliber Semiautomatic Antimateriel Rifle



The groundbreaking Barrett M82 was the first modern heavy antimateriel rifle. Though initially greeted with suspicion, the concept has since caught on. Today, many such heavy rifles are available in a variety of calibers.

The M82 is semiautomatic. The action employs heavy return springs to help dampen the recoil, and the heavy barrel is fluted to improve cooling. A scope is standard, and iron sights are fitted as a backup. The weapon features an adjustable bipod but can also be mounted on vehicle pintle or tripod.

Who Uses It: The M82 was adopted by armed forces throughout the world, including Belgium, Chile, Denmark, France, Italy, Jordan, Kuwait, Mexico, Saudi Arabia, Turkey, the U.K., the U.S., and many others. It is also popular with police SWAT teams in the U.S.

d20 Modern Rules: This weapon has a scope mount and comes with a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: S
Magazine: 11 box
Size: Huge
Weight: 33 lb.
Purchase DC: 25
Restriction: Lic (+1)

Barrett M82A2

American .50 Caliber Semiautomatic Antimateriel Rifle



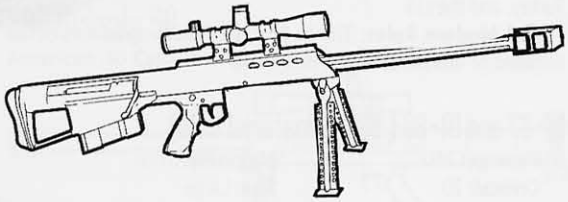
This version of the famed M82 antimateriel rifle is redesigned in a bullpup configuration (the magazine is behind the pistol grip). The M82A2 reduces the length of the barrel protruding out in front of the user to facilitate concealment in the firing position. Unusual for an AMR, the M82A2 has no bipod. Instead, the weapon is fitted with a forward pistol grip and a shoulder stock behind the magazine. The iron sights of the M82A1 are omitted.

d20 Modern Rules: This weapon has a scope mount and comes with a standard scope. Using this weapon without a scope imposes a –1 penalty on attack rolls. This weapon has no iron sights.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: S
Magazine: 11 box
Size: Large
Weight: 30 lb.
Purchase DC: 24
Restriction: Lic (+1)

Barrett M95

American .50 Caliber Bolt-Action Antimateriel Rifle



The bolt-action counterpart to Barrett's M82 antimateriel rifle, the M95 is significantly lighter, simpler, and cheaper than the semiautomatic M82 but retains the firepower of the heavy .50 caliber BMG round. It is configured as a bullpup and is fitted with a bipod and optical scope mount.

Variants: The M95 is derived from an earlier design, the M90. The main improvement over the M90 is that the pistol grip was moved forward slightly to make magazine changes easier. A U.S. Army version, the XM107, features a removable barrel to facilitate transport in crowded helicopters or armored vehicles.

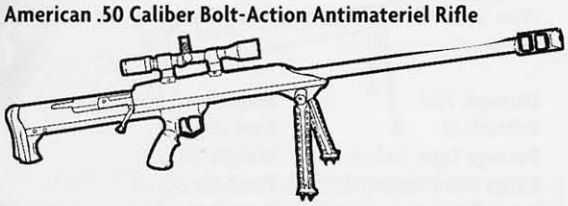
Who Uses It: The XM107 variant has been adopted by the U.S. Army to equip sniper teams in infantry units. Its statistics are identical to the M95.

d20 Modern Rules: This weapon has a scope mount. Using this weapon without a scope imposes a –1 penalty on attack rolls. This weapon has no iron sights.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 22 lb.
Purchase DC: 20
Restriction: Lic (+1)

Barrett M99

American .50 Caliber Bolt-Action Antimateriel Rifle



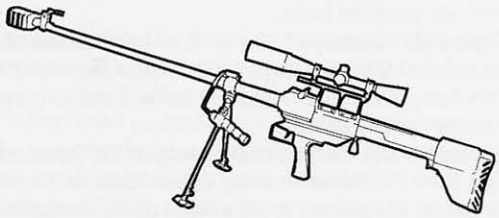
The Barrett Model 99 is essentially identical to the M95 bullpup bolt-action rifle except that it is a single-shot-only design without a magazine. Rounds are loaded by hand directly into the firing chamber one at a time. This is the simplest and least expensive of all Barrett rifles, designed as a low-cost alternative to more expensive designs, particularly for the law enforcement market.

d20 Modern Rules: This weapon has a scope mount. Using this weapon without a scope imposes a –1 penalty on attack rolls. This weapon has no iron sights.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 25 lb.
Purchase DC: 19
Restriction: Lic (+1)

Falcon

Czech .50 Caliber Bolt-Action Antimateriel Rifle



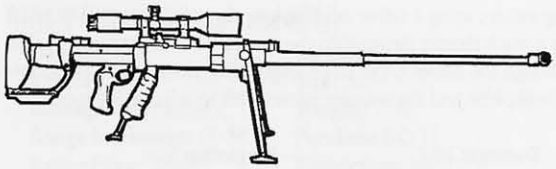
The Falcon was designed from the outset to be compatible with either the Western .50 caliber or the Soviet 12.7mm machine gun cartridges. Different barrels are available, rifled to work with the two different rounds. The mechanism is a conventional bolt-action with a 2-round magazine. For transport, the stock and barrel can be removed. Both a scope and folding backup iron sights are fitted.

Variants: The 12.7mm Falcon is known as the OP 96, while the .50 BMG version is designated OP 97. Both have identical statistics.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 2 box
Size: Large
Weight: 29 lb.
Purchase DC: 22
Restriction: Lic (+1)

Gepard Series

Hungarian Antimateriel Rifles



The Hungarian firm Technika produces a series of antimateriel rifles under the product name Gepard. The Gepard series features a cylindrical housing for the action, with a pistol grip located toward the rear of the weapon and a prominent cheek pad for the shooter. A series of progressive developments has led to continuous improvement of the basic design.

TABLE 4–1: GEPARD SERIES ANTIMATERIEL RIFLES

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Gepard M1 (12.7mm AMR)	2d12	20	Ballistic	130 ft.	Single	1 int.	Huge	42 lb.	21	Lic (+1)
Gepard M2 (12.7mm AMR)	2d12	20	Ballistic	120 ft.	S	10 box	Huge	35 lb.	21	Lic (+1)
Gepard M2 (.50 AMR)	2d12	20	Ballistic	120 ft.	S	10 box	Huge	35 lb.	21	Lic (+1)
Gepard M2A1 (12.7mm AMR)	2d12	20	Ballistic	120 ft.	S	10 box	Large	33 lb.	21	Lic (+1)
Gepard M2A1 (.50 AMR)	2d12	20	Ballistic	120 ft.	S	10 box	Large	33 lb.	21	Lic (+1)
Gepard M3 (14.5mm AMR)	2d12	20	Ballistic	130 ft.	S	10 box	Huge	46 lb.	22	Mil (+3)
Gepard M4 SA1 (12.7mm AMR)	2d12	20	Ballistic	130 ft.	S	10 box	Huge	42 lb.	21	Lic (+1)
Gepard M4 SA1 (.50 AMR)	2d12	20	Ballistic	130 ft.	S	10 box	Huge	42 lb.	21	Lic (+1)

Gepard M1: The first of the Gepard rifles chambered to fire the Soviet 12.7mm machine gun cartridge, the M1 uses a bolt action and holds a single round at a time. The pistol grip doubles as a bolt handle and is used to cycle the action of the weapon. A bipod is standard, but the M1 can also be fitted to a standard PKM machine gun tripod.

Gepard M1A1: This version of the M1 is mounted on a metal backpack frame instead of a bipod. The metal backpack frame can be used to carry the weapon more easily and can serve as a firing mount in snow or soft sand.

Gepard M2: A semiautomatic version of the Gepard design, the M2 is fed from a 5- or 10-round box magazine located adjacent to the firing grip. The semiautomatic action is somewhat less accurate than the bolt-action M1, slightly reducing effective range.

Gepard M2A1: The M2A2 is a shortened version of the M2 semiautomatic Gepard, designed for Special Forces units. It features a dramatically shortened barrel.

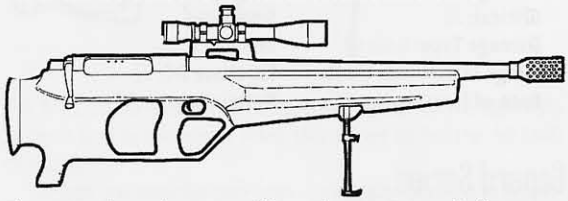
Gepard M3 "Destroyer": The M3 is a heavier version of the semiautomatic M2 and fires the powerful Soviet 14.5mm round from the KPV heavy machine gun. A hydraulic buffer is used to compensate for the tremendous recoil.

Gepard M4 SA1: The most modern design in the Gepard series, the M4 SA1 is chambered for either 12.7mm Soviet or .50 caliber BMG rounds. Like the M2, it has a recoil-driven semiautomatic action and a box magazine. The barrel is lengthened to enhance long-range accuracy.

d20 Modern Rules: Each variant in the Gepard series comes with a standard scope, but its scope mount cannot be used with other scopes. The M1 and M1A1 share a similar scope mount, as do the M2 and M2A1.

Harris M-92

American .50 Caliber Bolt-Action Antimateriel Rifle

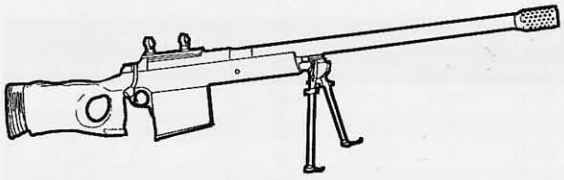


The M-92 adopts the action of the earlier M-87 into a bullpup configuration, using a rather odd-looking composite stock. The result is a much shorter design than the standard Harris antimateriel rifle, though the barrel is the same length. The stock has an adjustable cheekpiece, and the weapon comes with an adjustable bipod.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 24 lb.
Purchase DC: 22
Restriction: Lic (+1)

Harris M-95

American .50 Caliber Bolt-Action Antimateriel Rifle



The M-95 represents a rather conventional (if large) bolt-action design with a box magazine. A bipod is standard, and an adjustable monopod extends out of the pistol grip to take the weight of the weapon when aiming.

Variants: The earlier M-87 was McMillan's first .50 caliber sniper rifle. Although generally similar to the M-95, it is much heavier. The M-88, a Take Down model, can be disassembled for transport. The M-93 variant has a hinged stock designed to fold just behind the trigger, allowing for more compact transport and storage.

Who Uses It: Harris bolt-action AMRs have been adopted by a number of armies. The original M-87 has proven most popular and is fielded by France, Germany, Italy, and the U.S. (including the Navy SEALs). The M-93 is fielded by France, Norway, Russia, Taiwan, Turkey, and the U.S.

d20 Modern Rules: The M-88 Take Down model can be assembled or disassembled in 1 minute.

M-87 and M-88 (.50 Antimateriel Rifle)

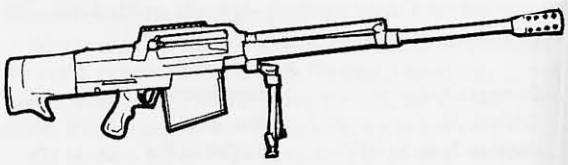
Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 24 lb.
Purchase DC: 22
Restriction: Lic (+1)

M-93 and M-95 (.50 Antimateriel Rifle)

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 10 box
Size: Large
Weight: 18 lb.
Purchase DC: 22
Restriction: Lic (+1)

Harris M-96

American .50 Caliber Semiautomatic Antimateriel Rifle



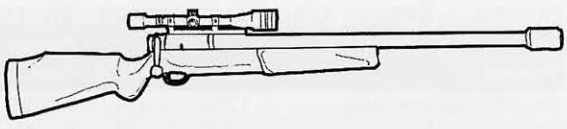
The M-96 is gas-powered and features a rather slab-sided appearance. It uses a 5-round detachable box magazine and is designed to accept a bipod. The M-96 is controllable enough to be fired from a standing position.

Who Uses It: The M-96 has been adopted by the Malaysian armed forces.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: S
Magazine: 5 box
Size: Large
Weight: 30 lb.
Purchase DC: 22
Restriction: Lic (+1)

Helenius APH RK99

Finnish .50 Caliber Single-Shot Antimateriel Rifle



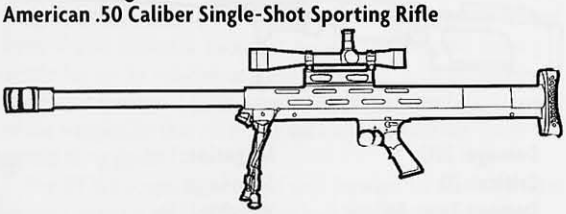
Like the Czech Falcon, the Helenius RK99 can be modified to fire either the .50 Browning or 12.7mm Soviet heavy machine gun rounds. It is a single-shot design using a vertical breechblock, much like a small artillery piece. Rounds are loaded into the top of the weapon. A vertical foregrip, located just in front of the firing pistol grip, is

used to open and close the breech. A scope mount offset to the left of the weapon allows different sights to be mounted.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 31 lb.
Purchase DC: 22
Restriction: Lic (+1)

LAR Grizzly 50

American .50 Caliber Single-Shot Sporting Rifle



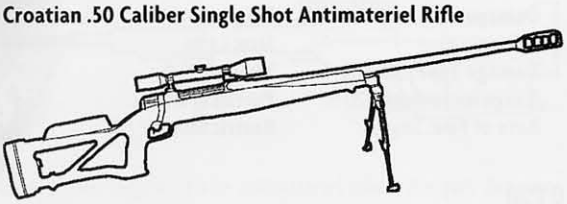
The Grizzly from LAR Manufacturing is a single-shot .50 caliber rifle designed for the civilian long-range target shooting market. Extremely simple in design and operation, it is much less expensive than military antimateriel rifles. This has led to its adoption by budget-conscious police forces. It features a bipod, a standard scope mount, and an M16-pattern firing grip. The single-shot action is configured as a bullpup to reduce overall length. The bolt and stock are removed, and a round is attached to the bolt face. This is then reinserted and locked into place for firing.

Who Uses It: In addition to long-range target shooting enthusiasts, the Grizzly is popular with police SWAT teams, particularly in rural areas.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 30 lb.
Purchase DC: 19
Restriction: Lic (+1)

MACS-M2A

Croatian .50 Caliber Single Shot Antimateriel Rifle



The MACS-M2A is a lightweight antimateriel rifle from Croatia. It is chambered in the popular .50 BMG cartridge. The MACS-M2A features a composite skeleton stock and a fluted barrel that is designed to keep weight down. The stock is adjustable to suit the shooter's preference. The operating mechanism is a bolt action, but there is no magazine; rounds are loaded into the chamber one at a time.

Variants: A follow-on model, the MACS-M3, has been reconfigured as a bullpup. The bolt-action protrudes over the shooter's shoulder to the rear. This reduces the weapon's overall length considerably. It weighs 19 pounds; its statistics are otherwise identical to the MACS-M2A.

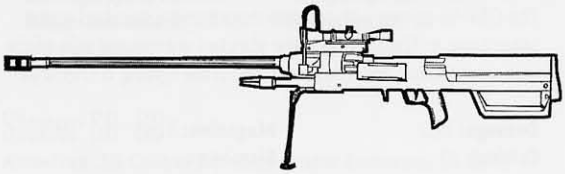
Who Uses Them: Both the MACS-M2A and M3A are in service with the Croatian Army.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 27 lb.
Purchase DC: 22
Restriction: Lic (+1)

Mechem NTW-20

South African 20mm/14.5mm Bolt-Action Antimateriel Rifle



Originally developed by Aerotek and now produced by Mechem, the massive NTW-20 is one of the largest antimateriel rifles on the market. It is a bolt-action, single-shot repeater made to fire either the 14.5mm Soviet machine gun round or the 20mm cannon round.

Because it fires such heavy ammunition, the NTW incorporates a massive recoil compensation system similar to that found on a field artillery piece. The barrel and action are designed to slide backward into the rifle body when fired; the compensator then arrests this motion and pushes them back forward again, taking up most of the recoil force. The shooter feels little more kick than if he or she were to shoot a large-bore hunting rifle.

The NTW's bulk is a serious drawback. Consequently, it is designed to break down into two sections for transport. The rifle is fitted with a scope, which is calibrated to the ammunition being used.

Currently in development are additional barrels and bolts that will allow the NTW to fire either .50 BMG or 12.7mm Soviet machine gun rounds, making it one of the most flexible AMR weapon systems on the market.

Who Uses It: The NTW is in service with the South African armed forces.

d20 Modern Rules: This weapon can be readily converted between 14.5mm and 20mm calibers by changing the bolt, barrel, and magazine. This can be done without tools in 1 minute. The weapon's scope must be rezeroed each time the weapon is converted.

NTW20 (20mm Antimateriel Rifle)

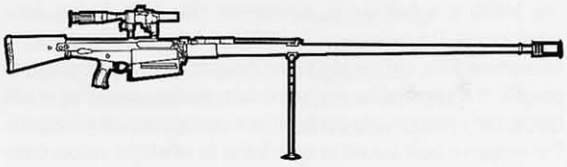
Damage: 4d8
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Huge
Weight: 57 lb.
Purchase DC: 24
Restriction: Mil (+3)

NTW20 (14.5mm Antimateriel Rifle)

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 130 ft.
Rate of Fire: Single
Magazine: 3 box
Size: Huge
Weight: 64 lb.
Purchase DC: 24
Restriction: Mil (+3)

OSV-96

Russian 12.7mm Semiautomatic Antimateriel Rifle



This weapon is the first modem antimateriel rifle to emerge from Russia. Originally known as the V-94, it has been improved and put into production as the OSV-96. Although it bears a superficial resemblance to World War II–era Soviet antitank rifles, the OSV-96 is a thoroughly modern design.

The OSV-96 uses a gas-powered semiautomatic action fed from a 5-round box magazine. For transport, the OSV-96 can be folded in half where the barrel meets the receiver, reducing its length to 1.1 meters. A large carrying handle is located at the center of gravity.

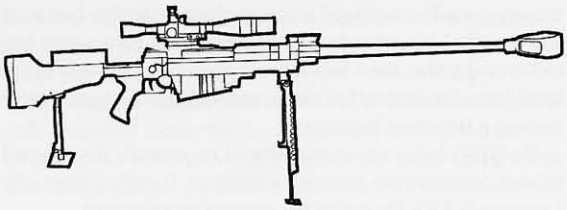
The OSV-96 comes with a scope mount and a standard scope.

Who Uses It: The OSV-96 is the standard antimateriel rifle of the Russian armed forces, and it has been used in the fighting in Chechnya.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: S
Magazine: 5 box
Size: Huge
Weight: 31 lb.
Purchase DC: 21
Restriction: Lic (+1)

PGM Model UR Hecate II

French .50 Caliber Bolt-Action Antimateriel Rifle



The Hecate II is the heaviest weapon in the Ultima Ratio range of sniper rifles from PGM Precision (see Chapter Three). Chambered to fire the .50 BMG round, it is intended for use in an antimateriel or countersniper role. Though built with the same modular construction as the rest of the UR rifles, in order to accommodate the stresses of firing the bigger ammunition, it is both larger and heavier. The barrel is deeply fluted to help cooling and reduce weight. In addition to the bipod, the Hecate II has a monopod on the stock to support it when aiming for long periods. The stock can be removed to make the weapon easier to transport. For safety, the bolt handle can be removed without tools, making it impossible to work the action and fire the weapon.

Who Uses It: The Hecate II is the standard antimateriel rifle of the French Army.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings.

Removing or reinstalling the bolt handle is a move action.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 7 box
Size: Large
Weight: 30 lb.
Purchase DC: 22
Restriction: Lic (+1)

RAD M600 SLAMR

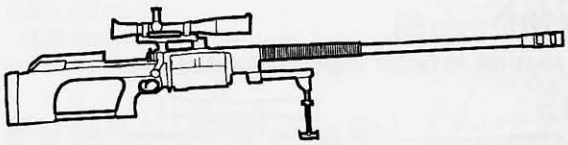
American .50 Caliber Single Shot Antimateriel Rifle

The M600 is a bolt-action antimateriel rifle from Redick Arms Development. The designation "SLAMR" stands for Special Lightweight Antimateriel Rifle, and the M600 was designed to be as lightweight as possible. It is intended for use by special operations units that would have to carry weapons into battle on foot, perhaps over long distances. The weapon is built around an open frame to which the various components are attached. The rifle comes with a standard scope.

Variants: The M650 is similar to the M600 except that it is slightly shorter, features a 7-round rotary sprocket magazine, and weighs 30 pounds.

Who Uses It: The M600 and M650 are in use by U.S. special operations units.

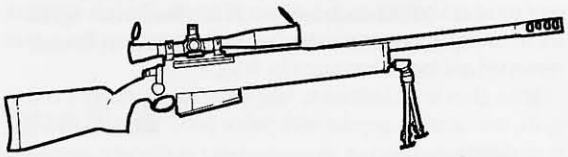
d20 Modern Rules: This weapon can be assembled or dismantled in 1 minute for ease of transport. It comes with a standard scope. Firing the weapon without a scope imposes a –1 penalty on attack rolls.



Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 23 lb.
Purchase DC: 22
Restriction: Lic (+1)

Robar RC-50

American .50 Caliber Bolt-Action Antimateriel Rifle

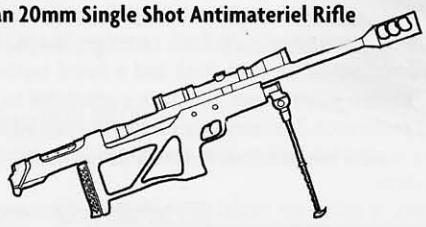


The RC-50 is an antimateriel rifle designed and produced for the military and law enforcement market. An extremely accurate and sophisticated weapon, it has been finely tuned for the best possible performance. The RC-50 uses a conventional bolt action, developed by Robar, and a McMillan composite stock. Features include a bipod and sight rail. The stock is designed to fold just behind the trigger guard, shortening the weapon for transport or storage.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 25 lb.
Purchase DC: 22
Restriction: Lic (+1)

RT20

Croatian 20mm Single Shot Antimateriel Rifle



The RT20 was developed for an unusually specific mission—to destroy the armored infrared night-sights on Serbian M-84 battle tanks during the Yugoslav civil wars of the 1990s. The Serbs had been using these infrared sights to track the movements of Croatian troops by night. After proving its worth in this role, the RT20 was put to use against other targets, such as light vehicles and flak guns.

Because the tanks' sight housings were heavily armored, massive 20mm shells were needed to disable them. The RT20 fires a formidable 20×110mm Hispano-Suiza cannon shell, originally developed

for rapid-fire aircraft guns. Due to the relatively poor ballistic performance of this round, the RT20 lacks the accuracy necessary to reliably hit human-sized targets at long range. Against larger targets, however, such as parked aircraft or vehicles, its explosive charge deals tremendous damage.

Like the .50 caliber MACS-M3A, the RT20 is a single-shot bolt-action design configured as a bullpup. The immense recoil of the 20mm round necessitated a number of features to compensate for it. In addition to the muzzle brake, the RT20 features a gas-venting system that directs some of the propellant gases out of the weapon through a tube that runs over the shooter's shoulder. This brings the kick down to a manageable (though extremely strong) level. It also creates a backblast behind the weapon, making it unsafe for use in vehicles or enclosed spaces, such as bunkers. It also means that the shooter, when firing prone, must lie at an angle to the weapon so that his or her back and legs are not under the vented firing gases.

The RT20's scope is mounted well forward so that when the weapon recoils it will not be driven back into the shooter's eye.

For transport, a backpack frame with shoulder straps attaches to the side of the weapon, allowing a single person to carry it relatively easily.

Variants: The RT20 design has gone through a series of refinements, each getting successively lighter to improve portability. Further development is ongoing. The most current version is known as the RT20 M1 (see below for statistics).

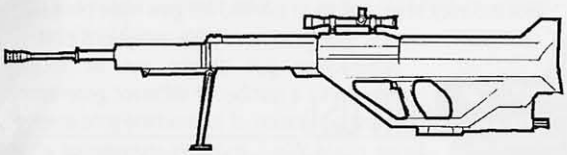
Who Uses It: The RT20 is used by the Croatian armed forces.

d20 Modern Rules: This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

Damage: 4d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 37 lb.
Purchase DC: 24
Restriction: Mil (+3)

Steyr IWS 2000

Austrian 15.2mm Semiautomatic Antimateriel Rifle



One of the largest of the antimateriel rifles, the IWS (Infantry Weapon System) 2000 is designed to obliterate armored materiel targets at extremely long range. Steyr Mannlicher initially experimented with existing heavy machine gun cartridges but was unable to achieve the desired level of performance. Steyr then developed a special cartridge, the massive 15.2mm, for this weapon. Using discarding sabot ammunition, it has outstanding ballistic performance.

The IWS 2000 is a semiautomatic design configured as a bullpup. It uses a 5-round box magazine fed into the side of the receiver. A special recoil absorption system and a large muzzle brake help to make the weapon manageable when fired. To ensure the maximum possible muzzle velocity, the barrel is not rifled; special rounds have been developed using fins to impart stability to the projectile in-flight. A standard scope helps the shooter engage distant targets. Although extensive use has been made of plastics and lightweight alloys to keep weight down, the IWS 2000 is still an extremely heavy weapon system. It is meant to be operated by a crew of two, and for transport, it breaks down into two component parts.

The IWS 2000 is still in development and has not gone into full production. Steyr hopes to ultimately produce a smaller, lighter version.

d20 Modern Rules: This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 130 ft.
Rate of Fire: S
Magazine: 5 box
Size: Huge
Weight: 44 lb.
Purchase DC: 26
Restriction: Mil (+3)

Stoner SR-50

American .50 Caliber Semiautomatic Antimateriel Rifle



The SR-50 is a gas-powered semiautomatic AMR that is chambered to fire the Browning .50 caliber round. A 10-round box magazine is fed horizontally into the left side of the receiver; this facilitates feeding and reduces the height of the weapon, making it easier to fire from the bipod. The pistol grip and safety catch are taken from the M16, while the bipod is from the M60 machine gun. For transport, the user can detach the barrel without tools as a full-round action.

The SR-50 comes with a scope-mounting rail and a standard scope.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 30 lb.
Purchase DC: 22
Restriction: Lic (+1)

Truvello Armoury Mega Sniper

South African .50 Caliber Bolt-Action Antimateriel Rifle

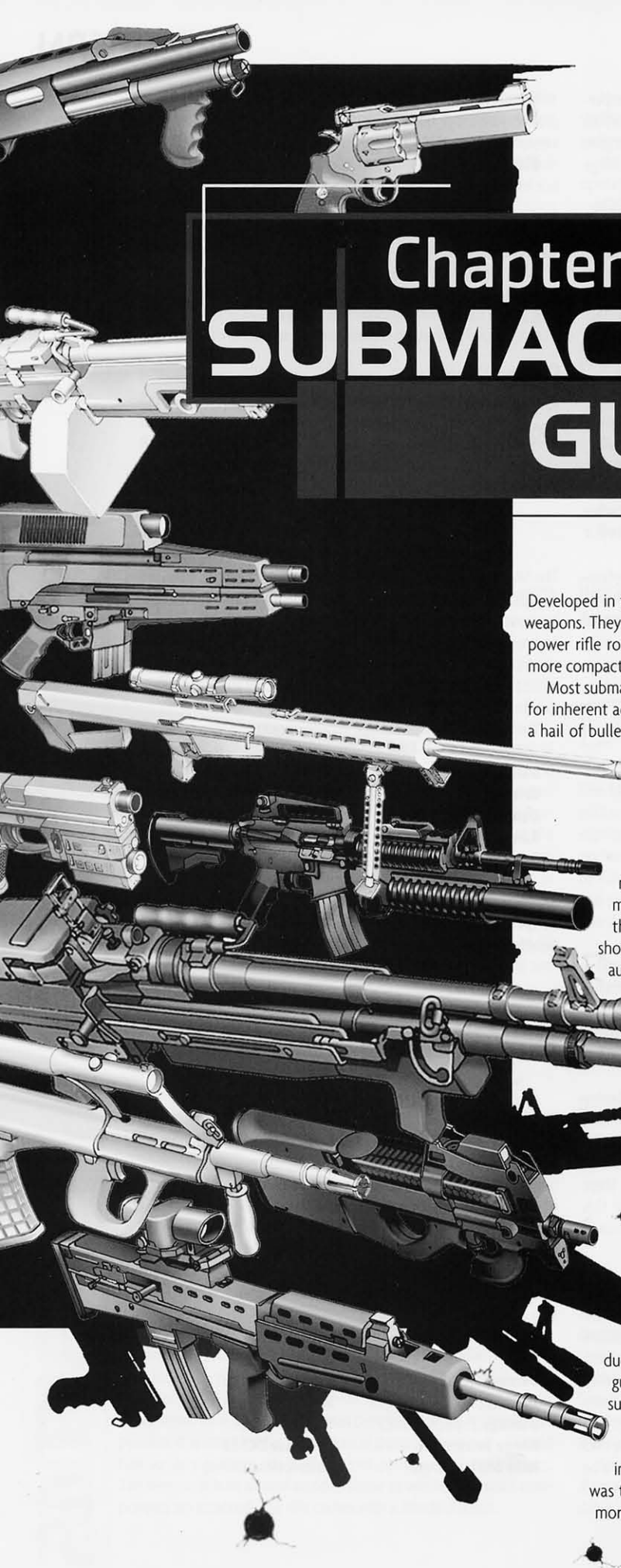


The Mega Sniper from Truvello is an antimateriel counterpart to the SG1 series of sniper rifles (see Chapter Three). It is a sophisticated bolt-action design, optimized for the highest possible accuracy. It features an adjustable aluminum stock with a vertical grip for the nonfiring hand. The pistol grip can also be adjusted front to back to set the trigger reach to the shooter's preference. The weapon includes a standard scope-mounting rail, allowing the user to select whichever scope is desired.

Variants: A single-shot version without the box magazine is also available.

d20 Modern Rules: This weapon has adjustable fittings.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: Single
Magazine: 4 box
Size: Huge
Weight: 35 lb.
Purchase DC: 22
Restriction: Lic (+1)



Chapter Five
SUBMACHINE GUNS

Developed in the early 20th century, submachine guns are light automatic weapons. They fire pistol cartridges, which are more manageable than high-power rifle rounds in automatic mode. This also makes submachine guns more compact and lightweight than full-sized rifles.

Most submachine guns are built as cheaply as possible. Few are designed for inherent accuracy or performance; the idea is to achieve hits through a hail of bullets rather than through careful aim. Many submachine guns do not even have a semiautomatic setting and are designed for use in only automatic mode. Because the pistol ammunition they use is low-powered, submachine gun barrels are generally short, and long-range accuracy is poor.

Due to the restrictions on sales of automatic weapons, many submachine guns are manufactured in special semiautomatic "carbine" versions for civilian or police use. Sometimes these weapons feature a longer barrel to improve individual shot accuracy. In general, most submachine guns make poor semiautomatic weapons, though some notable exceptions exist.

Submachine gun designs can be roughly grouped into a number of different generations. The first generation of submachine guns emerged during World War I, and they represented an attempt to create weapons for close-range trench raiding. Though innovative and effective, they were generally overly complex and expensive to make. They were also somewhat heavy and unwieldy compared to more modern variants. Typical first-generation submachine guns include the American Thompson and the German MP-18.

Second-generation submachine guns were built as cheaply and simply as possible, to keep manufacturing costs down. Manufacturers made extensive use of metal stampings and spot welds to avoid the need for expensive machine-tooled parts. The idea was to create weapons that could be affordably mass-produced during wartime. Typical second-generation submachine guns include the British Sten Gun and the Swedish Carl Gustav submachine guns.

A third generation emerged in the decades following World War II and incorporated technological advances made in design and operation. The most significant of these, perhaps, was the telescoping bolt assembly, which made the action much more compact. Hence, most third-generation submachine guns

were smaller than earlier designs. Typical of this generation are the Israeli Uzi and the American Ingram MAC 10.

The fourth generation of submachine guns appeared in the 1970s and 1980s. These weapons were characterized by a break with the long-standing traditions of simplicity and cheapness in submachine gun design. Instead, they were carefully designed for accuracy. Many of these submachine guns featured modifications of assault-rifle actions scaled down to fire pistol cartridges. This made them far more expensive than earlier submachine gun designs, and the excessively complex action sometimes caused problems when they were used for sustained automatic fire. The ability to deliver extremely accurate fire in semiautomatic or burst mode, however, made these weapons popular among police and antiterrorist forces. The German H&K MP5 and the Chilean SAF are typical fourth-generation submachine guns.

Recently, another special type of submachine gun has emerged, known as the Personal Defense Weapon (PDW) or "assault pistol." This weapon is small and lightweight, even by submachine gun standards. PDWs are intended to be carried by vehicle crews, pilots, support troops, and rear-echelon personnel for whom a full-sized rifle would be too inconvenient. Most PDWs can be carried in a large pistol holster and easily fired with one hand. They often require new types of ammunition, mating a small-caliber bullet with a powerful necked cartridge. Such ammunition gives better performance than an ordinary pistol round (particularly with respect to armor-piercing capability), without the bulk or recoil of full-sized rifle ammunition. Personal defense weapons may be widely issued by military forces in the decades to come. They are also useful to bodyguards and criminals who need concealable firepower.

The term "machine pistol" originated in Germany in the 1930s as an attempt to circumvent the terms of the Versailles Treaty. The treaty limited the number of submachine guns used by the German army, but not the number of pistols; hence, it was hoped that purchases of "machine pistols" would not violate the treaty. Since then, some analysts have tried to establish "machine pistols" as a separate category of weaponry that falls somewhere between submachine guns and self-loading pistols. In general, this designation simply creates unnecessary confusion; many weapons could arguably fit into either category. The more accurate use of the term in modern parlance refers to pistols that feature an automatic rate of fire.

d20 Modern Rules

The rules in this section supplement those in the *d20 Modern Roleplaying Game*, and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a submachine gun without taking a –4 penalty on the attack roll.

For submachine guns with an automatic rate of fire, one must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

Burst Fire: Some submachine guns have three-round burst settings even if they do not have an automatic rate of fire. These weapons can be used with the Burst Fire feat. They cannot be used to make autofire attacks or to gain any other benefit of the automatic rate of fire. They do not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

Chambered Rounds: Any submachine gun with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Folding Stocks: Many submachine guns feature folding stocks. (Some weapons feature collapsible stocks; for game purposes, these are the same as folding stocks.) Folding a weapon's stock grants a +2 bonus on Sleight of Hand checks made to conceal the weapon.

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Loading Large Magazines: According to the *d20 Modern Roleplaying Game* (see Reloading Firearms in Chapter Four), refilling a box magazine is a full-round action. Actually, as a full-round action you can refill up to 20 rounds of ammunition in a box magazine. Larger box magazines take more time to fill. For example, a 30-round box magazine takes 2 full rounds to fill, while a 42-round box magazine takes 3 full rounds to fill. You do not have to fill a box magazine to its full capacity; if you can only spare 1 full round, you can choose to partially fill a larger magazine.

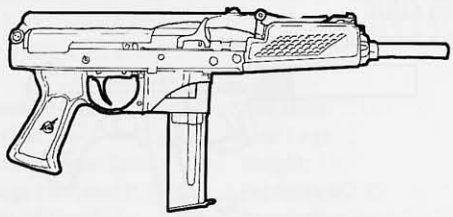
Machine Pistols: Any Medium-size or smaller submachine gun is considered a machine pistol. Like any other Medium-size or smaller weapon, a machine pistol can be fired one-handed. However, when fired on the automatic rate of fire or using the Burst Fire feat, a machine pistol imposes a –1 penalty on all attack rolls. The penalty is negated if the weapon is fired two-handed.

Submachine Gun Descriptions

The submachine guns described in this chapter are presented alphabetically.

A-9 and A-7.62

Russian 9mm Submachine Gun



These two submachine guns are derived from the A-91 compact assault rifle. As their designations suggest, the A-9 is chambered in 9mm (in this case, the Western Parabellum round) and the A-7.62 uses the 7.62mm Tokarev round. Both employ the same gas-powered action of the assault rifle, and many of their components are interchangeable with those of the A-91. Construction and operation are similar, with the same general arrangement and folding stock.

The gas-powered action is somewhat unusual for a submachine gun, which makes this a complex and expensive weapon. It is both more lightweight and more accurate than a conventional blowback system, however, making this weapon particularly well suited for special operations or counterterrorist use.

Who Uses Them: The A-9 and A-7.62 are both reportedly in service with the Russian Ministry of Internal Affairs (MVD).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 21
Restriction: Res (+2)

AEK-919 Kashtan

Russian 9mm Submachine Gun



The AEK-919 Kashtan is a new submachine gun developed for the Russian Interior Ministry. It is similar to the Israeli Uzi, using a simple, blowback operated action with a telescoping bolt. It is made of mixed polymer-metal construction, which makes it relatively light. A folding metal stock is standard. A positive safety prevents accidental firing if the weapon is dropped or jarred.

The AEK-919 is chambered for the low-power 9×18mm Makarov pistol cartridge. It would be relatively simple to adapt the weapon to the new high-power derivative of the cartridge used by the PMM pistol, but for some reason, this has not yet been done.

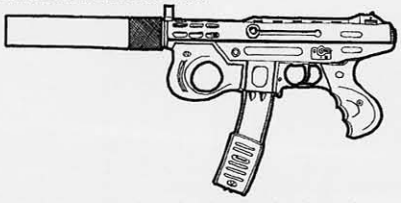
Variants: A compact carry version of the AEK-919 is designated AEK-919K and has a range increment of 40 feet; its statistics are otherwise identical to the standard model.

d20 Modern Rules: The compact AEK-919K provides a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon (+3 if its stock is folded).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 18
Restriction: Res (+2)

Agram 2000

Croatian 9mm Submachine Gun



The Agram 2000 was a hastily designed submachine gun that emerged from the chaos of the fighting in the former Yugoslavia in the 1990s. Limited by an international arms embargo, which prevented the import of foreign designs, the Croatian government developed the Agram 2000 for use by its military and security forces. A simple and crude weapon, it was designed to be produced cheaply and quickly in any machine shop. Construction is from simple metal tubes and stampings with plastic grips. It is designed to accept standard Uzi magazines. A special suppressor, which screws onto the end of the barrel, is available as well.

Wartime conditions made the Agram 2000 a useful design for the Croatian forces. With the end of the fighting, and the more ready availability of better weapons, the need for the Agram 2000 largely disappeared, and it has gone out of production.

Who Uses It: The Agram 2000 saw service with the Croatian military and police forces during the civil wars. It remains in use in limited numbers.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Medium
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

Arsenal Shipka

Bulgarian 9mm Submachine Gun



The Shipka is a recent submachine gun design from Bulgaria, chambered in the relatively low-powered 9mm Makarov cartridge. Though the firing mechanism is a relatively unsophisticated blowback design, the Shipka incorporates a number of modern features. The action is housed in a high-impact plastic case that forms the grips and magazine well. A laser sight can be mounted within the forward grip, just under the barrel. A folding metal stock is fitted as well.

Variants: An export model, chambered in the more popular 9mm Parabellum cartridge, is also available. It uses a smaller 25-round magazine.

Shipka (9mmR Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

Shipka (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 25 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

Benelli CB-M2

Italian 9mm Caseless Submachine Gun



The CB-M2 is the result of a joint venture between Benelli and ammunition manufacturer Fiocci. It uses a unique type of caseless bullet, in which the propellant charge is loaded into a hollow space in the base of the bullet itself. The weapon's blowback action is relatively conventional in operation except that upon firing, the action simply moves back and draws the next round off the magazine, since there is no case to eject.

The system was much simpler and easier to perfect than the more advanced type developed for the H&K G11 caseless rifle, and the manufacturers claimed that it could be readily adapted to full-sized rifle calibers as well. In the end, however, this innovative design failed to attract any customers, and the CB-M2 never went into full-scale production.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 21
Restriction: Res (+2)

Beretta Model 12

Italian 9mm Submachine Gun



The Model 12 was introduced in the late 1950s and was the first major postwar submachine gun design to emerge from Italy. Its cylindrical body and twin pistol grips give it a distinctive appearance. Its action uses a telescoping bolt, much like the Israeli Uzi. This keeps the Model 12 compact and wieldy. It is also simple to manufacture and maintain, which makes it both cheap and reliable.

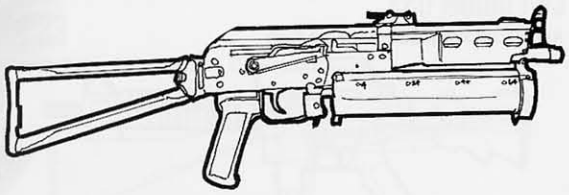
Variants: The Model 12 was made available with either a fixed wooden stock or a folding metal one as desired. An improved version, the Model 12S, was introduced in the early 1980s. The Model 12S incorporated numerous changes, all relatively minor. Most important of these changes, though, were a larger redesigned safety catch and an overall anticorrosion coating.

Who Uses It: From the early 1960s, the Model 12 was the standard submachine gun in Italy and served with both the military and national police units. During the 1980s, the Model 12S replaced the Model 12. The Model 12S was also widely exported and was produced under license in Brazil and Indonesia.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Bizon Series

Russian 9mm Submachine Gun



The Bizon is essentially an AK-74 assault rifle converted for use as a submachine gun chambered in 9mm Makarov. Many of the components are interchangeable with the AK-74, including the receiver and trigger group.

The Bizon's most distinctive feature is a cylindrical helical magazine that runs under the barrel. The helical design allows a large capacity, and the Bizon holds up to 64 rounds. Holes in the magazine allow the user to see how much ammunition remains.

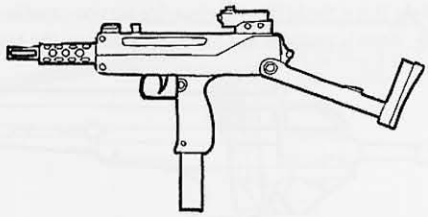
The operating mechanism is a simple blowback action. It is capable of firing both standard Makarov ammunition and the new high-power round developed for the PMM pistol.

Variants: The Bizon has gone through three different versions, which were appropriately enough designated Bizon-1, Bizon-2, and Bizon-3. The differences were relatively minor, resulting in little more than redesigned sights and forward grips. The Bizon-3 also added an accessory mount on the barrel for a suppressor or compensator and a new fold-over stock in place of the earlier side-swinging model.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 64 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

BXP

South African 9mm Submachine Gun



The BXP is a design from South Africa. Its development was necessitated by that country's international arms embargo, which prevented procurement of another weapon from overseas. It owes much to the Uzi, which preceded it in South African service, incorporating a telescoping bolt and a magazine housed in the pistol grip. A few improvements were made on the basic design, most notably a sealed bolt that prevents debris from clogging the action should the weapon get dirty. A folding stock is fitted, and the barrel is threaded to accept a suppressor.

The BXP is fitted with an ambidextrous safety switch. Selecting between automatic or semiautomatic fire is done with the trigger itself—a half-pull gives semiautomatic fire, and a full pull gives automatic fire. Thanks to its overall good balance, the BXP is easily controllable even in automatic mode.

Variants: A semiautomatic-only carbine variant is also produced for police or civilian sales; its statistics are otherwise identical to the standard BXP model.

Who Uses It: The BXP replaced the Uzi in South African service in the 1970s. Today, it serves with both military and police forces and has been exported as well.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

Calico SMGs

American 9mm Submachine Guns

The California Instrument Company, or Calico, produces a series of submachine guns. Though they are available in a variety of sizes and configurations, all are built around the same basic operating mechanism. The weapon's most distinctive feature is its large helical magazine, which loads onto the top of the weapon, above the receiver. These magazines hold the rounds of ammunition in spiraling rows. They are available in either 50- or 100-round versions.

Magazine aside, the Calico designs operate around a roller-locked operating system similar to that found on the H&K MP5. Construction is largely of metal with plastic furniture, including an oversized housing incorporating the pistol grip.

The Calico design is produced in a variety of different variant models. These include fixed- and folding-stock versions, select-fire and semiautomatic versions, and long- and short-barreled versions.

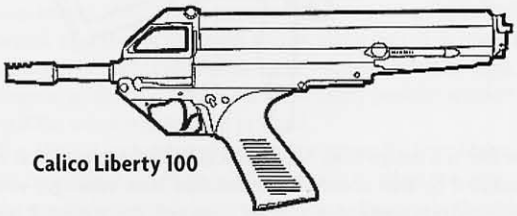
Liberty Carbine: This is a semiautomatic-only model produced for civilian shooters. It is nonetheless illegal in the U.S. due to its

high magazine capacity. It is available with either the 50- or 100-round magazine and with either a fixed or folding stock.

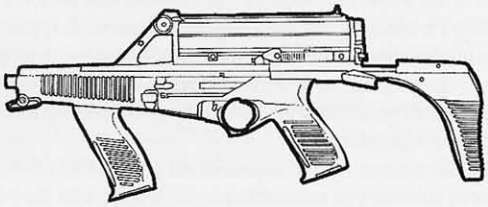
M900: This is another semiautomatic-only variant and is one of the more basic models in the Calico line. It features a collapsible stock and a long barrel with a conventional forward grip, like an assault rifle. The M900-S is a similar model with a fixed shoulder stock.

M951: Another semiautomatic variant, essentially the same as the M900 but with a vertical forward pistol grip. The M951-S is the fixed-stock version.

M951-A: This is the M951 in a select-fire version capable of automatic fire. It too is available in a fixed-stock variant, the M951-AS.



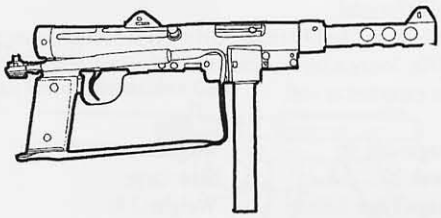
Calico Liberty 100



Calico M951-A

Carl Gustav M45

Swedish 9mm Submachine Gun



The M45 was introduced in the closing days of World War II. A simple and unremarkable design, it has earned a reputation for dependability. Tubular in construction and made primarily from metal with a wooden pistol grip, it features a folding stock that swings forward alongside the weapon. Interestingly enough, the 36-round magazine that was developed for the M45 has proven more successful than the weapon itself—because of the magazine's excellent reliability, many subsequent submachine guns have been designed to use it.

Variants: The M45C can support a bayonet attachment. The M45E added a semiautomatic setting to the action; its statistics are otherwise identical to the basic M45 model. A version with an integral suppressor was also developed for special operations units; it has a purchase DC of 19 and has a military (+3) restriction, but its other statistics conform to the basic M45 model.

Who Uses It: The Carl Gustav was widely exported during the 1950s and 1960s, when it was popular with police and military forces worldwide. The weapon was license-built in Indonesia and in Egypt, where it was known as the Port Said. The CIA also distributed it to a number of rebel groups when deniability dictated against using an American weapon. Silenced versions were used by U.S. Special Forces in the Vietnam War.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 36 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

Cobray M-11

American 9mm Carbine

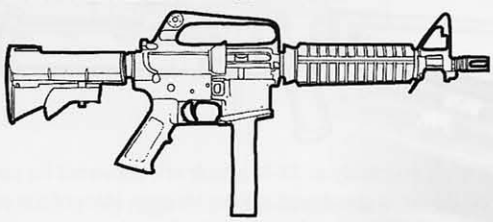


The Cobray M-11 is a modern derivative of the famous Ingram MAC 10. It uses the same operating mechanism and general configuration. The action has been modified, however, to operate in semiautomatic mode only. To escape a BATF ban on the civilian sale of Ingram submachine guns in the U.S., the Cobray M-11 has been designed to make it impossible to convert it to an automatic weapon. Though its heritage is still apparent, many feel that today's Cobray is a far cry from the 1980s-era Ingram.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 10 box
Size: Medium
Weight: 7 lb.
Purchase DC: 17
Restriction: Res (+2)

Colt Model 635

American 9mm Submachine Gun



The Colt Model 635 is essentially an M16 assault rifle that has been rebuilt to fire 9mm Parabellum pistol ammunition. It is identical in appearance to a compact M16 carbine, except for the magazine. The Model 635 uses standard Uzi submachine gun magazines, which are considerably longer and narrower than rifle magazines. They are inserted into the full-sized M16 magazine well.

Controls and operation of the Model 635 is the same as the M16. This simplifies the retraining of personnel already equipped with

TABLE 5–1: CALICO SUBMACHINE GUNS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Liberty 50 (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S	50 box	Large	7 lb.	18	Res (+2)
Liberty 100 (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S	100 box	Large	7 lb.	19	Res (+2)
M900 (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S	50 box	Large	7 lb.	18	Res (+2)
M951 (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S	50 box	Large	8 lb.	18	Res (+2)
M951-A (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	50 box	Large	8 lb.	19	Res (+2)

M16s. Internally, the action has been modified to fire as a closed-bolt blowback design. The bolt locks open when the last round has been fired, facilitating rapid magazine changes. The straight-through M16 pattern of the stock helps to control recoil, making the Model 635 a remarkably accurate submachine gun, even in automatic mode.

The Model 635 features the shortened barrel pattern and folding stock of the M16 Commando variants. This makes it significantly shorter than the full-sized rifle, which suits its submachine gun role. The Model 635 is considerably more expensive and complex than most submachine guns; however, it is highly accurate and reliable and is particularly well suited to the needs of special operations units.

Variants: Variant models of the 635 incorporate semiautomatic-only or three-round burst settings, with statistics otherwise identical to the standard model. Knights Armaments Company produces a modified version with an integral suppressor built into the barrel (purchase DC 19, military [+3]).

In addition to the 9mm Model 635 from Colt, LaFrance produces a similar submachine gun derived from the M16. This is the M16K .45 chambered in .45 ACP.

Who Uses It: The Colt 635 is in service with the U.S. Marine Corps and with special units of the Drug Enforcement Administration. It has also been widely exported, especially to nations already equipped with the M16 rifle.

Model 635 (9mm Submachine Gun)

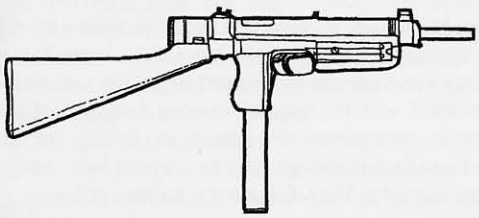
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 6 lb.
Purchase DC: 18
Restriction: Res (+2)

LaFrance M16K (.45 Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 18
Restriction: Res (+2)

CZ 23

Czech 9mm Submachine Gun



The CZ 23 was introduced in the late 1940s for Czech military use. Chambered for the popular 9mm Parabellum cartridge, it was a highly innovative design for its time. The CZ 23 was the first weapon to make use of a telescoping bolt action, which dramatically reduced the overall length. In addition, the magazine was housed in the pistol grip. The result was a highly compact and handy design, which was very controllable in automatic mode. These two concepts have since been copied by many later designs, perhaps most famously in the Israeli Uzi.

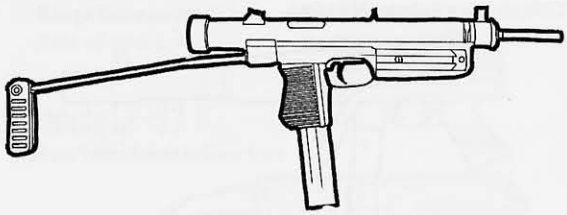
Variants: The CZ 25 replaces the fixed wooden shoulder stock with a folding metal design; it is the same in all other respects.

Who Used It: The CZ 23 and CZ 25 were adopted by the Czech armed forces following World War II. After only a few years, Warsaw Pact standardization policies dictated their replacement with the CZ 24 and CZ 26. The existing CZ 23s and CZ 25s were exported throughout the Middle East and Latin America.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 40 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

CZ 24

Czech 7.62mm Submachine Gun



This is essentially the CZ 23 rechambered to fire the Warsaw Pact–standard 7.62mm Soviet pistol round, a change necessitated by the absorption of Czechoslovakia into the Eastern Bloc. The most noticeable external change is that the magazine and pistol grip are visibly canted forward. The rear sight was reworked as well. Despite the "standardization" order, the Czech designers managed to demonstrate some creativity, and the CZ 24's 7.26mm ammunition is loaded to a higher velocity than the Soviet standard.

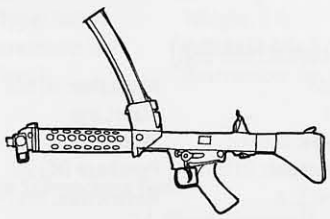
Variants: Like the 9mm CZ 24, the CZ 26 features a folding metal stock. It is the same as the CZ 25 in all other respects.

Who Used It: The Czech forces adopted the CZ 24 and CZ 26 in 1952. Around 1970, assault rifles replaced the guns in front-line units, though they continued in reserve units for some years thereafter.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

F1A1

Australian 9mm Submachine Gun



The Australian F1A1 is essentially a derivative of the British Sterling submachine gun. The biggest difference is the magazine well, which was rebuilt to feed vertically into the top of the weapon (a feature borrowed from the World War II–era Owen gun, which the F1A1 replaced). This gives the F1A1 an unusual appearance but permits the user to lie close to the ground when firing prone—something difficult to do with a weapon whose magazines feed into the bottom of the weapon.

To keep manufacturing costs down, the F1A1 uses a number of components from the L1A1 FAL rifle, including the grip and shoulder stock. Like the Sterling, it features a straight-line arrangement, which directs the recoil forces directly back to minimize the effects of muzzle climb. The action is sealed, and the F1A1 is well suited to the harsh requirements of action in the field. A bayonet can be attached to the weapon.

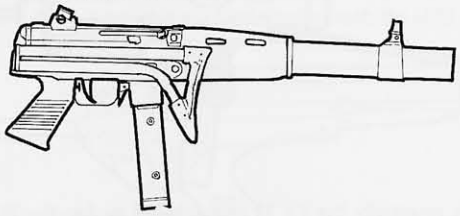
Who Uses It: The F1A1 was adopted by the Australian Army in the early 1960s and was used extensively in the fighting in Vietnam. The AUG assault rifle and the MP5 submachine gun have largely replaced it, except in a few reserve units.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A

Magazine: 32 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

FAMAE SAF

Chilean 9mm Submachine Gun



The Chilean SAF is an advanced submachine gun derived from the SIG 540 assault rifle (see Chapter Two). The action is modified to a blowback system and the weapon is chambered for the 9mm Parabellum cartridge. It fires from a closed bolt, giving good first-shot accuracy. It incorporates several other features of the original assault rifle as well. The magazines are transparent so that remaining ammunition can be visually checked. They are also designed to be snapped together side by side, facilitating rapid changes.

Variants: The SAF is produced with either a fixed plastic stock or a side-folding metal stock. A version with an integral suppressor, the SAF Silencada, is available (purchase DC 21, military [+3]). There is also the Mini-SAF, a radically shortened ultracompact version designed for concealment.

Who Uses It: The SAF series is in service with the Chilean military and security forces.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

SAF (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A

Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

SAF Silencada (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A

Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 21
Restriction: Mil (+3)

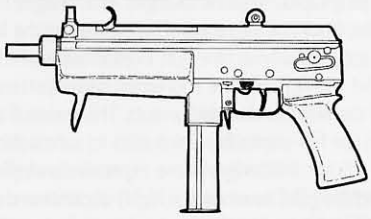
Mini-SAF (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A

Magazine: 20 box
Size: Medium
Weight: 6 lb.
Purchase DC: 19
Restriction: Res (+2)

FeG KGP-9

Hungarian 9mm Submachine Gun



The FeG KGP-9 is a simple blowback-operating weapon chambered for the 9mm Parabellum weapon and incorporating a number of advanced features. The receiver is made of steel, with plastic furniture. The selector switch is located inside the trigger guard, just forward of the trigger itself, allowing the shooter to easily set it without taking his or her hands off the grip. For cleaning, the KGP-9 can be quickly disassembled without tools.

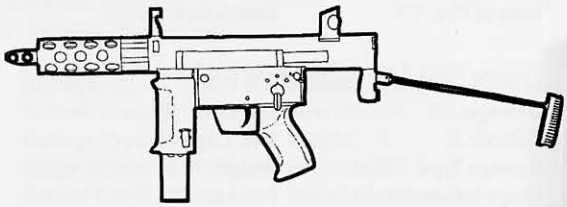
Who Uses It: The KGP-9 is in service with the Hungarian internal security and police forces.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A

Magazine: 25 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

Floro MK-9

Philippine 9mm Submachine Gun



The MK-9 goes against the current trend in submachine gun design toward more sophisticated and accurate weapons. Instead, it represents a simple, inexpensive design using low-cost materials and manufacturing techniques, much like older second-generation submachine guns.

The MK-9 is made of metal, with the action housed in a tubular receiver casing. It features a short barrel that is suited to close-in fighting and is protected by a vented jacket. The configuration is conventional, with the magazine inserted forward of the pistol grip into an oversized well that also acts as a foregrip. The receiver extends well back, providing an attachment point for a folding stock and the rear sights. The MK-9 uses the standard M16 pistol grip, a cheap and readily available replacement part. It also uses the M16's safety catch, positioned just above the grip as on the M16.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S

Magazine: 32 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

FMK-3 Mod 2

Argentine 9mm Submachine Gun



The FMK-3 Mod 2 is the most modern gun of the submachine gun series produced by FML (Fabricaciones Militares). It owes much to the Israeli Uzi for its design and configuration. The action is built around a conventional telescoping-bolt action, and the magagine is loaded into the firing handle. The housing is made from inexpensive metal stampings. The foregrip is plastic, and there is a folding metal stock.

Variants: Intended primarily for police use, the FMK-5 carbine has statistics similar to the FMK-3 except that it fires only on semi-automatic.

Who Uses It: The FMK-3 Mod 2 is in service with the Argentine armed forces.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 40 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

FN P90

Belgian 5.7mm Personal Defense Weapon



Introduced in 1988, the P90 from Fabrique Nationale was one of the first PDW (Personal Defense Weapon) designs to appear on the market. The designers sought to create a lightweight and practical weapon for rear-echelon military personnel who wouldn't need full-sized rifles. The resulting weapon represents a radical departure from earlier designs in a number of ways.

The P90 fires a unique 5.7mm necked round, designed for extreme high-velocity performance. The bullet has excellent armor-piercing capability, yet recoil is minimal—significantly less than with a standard 9mm round.

Another unconventional aspect of the P90 is its configuration, which is the result of extensive ergonomic design and engineering. The high-capacity magazine lies on the top of the weapon and holds 50 rounds. It is transparent, allowing the remaining ammunition to be quickly checked. All the P90's controls are ambidextrous, and the spent cases are ejected out the bottom of the weapon, allowing use by either left- or right-handed shooters. The unusual shape of the P90 allows it to be effectively fired either from the hip or the shoulder, and either one- or two-handed as necessary. It was also designed to fit comfortably out of the user's way when it is not needed.

The P90 features a built-in sight for rapid target acquisition and backup iron sights. Built-in rails allow the fitting of various accessories, such as illuminators. A screw-on suppressor is available as well.

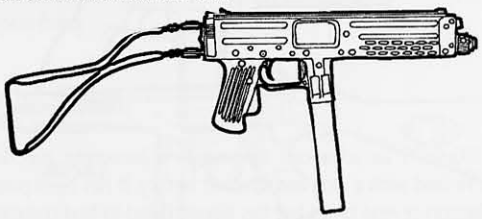
Variants: A model with a built-in laser sight is also available. This is intended primarily for special operations units who use the P90 in close-quarters fighting, rather than the rear-echelon personnel for whom it was originally designed.

Who Uses It: The P90 has been adopted by several Special Forces units worldwide, including those of Cyprus, Peru, and Saudi Arabia. It is also used by the U.S. Immigration and Naturalization Service.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 50 box
Size: Large
Weight: 8 lb.
Purchase DC: 21
Restriction: Res (+2)

Franchi LF-57

Italian 9mm Submachine Gun



Introduced in 1956, the LF-57 was the first military weapon design from Franchi, a company better known for high-quality sporting arms. It uses a telescoping bolt to provide a short overall length, resulting in a compact and stable design. To minimize complexity, the bolt mass was designed to move above the barrel, resulting in a simpler mechanical arrangement. The mechanism is contained in a stamped metal housing, which is shaped to form the grips, eliminating the need for attached furniture. A tubular metal folding stock improves controllability. Ease of maintenance was another design consideration, and the LF-57 can be quickly disassembled without tools for cleaning.

Despite its compact and practical design, the LF-57 failed to attract customers and was not put into widespread production.

Who Uses It: The LF-57 was used in small numbers by the Italian Navy. It was largely withdrawn by the 1980s.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: A
Magazine: 40 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Gepard

Russian 9mm Submachine Gun



The Gepard is derived from the AKS-74U assault carbine. It shares many components with the AKS-74U and operates in much the same fashion. Its configuration is somewhat different, with a magazine fed into the pistol grip and an unusual grip frame.

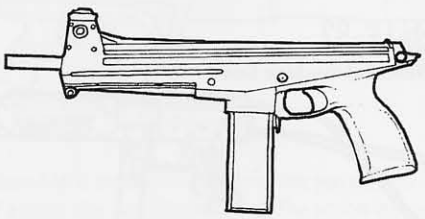
Internally, the Gepard uses a modular firing mechanism, which can be reconfigured to fire no fewer than six different 9mm cartridges. This adaptability makes the Gepard an unnecessarily complex and expensive design. The user must keep track of a number of replacement bolts, springs, and other components that are necessary to switch from one caliber to another. Furthermore, this capability is of dubious value, since 9mm Parabellum is probably suitable for

virtually any role the Gepard is likely to see use in. For this reason, it will probably never see widespread production or use.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 40 box
Size: Large
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

GG-95

Finnish 9mm Parabellum Submachine Gun



The GG-95 is an advanced lightweight submachine gun design from Finland with a long and spotted history. It has been put into production several times but has always failed to find commercial success.

The GG-95 is built around an ingenious operating principle. To improve controllability in such a compact weapon, the barrel is set at an angle to the bolt's path of travel during recoil. This forces the bolt to press downward on the receiver, countering the effect of muzzle climb. It also allows the pistol grip to be set higher up, at the same level as the barrel axis. Recoil force is thus directed straight back, rather than up at an angle. Due to its unconventional configuration, the GG-95 is remarkably easy to control in automatic mode. It is also extremely lightweight and is only about half as heavy as comparable submachine gun designs.

The forward grip folds down for use and is used to cock the weapon. It serves as a safety device when closed, locking the bolt. Semiautomatic and automatic fire are controlled by trigger pressure. A suppressor can be fitted if desired.

Who Uses It: Despite the promise of its design, the GG-95 has yet to be adopted by any armed service. It has gone in and out of production several times, as its manufacturers continue to seek a customer.

d20 Modern Rules: With its magazine removed, this weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

H&K MP5 Series

The H&K (Heckler & Koch) MP5 is arguably the most successful submachine gun ever made. It is built around a relatively simple concept, combining the standard H&K roller-locked action used in the G3 series of assault rifles with the 9mm Parabellum cartridge to produce a compact submachine gun. The result is a weapon of exceptional accuracy and reliability.

In keeping with the assault-rifle origins of its action, the MP5 fires from a closed bolt. This means that when the first shot is fired, the only part of the action that moves is the firing pin. On most other submachine guns, the entire bolt snaps closed when the trigger is pressed; this causes a noticeable shift in the weapon's center of gravity, which can pull the muzzle off target. The MP5, on the other hand, is very stable and accurate, especially when fired in semiautomatic mode.

The roller-locked action lacked the simplicity associated with submachine guns since World War II. The MP5 was initially criticized as being overly complex and expensive for a submachine gun; however, it soon won admirers in the counterterrorist community who found its closed-bolt accuracy to give it a significant edge in hostage-rescue operations in which precision semiautomatic shooting was needed. Since then, the MP5 has been sold worldwide for both military and police use.

Construction of the MP5 is solid, using metal stampings and high-impact composite furniture. Its carefully engineered shape, designed with ergonomic concerns in mind, gives it a sturdy, no-nonsense look that has added to its success. The short, exposed muzzle features a mounting point for a clip-on suppressor or muzzle brake.

The MP5 uses the modular trigger pack of the G3 rifle. This can be detached without tools by removing two pins and easily replaced with another model. Early MP5s featured a trigger pack with an ergonomic pistol grip and alphabetic fire-selector markings—S for safe, E for semiautomatic, and F for automatic. On more recent models, this has been replaced with a redesigned ambidextrous pistol grip and selector lever with pictographic markings. Semiautomatic-only and burst-capable trigger groups have been produced as well, allowing even more versatility. H&K has even developed a two-round burst trigger group, in recognition of the fact that recoil usually sends the third shot in a three-round burst high over the target.

TABLE 5–2: H&K MP5 SERIES SUBMACHINE GUNS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
MP5A1 (9mm submachine gun)[1]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	5 lb.	19	Res (+2)
MP5A2 (9mm submachine gun)[1]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	19	Res (+2)
MP5A3 (9mm submachine gun)[1]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	19	Res (+2)
MP5A4 (9mm submachine gun)[1, 3]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	20	Res (+2)
MP5A5 (9mm submachine gun)[1, 3]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	20	Res (+2)
MP5 Navy (9mm submachine gun)[1, 3]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
MP5 RIS (9mm submachine gun)[1, 3]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
MP5SD5 (9mm submachine gun)[2, 3]	2d6	20	Ballistic	40 ft.	S, A	30 box	Large	8 lb.	22	Mil (+3)
MP5SD6 (9mm submachine gun)[2, 3]	2d6	20	Ballistic	40 ft.	S, A	30 box	Large	8 lb.	22	Mil (+3)
MP5K (9mm submachine gun)[3]	2d6	20	Ballistic	40 ft.	S, A	15 box	Med.	6 lb.	20	Res (+2)
MP5 PDW (9mm submachine gun)[3]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	23	Mil (+3)
MP5/10 (9mm submachine gun)[1, 4]	2d6	20	Ballistic	60 ft.	S, A	30 box	Large	6 lb.	21	Res (+2)
MP5/40 (9mm submachine gun)[1, 4]	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	20	Res (+2)

1 This mastercraft weapon grants a +1 bonus on attack rolls.
2 This weapon features a built-in suppressor and is considered a suppressed weapon.
3 This weapon has a three-round burst setting.
4 This weapon has two-round burst and three-round burst settings.

The MP5 has been produced in an impressive variety of configurations including models with a fixed stock, a folding stock, or without a stock at all. Specialty models have also been developed to suit a variety of tactical applications.

MP5A1: This is the standard MP5 with the older SEF trigger group and no stock.

MP5A2: This is the model with the SEF trigger group and a fixed plastic stock.

MP5A3: This model uses the SEF trigger group and a retractable metal stock.

MP5A4 and MP5A5: These models are the same as the A2 and A3, respectively, except that they use the more modern ambidextrous trigger group instead.

MP5 Navy: This is a modified version of the standard MP5 developed for the U.S. Navy SEALs. It takes the standard MP5 with the new ambidextrous pictographic trigger group and adds a threaded barrel for use with a screw-on suppressor.

MP5 RIS: H&K has recently developed a modified MP5 with the Knights Armaments Company Rail Interface System, allowing rapid and versatile accessory mounting. The MP5 RIS features accessory rails around the forward grip and on the top of the receiver. It is compatible with a variety of different devices, including aiming lights, laser pointers, reflex or optical sights, and specialized grips.

MP5SD Series: The MP5SD is a specialized variant of the MP5 incorporating a built-in silencer. This gives it a distinctive appearance, with a longer, bulkier barrel. The silencer can be removed, if desired, permitting unsuppressed operation.

The MP5SD is produced in six variant models. The SD1, SD2, and SD3 use the SEF trigger group, while the SD3, SD4, and SD6 use a pictographic group with a three-round burst setting. The SD1 and SD3 have no stock; the SD2 and SD4 have a fixed plastic stock; and the SD3 and SD6 have the retractable metal stock.

MP5K: The MP5K is an ultracompact variant of the basic MP5. Intended for discreet use by bodyguards or similar users, it features a dramatically shortened barrel with a vertical plastic foregrip and a simple endplate at the rear of the receiver in place of the stock. The weapon is fitted with a sling swivel, allowing the MP5K to hang vertically out of sight under a jacket or coat. For compactness, the MP5K is generally used with a short 15-round magazine. Some models have the sights removed to facilitate rapid draw from under clothing with less risk of snags.

MP5K PDW: The MP5K PDW is a compact variant designed to serve as a personal defense weapon for pilots, vehicle crews, and rear-echelon personnel. It takes the basic MP5K and modifies it with an extended muzzle, capable of mounting a suppressor or flash-hider, and a folding plastic shoulder stock.

MP5/10: This is the MP5 rechambered in 10mm auto. It was developed for the FBI after the Bureau adopted the 10mm as its standard pistol caliber in the 1980s. The MP5 features the same straight magazine of the MP5/40. It found few customers outside the FBI and is not widely used.

MP5/40: This is simply the standard MP5, rechambered to fire the .40 S&W cartridge. It can be identified by its clear plastic magazine, which sticks straight out rather than curving like the standard metal 9mm magazines.

Who Uses It: The MP5 has been adopted by military, police, and security forces around the world. Virtually every counterterrorist team in the Western world uses it, and it is also popular with police SWAT teams. It is produced under license worldwide. It is the standard submachine gun of numerous military forces, including those in Germany, Greece, Saudi Arabia, South Korea, and Turkey. Today, it is almost more notable when a force selects a submachine gun other than the MP5.

d20 Modern Rules: Several of the weapons in this series—specifically the MP5A series, the MP5 Navy, the MP5 RIS, MP5/10, and MP/40—are always considered mastercraft weapons. As such, they each grant a +1 bonus on attack rolls. The MP5SD5, MP5SD6, MP5K, and MP5 PDW are not considered mastercraft weapons.

The MP5A4, MP5A5, MP5 Navy, MP5 RIS, MP5SD5, MP5SD6, MP5K, and MP5 PDW have three-round burst settings. When used with the Burst Fire feat, any of these weapons fires only three bullets instead of five and can be used with only three bullets in the weapon. The setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

The MP5/10 and MP5/40 also have a two-round burst setting, which works similarly to the three-round burst setting except that only two bullets are spent (instead of three) when the weapon is used with the Burst Fire feat.

The MP5SD5 and MP5SD6 are silenced weapons. A successful Listen check (DC 15) is required to notice the sound of the weapon firing.







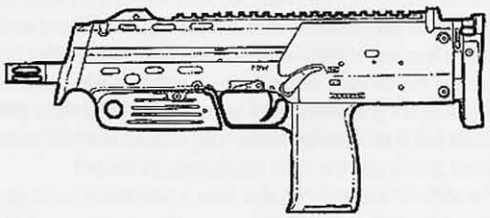






H&K MP7 PDW

German 4.6mm Personal Defense Weapon



The MP7 is a new, ultracompact submachine gun design from H&K. Like the Belgian P90, it is a personal defense weapon, chambered in an exotic new cartridge designed to equip rear-echelon military personnel. Its firepower and compact size also make the MP7 a good choice for special operations units as either a backup or close-quarters weapon.

Ammunition for the MP7 is a new 4.6×30mm cartridge developed by Royal Ordnance in the U.K. The cartridge case is necked, giving the little bullet an exceptionally high velocity.

The configuration of the MP7 places the firing grip right at the center of gravity, giving good balance and allowing for one-handed use. With the foregrip folded, the MP7 can be held like a large pistol and easily stowed in a holster. Extended, it can be held like an ultracompact submachine gun, using two hands for improved control. A collapsible stock permits the MP7 to be fired from the shoulder.

The top of the receiver features a standard accessory-mounting rail, allowing a variety of sights to be fitted. Fold-up iron sights are fitted as a backup.

The MP7 is a sophisticated weapon, with all the quality of design and manufacture associated with H&K. It is an extremely practical and versatile design, well suited to a variety of tasks. Though it has yet to enter service, development is complete and the MP7 is ready for full-scale production.

d20 Modern Rules: The MP7 PDW is always considered a mastercraft weapon. As such, it grants a +1 bonus on all attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, any of these weapons fires only three bullets instead of five and can be used with only three bullets in the weapon. The setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

This weapon can be fired one-handed, but the firer takes a –1 penalty on all attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 70 ft.
Rate of Fire: S, A
Magazine: 40 box
Size: Medium
Weight: 4 lb.
Purchase DC: 21
Restriction: Res (+2)

H&K UMP 45

German .45 ACP Submachine Gun



The MP5 is a popular and capable design, yet complex and expensive, especially for a submachine gun. With this in mind, Heckler & Koch developed the UMP 45 (Universal Machine Pistol, .45 caliber) as a more affordable alternative, especially for American police departments, which have proven to be among H&K's best customers.

Like the G36 assault rifle, the UMP does away with the familiar H&K roller-locked action in favor of a less complex system—in this case, a simple blowback mechanism. The UMP is chambered in .45 ACP (Automatic Colt Pistol), a popular cartridge in the U.S. that packs substantially more stopping power than the more common 9mm Parabellum round.

The UMP's action is made of steel, but it is housed in a casing of lightweight composite material, which results in a surprisingly lightweight design. It is arranged much like the MP5, with a contoured pistol grip and horizontal foregrip. A folding, open-frame stock is fitted. The magazine is set at an angle and is transparent to allow remaining ammunition to be easily checked.

The low velocity of the .45 ACP cartridge makes it particularly suitable for use as a suppressed round, and the UMP will accept a suppressor. Accessory mounting rails can be fitted both on top of the receiver and around the forward grip, allowing a variety of accessories or sighting fits. Flip-up Iron sights are also fitted.

Variants: A semiautomatic UMP carbine model is also available; its statistics are otherwise identical to the standard model. The USC sporting carbine (see below) also derives from the UMP.

Who Uses It: The UMP 45 was designed for the U.S. law enforcement market, and it has been adopted by a number of police SWAT teams. It has yet, however, to achieve anything like the popularity of its predecessor, the MP5.

d20 Modern Rules: This weapon features a two-round burst setting. When used with the Burst Fire feat, any of these weapons fires only two bullets instead of five and can be used with only two bullets in the weapon. The setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra three bullets are wasted.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

H&K USC

German .45 ACP Carbine



The H&K USC is a semiautomatic sporting carbine, derived from the UMP submachine gun and intended for the civilian market. Like the UMP, it is primarily made of lightweight composites and uses the same blowback mechanism chambered in .45 ACP.

The USC is light gray in color and features a prominent red H&K logo, giving it a less "military" appearance. Attachment points for a NATO-standard sight rail are drilled into the top of the receiver, allowing a variety of different optical aids to be fitted. Backup iron sights are fitted as well.

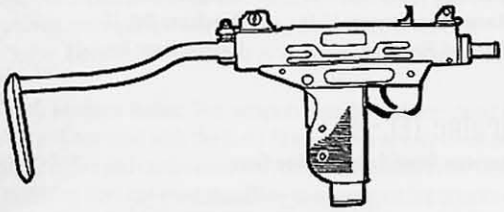
To comply with gun control regulations, the USC cannot use UMP high-capacity magazines; instead, it uses its own 10-round box magazines, which are made from transparent plastic.

The USC is quite pleasant to shoot. The blowback action absorbs much of the recoil energy.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S
Magazine: 10 box
Size: Large
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

IMI Micro-Uzi

Israeli 9mm Submachine Gun



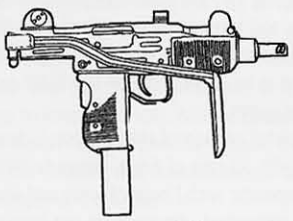
Carrying the concept of the Mini-Uzi one step further, the Micro-Uzi is an ultracompact variant of the popular Israeli submachine gun. Though little larger than a heavy pistol, the Micro-Uzi is capable of automatic fire. It is arranged much like the Uzi itself, with a telescoping bolt and a magazine housed in the pistol grip.

Variants: The Uzi pistol is essentially the Micro-Uzi in a semiautomatic-only form with the folding stock omitted. It can be identified by its trigger guard, which is bent inward to facilitate a two-handed firing grip. Other than its rate of fire, this weapon has statistics identical to the Micro-Uzi.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Medium
Weight: 5 lb.
Purchase DC: 18
Restriction: Res (+2)

IMI Mini-Uzi

Israeli 9mm Submachine Gun



The Mini-Uzi is a compact variant of the popular Uzi submachine gun. It is much smaller than the standard Uzi and is well suited for concealed use by bodyguards or commando units. Capable of both semiautomatic and automatic fire, it is both accurate and controllable despite its small size.

The Mini-Uzi closely resembles its larger cousin except that it is smaller in size and weight. Control layout is identical. The action operates much the same way as that of the full-sized Uzi, but it fires from a closed bolt. A folding shoulder stock is standard.

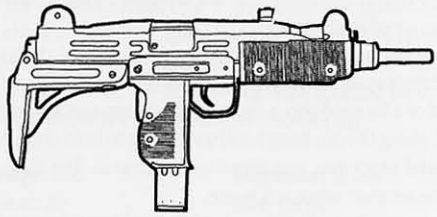
Who Uses It: Though popular, the Mini-Uzi has not found the widespread success of the Uzi itself. It is in service in Columbia, Guatemala, Haiti, Panama, and Uruguay, in addition to its native Israel. U.S. special operations units also use this weapon.

d20 Modern Rules: With the stock folded and magazine reffmoved, this weapon grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

IMI Uzi

Israeli 9mm Submachine Gun



An excellent design, the Uzi is one of the most successful submachine guns in history. Originally created for the Israeli army in the 1950s, it has been license-built in a number of countries and has found widespread use in police and military units worldwide.

The Uzi's distinctive configuration has been the source of much of its success. The magazine is housed in the pistol grip, leading to a compact overall arrangement and giving the weapon excellent balance when held in one hand.

The Uzi features a robust and reliable action and operates around a hollow bolt, which reduces the recoil force, making the weapon more controllable when firing in automatic mode. It also allows a shorter overall length, further adding to its handiness. Early Uzis had a wooden stock, but this has since been replaced by a smaller folding metal stock.

Variants: An Uzi carbine version is available to the civilian sporting market. It has a range increment of 60 feet and is capable of semiautomatic fire only; its statistics otherwise conform to the standard Uzi.

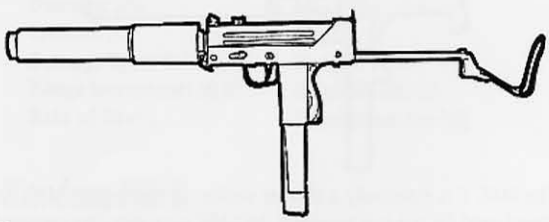
Who Uses It: In addition to serving as the standard submachine gun of the Israeli Defense Force, for which it was originally designed, the Uzi has been adopted by police and military forces in a dozens of countries worldwide. It has been built in a number of countries including Belgium, China, Croatia, and South Africa, both under license and as illegal copies. It saw considerable action in wars throughout the world in the 1970s and 1980s. In the U.S., it has found use with military Special Forces units and the Secret Service.

d20 Modern Rules: With the stock folded and magazine reffmoved, this weapon grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

Ingram MAC 10

American 9mm Submachine Gun



The MAC 10 is probably the most popular American submachine gun design since World War II. Its small size and rugged dependability made it especially suitable for clandestine service, and it was widely used with commandos, bodyguards, mercenaries, criminals, and terrorists. It became a cultural icon in the 1980s in much the way the Thompson submachine gun did in the 1920s.

The MAC 10 uses a simple blowback operating mechanism. It features the telescoping bolt arrangement used by the Israeli Uzi to keep overall length down. The magazine is fed into the pistol grip, which is centrally positioned to permit one-handed firing. The cocking handle is located on the top of the receiver and features a notch

to permit sighting with the weapon's iron sights. The handle can be turned 90 degrees to lock the action and prevent firing. Doing this also blocks line of sight, giving the user an indication that the weapon is not ready to fire.

Construction is primarily from inexpensive metal stampings, and the action is sealed to keep dirt out. There is essentially no furniture. Instead of a forward grip, a short webbed strap was affixed to a sling swivel, giving the nonfiring hand something to hold onto. A collapsible metal stock was also fitted to aid control. This folds forward over the receiver when not in use.

The Ingram features a threaded barrel and was designed to work in conjunction with a screw-on suppressor. Customized models can be fitted with optical scopes as well, though the short barrel yields poor long-range accuracy.

Despite its compact size and initial success, the Ingram's lack of accuracy and controllability limited its effectiveness. It was eventually unable to compete with more accurate designs, such as the H&K MP5, which came to dominate the submachine gun market. After MAC went out of business, production of the Ingram moved through a series of other companies before finally tapering off.

Variants: The MAC 10 is available in both .45 ACP and 9mm Parabellum.

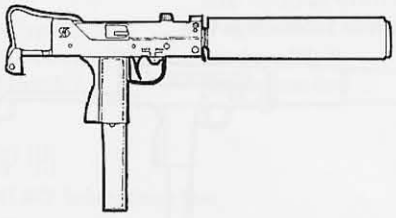
Who Uses It: The MAC 10 saw service in a number of countries worldwide in the 1970s and 1980s. It has since fallen out of favor, having been largely replaced in official service by the MP5, though it can still be found in developing countries. The MAC 10 was also popular with criminals and was widely used by drug dealers and street gangs due to its compact size.

d20 Modern Rules: A custom suppressor is available for this weapon (weight 2 lb., purchase DC 12, restricted [+2]). When fitted with its suppressor, this is a Large suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Medium
Weight: 8 lb.
Purchase DC: 17
Restriction: Res (+2)

Ingram MAC 11

American .380 ACP Submachine Gun



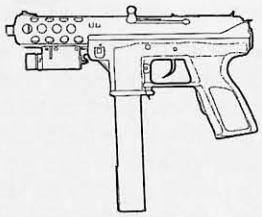
The MAC 11 is essentially a shorter version of the Ingram MAC 10, chambered for the less powerful .380 ACP cartridge. This reduced its stopping power but gave it a higher rate of fire. It is identical in all other respects to the MAC 10.

d20 Modern Rules: A custom suppressor is available for this weapon (weight 2 lb., purchase DC 11, restricted [+2]). When fitted with its suppressor, this is a Medium suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 16 box
Size: Small
Weight: 4 lb.
Purchase DC: 17
Restriction: Res (+2)

Intratec TEC-9

American 9mm Submachine Gun



The TEC-9 is a compact submachine gun chambered for the 9mm Paraffbellum cartridge. It uses a simple blowback operating mechanism and stamped-metal construction throughout. This makes it a relatively inexpensive weapon, cheap to manufacture and operate. It is also inaccurate and unreliable, prone to jamming unless the shooter uses only the highest-quality ammunition.

The TEC-9's low cost, high-capacity magazine and dangerous apffpearance made it popular with criminals. Furthermore, its simple blowback action is easily converted to automatic fire. Street gangs and mobsters found that the TEC-9 gave them an easy way to circumvent bans and obtain automatic firepower. This quickly led to a reputation as a "crime gun," prompting restrictions on its sale and tough new gun control laws in the U.S.

The heyday of the TEC-9 is now largely passed. It is much harder to obtain legally, and Intratec has switched over to produce a less controversial design known as the AB-10. In spite of this, the TEC-9 can still be found in large numbers on the black market and in the hands of criminal gangs.

Variants: A pistol version of this weapon is available (purchase DC 14, licensed [+1]). Its rate of fire is semiautomatic, but it can be converted to automatic with 1 hour of work and a successful Repair check (DC 15). A converted weapon does not have a semiautomatic rate of fire.

d20 Modern Rules: This weapon is unreliable.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Medium
Weight: 4 lb.
Purchase DC: 16
Restriction: Res (+2)

Lusa A2

Portuguese 9mm Submachine Gun



The Lusa is the standard submachine gun of the Portuguese armed forces, chambered for the 9mm Parabellum cartridge. The action incorporates a double cylinder stacked one above the other, with the barrel and bolt face in the lower cylinder and the mass of the bolt above them. A telescoping stock collapses into the "waist" between the two sections.

An earlier version of the Lusa entered service in the 1980s. The

current model, the Lusa A2, appeared in 1991 and incorporates only minor improvements—the stock was strengthened, and the weapffon's overall length was reduced. The barrel can be easily removed and replaced with a special suppressor if needed.

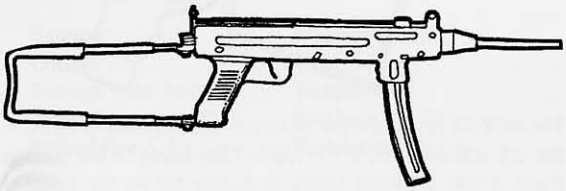
Who Uses It: The Lusa A2 is in service with the Portuguese armed forces.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

Madsen M53

Danish 9mm Submachine Gun



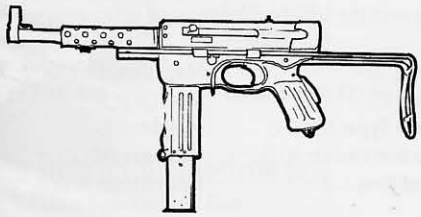
The Madsen M53 was the latest in a series of Danish submachine gun designs that emerged following the end of World War II. Based around a conventional open-bolt submachine gun action, it was meant to improve on the hastily produced wartime designs while still being cheap and easy to manufacture. It is largely made of metal stampings to keep costs low. When a nut around the barrel is removed, the weapon swings open like a book, exposing all the internal workings for cleaning and maintenance. Though inexpensive, the Madsen is simple and reliable.

Who Uses It: The Madsen was adopted by Thailand and several countries in South America, including Brazil.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Res (+2)

MAT-49

French 9mm Submachine Gun



The MAT-49 was the first postwar French submachine gun design. It is a rather conventional weapon, chambered to fire the popular 9mm Parabellum cartridge and made largely from inexpensive stamped metal and plastic components. One unusual feature is the magazine housing, which folds forward when the weapon is not in use. This serves as a safety feature, since the weapon cannot be fired with the magazine folded. It also makes the weapon compact and transportable, especially with the stock folded.

Who Uses It: The MAT-49 served as the standard French submachine gun throughout the 1950s, 1960s, and 1970s, eventually giving way to the FA-MAS assault rifle. It saw action during the French War in Indochina in the 1950s. Large numbers fell into the hands of the Communist rebels, who later used them against U.S. troops during the Vietnam War. The MAT-49 was also adopted by the French National Police, who continue to use it to this day.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Res (+2)

Mekanika Uru

Brazilian 9mm Submachine Gun



The Brazilian Mekanika Uru is a simple, inexpensive submachine gun made primarily from metal stampings. The action is housed in a tubular case. The firing grip is plastic; a large magazine well serves as a forward grip. The trigger guard is oversized to permit use while wearing gloves. The Uru features both semiautomatic and automatic settings. The user can disengage the firing pin from the action, preventing accidental discharge and allowing the weapon to be safely carried while fully loaded.

Variants: A semiautomatic carbine, with a wooden shoulder stock and a long barrel to improve accuracy, was also produced. A modified variant, the Uru II, featured an additional firing-grip safety but was never widely produced or sold.

Who Uses It: The Uru is in service with some police forces in Brazil.

Uru (9mm Submachine Gun)

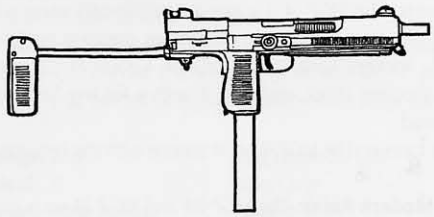
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Res (+2)

Uru Carbine (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S
Magazine: 30 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

Mendoza HM-3

Mexican 9mm Submachine Gun



Introduced in 1973, the HM-3 is a compact submachine gun chambered for the 9mm Parabellum cartridge. It operates in much the

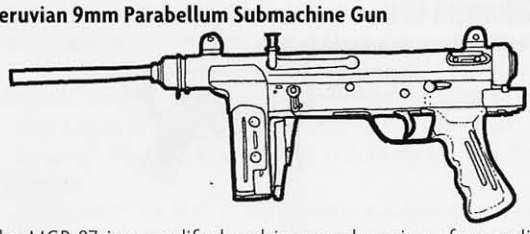
same way as the Israeli Uzi, with a telescoping bolt mechanism and a magazine fed into the pistol grip. Construction is metal, with plastic grips and a folding shoulder stock.

Who Used It: The HM-3 was adopted by the Mexican Army but served for only a few years before being replaced by the more advanced H&K MP5.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

MGP-87

Peruvian 9mm Parabellum Submachine Gun



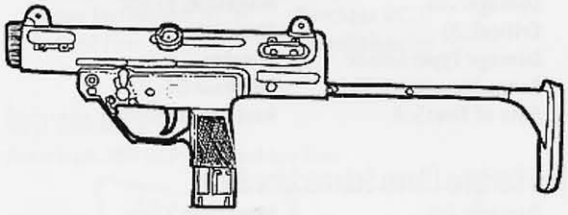
The MGP-87 is a modified and improved version of an earlier weapon, the MGP-79A, which it replaced as the standard submachine gun of the Peruvian armed forces. The MGP-79A's design was simplified to make construction easier and less expensive. The cocking handle was enlarged to make it easier to use. The overall length was reduced to make the weapon handier for close-quarters fighting.

The MGP-87 is fairly conventional in design and operation and is designed to use Uzi magazines. The barrel and jacket can be easily removed and replaced with a special suppressor. A folding stock is fitted.

Who Uses It: The Peruvian armed forces adopted the MGP-87 in the late 1980s.

MGP-84

Peruvian 9mm Submachine Gun



The ultracompact MGP-84 is intended to serve as a PDW for special-purpose users such as bodyguards. It incorporates a modified telescoping bolt (similar to that of the Israeli Uzi), which allows the magazine to be housed in the grip. With the folding stock swung forward, the shoulder butt serves as a vertical forward handgrip. The overall lightweight and good balance of the MGP-84 also permit one-handed use, if necessary. The MGP-84 uses standard Uzi magazines.

Variants: The MGP-14 is a semiautomatic-only version for police and security forces; otherwise, it has statistics similar to the MGP-84. Another variant, the MGP-14 Assault Pistol, omits the folding shoulder stock, replacing it with a folding forward pistol grip instead.

Who Uses It: The MGP-84 is in service with the Peruvian armed forces.

d20 Modern Rules: The MGP-84 and MGP-14 each grant a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

MGP-84 (9mm Submachine Gun)

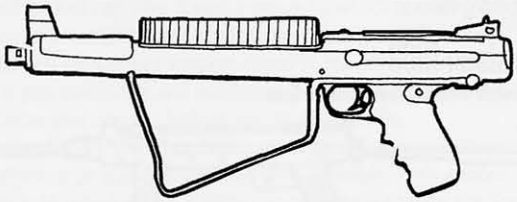
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Medium
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

MGP-14 Assault Pistol (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 32 box
Size: Medium
Weight: 6 lb.
Purchase DC: 21
Restriction: Res (+2)

MGV-176

Slovenian .22 Submachine Gun



The MGV-176 has an unusual history. It was originally designed in the U.S. and appeared in the 1960s. After failing to find success there, it was produced briefly in Austria before the Yugoslav government finally adopted it after a long hiatus (MGV-176 is the Yugoslav designation for the design). With the breakup of Yugoslavia in the 1990s, the MGV-176 languished again. It was revived by the Slovenian firm Orbis, which produced it for the Slovenian government.

The MGV-176 is unusual in both appearance and operation. The firing mechanism is a simple blowback action. Construction is largely of plastic materials. The weapon is fed from an overhead ammunition drum, holding an impressive 176 rounds—more than some belt-fed machine guns. However, the bulky drum makes the weapon awkward to carry.

Oddly, the MGV-176 is chambered in .22 caliber. This is a particularly lightweight round that, because of its poor stopping power, is of limited combat use. The weapon is very controllable in automatic mode, however, and can easily be held on target. It is also easily suppressed. A screw-on suppressor is available.

Firing is controlled by the trigger, with single semiautomatic shots fired by a half-pull and automatic bursts by a full pull. A grip safety prevents accidental firing. A folding wire-frame stock is fitted, though the low recoil makes it almost unnecessary.

Who Uses It: Now out of production once again, the MGV-176 is in service with the Slovenian military and police forces.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 176 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Norinco Type 64 Silenced Submachine Gun

Chinese 7.62mm Suppressed Submachine Gun



The Type 64 was designed from the ground up as a suppressed submachine gun, rather than being adapted from an existing design (like the German MP5SD). It features a built-in suppressor that is completely integrated into the action.

Who Uses It: The Type 64 is in service with the Chinese armed forces. It has also been exported to the Chinese client states as well.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 5 lb.
Purchase DC: 18
Restriction: Mil (+3)

Norinco Type 79 Submachine Gun

Chinese 7.62mm Submachine Gun



The Type 79 features an unusual gas-powered action and functions more like an assault rifle than a conventional submachine gun. The resulting design is complex, as submachine guns go, but works much like an assault rifle, which simplifies training and provides excellent semiautomatic accuracy. It is also lightweight. Like many Eastern Bloc submachine gun designs, the weapon is chambered for the Soviet 7.62mm pistol cartridge.

Who Uses It: The Type 79 is in service with the Chinese armed forces and has been exported to China's client states as well.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 20 box
Size: Large
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

Norinco Type 85 Submachine Gun

Chinese 7.62mm Submachine Gun



The Type 85 is similar to the Type 79, with which it shares many components. Its operating mechanism is entirely different, however, using a more conventional blowback action. A cylindrical receiver housing distinguishes the Type 85 from the Type 79.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

Norinco Type 85 Suppressed Submachine Gun

Chinese 7.62mm Suppressed Submachine Gun



The Type 85 Suppressed Submachine Gun is little more than the Type 85 SMG with an integral suppressor incorporated into its design. The blowback action of the submachine gun is retained, while the suppressor assembly of the Type 64 Silent Submachine Gun is fitted around the barrel.

d20 Modern Rules: This is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 5 lb.
Purchase DC: 18
Restriction: Mil (+3)

OTs-02 Kiparis

Russian 9mm Submachine Gun



The OTs-02 Kiparis was originally developed in the 1960s. At the time, Soviet doctrine had little use for submachine guns, and the design languished. In the 1990s, it was revived and put into production for the Russian Ministry of Internal Affairs as a weapon for use against the growing threat posed by organized crime.

Design and operation of the Kiparis are straightforward. Construction is metal with a plastic pistol grip. A folding stock is fitted.

Various accessory devices are available for the Kiparis, including a boxy laser sight, which clips under the barrel and serves as a forward handgrip, and a special suppressor.

d20 Modern Rules: The OTs-02 can be fitted with a suppressor designed specifically for the weapon (purchase DC 14, restricted [+2]). The OTs-02 cannot be equipped with other suppressors.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 18
Restriction: Res (+2)

OTs-22

Russian 9mm Submachine Gun



During World War II, the Red Army made extensive use of submachine guns—perhaps more than any other army. After the war, the emergence of the Kalashnikov assault rifle led to the disappearance of submachine guns from Russian doctrine. Throughout the Cold War, no new Russian submachine gun designs emerged—but that all changed with the collapse of the Soviet Union. The growing menace of organized crime led to the widespread development of submachine guns, primarily for law enforcement use.

The OTs-22 is one of these new submachine guns from Russia. Interestingly, it is chambered in 9mm Parabellum, a Western caliber. This might indicate a shift toward that cartridge in Russian doctrine, or perhaps the OTs-22 was developed for the export market.

The mechanism of the OTs-22 owes much to the American Ingram submachine gun. The OTs-22 uses a telescoping bolt, permitting an ultracompact overall design that is balanced for one-hand use.

The stock folds forward over the top of the receiver. All controls are ambidextrous. For concealed use, a 20-round magazine that fits completely within the handgrip is available.

d20 Modern Rules: This weapon can be fired one-handed without penalty. The version with the 20-round magazine grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Medium
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

Parker-Hale IDW

British 9mm Submachine Gun



The Parker-Hale IDW (Individual Defense Weapon) is designed to serve as a compact automatic-weapon system for bodyguards, special operations forces, and other users with a need for highly portable and lightweight weaponry. At its heart, the IDW is built around a blowback action with a built-in limiter designed to reduce the rate of fire. This makes it highly controllable, despite its small size. It can easily be held and fired with one hand, though it is designed for use with a two-handed grip and has a folding shoulder stock for added stability. With the stock folded, the IDW is extremely small and can be discreetly carried under clothing if necessary.

The safety catch is a large ambidextrous level located just forward of the trigger. When engaged, it blocks the trigger guard, giving an automatic indication that the weapon cannot be fired. There is a grip safety as well, which prevents accidental firing by disengaging the firing mechanism when it is not squeezed. Pulling the trigger halfway will fire a single semiautomatic shot, while bringing it down completely will fire the weapon in automatic mode.

The IDW's upper receiver is one long accessory rail, which allows a variety of sights or other devices to be attached to suit any role. The IDW can also be equipped with a bipod for sustained automatic fire, though the 30-round magazine limits its effectiveness somewhat in this role.

Variants: A longer carbine version has a range increment of 60 feet, but the weapon's other statistics remain the same.

d20 Modern Rules: With the stock folded, the standard IDW (not the carbine version) grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

The standard version of this weapon (not the carbine version) can be fired one-handed, but doing so imposes a –1 penalty on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

PDW PS-2000

Slovakian 9mm Submachine Gun



The PDW PS-2000 was developed by the Slovakian firm Technopol as a commercial venture rather than for a particular government contract. It was intended for the export market, especially for police or paramilitary users, so it is chambered in the popular 9mm Parabellum cartridge.

The design of the PDW PS-2000 owes much to the H&K MP5, its greatest competitor, especially in overall arrangement. It features the same general layout with a telescoping metal stock. The PDW PS-2000 incorporates a number of innovative features of its own, however. The weapon is housed in a durable, ergonomically contoured plastic casing. All controls are ambidextrous, including the cocking handle. The user can also switch the extractor to eject spent cases either to the left or to the right as desired. A groove runs down the top of the receiver, so the user can attach accessories, such as optical sights.

Unlike the MP5's complex roller-locked system, the PDW uses a simple and inexpensive blowback firing mechanism that fires from the closed bolt for improved accuracy. The selector switch allows four different fire modes—semiautomatic, automatic, and both two- and three-round burst. This feature makes the PDW PS-2000 extremely flexible in a tactical role. For maintenance, the PDW PS-2000 disassembles quickly into four main subassemblies. Each is designed for easy cleaning.

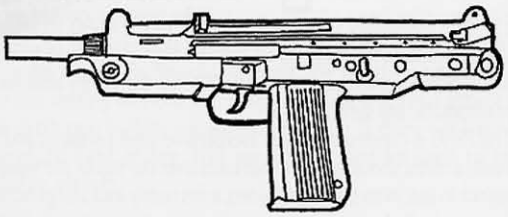
Thus far, no customer has appeared for the PDW PS-2000, and it has yet to go into wide production. The tremendous popularity of the MP5 presents a serious challenge, but Technopol seems willing to accept that challenge.

d20 Modern Rules: The PDW PS-2000 features a two-round and three-round burst setting. When used with the Burst Fire feat, it fires only two or three bullets instead of five and can be used with only two or three bullets in the weapon. The setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

PM-84 Glaubeyrt

Polish 9mm Submachine Gun



The PM-84, also known as the Glaubeyrt, is a rather conventional submachine gun, similar in design and operation to the Israeli Uzi and chambered to fire the 9mm Makarov cartridge. It is fitted with a folding stock, and the magazine is housed in the pistol grip. It has an unusual dual cocking handle, with a knob on each side of the weapon, making it easy to use with either hand.

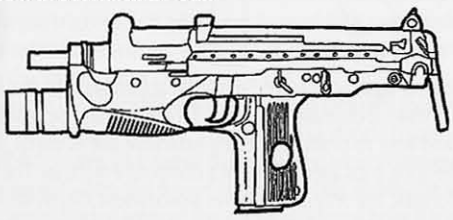
Variants: Though originally chambered in the 9mm Makarov round, a modernized variant, designated the PM-84P, has been produced in 9mm Parabellum. Its statistics are identical to the PM-84.

Who Uses It: The 9mm Parabellum PM-84P is in service with the Polish armed forces.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 6 lb.
Purchase DC: 18
Restriction: Res (+2)

PM-98

Polish 9mm Submachine Gun



The PM-98 is a development of the earlier PM-84 Glauberyt series of submachine guns. The most obvious difference from the PM-84 is the redesigned forward grip, which has been considerably enlarged to house an integral laser sight. A number of other minor modifications were made to improve reliability and affordability.

Variants: A slightly modified version, the PM-98S, is also available. Its statistics are identical to the PM-98.

d20 Modern Rules: This weapon features an integrated laser sight.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Large
Weight: 6 lb.
Purchase DC: 18
Restriction: Res (+2)

Port Said Submachine Gun

Egyptian 9mm Submachine Gun



The Port Said is simple and cheap to produce, being made largely from metal stampings and pressings. It features a wooden pistol grip and a folding metal shoulder stock to improve stability. The barrel is housed in a vented jacket for protection.

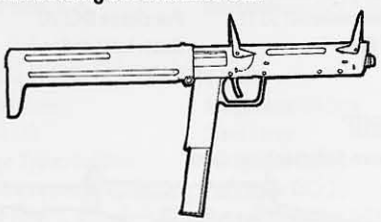
Though simple and reliable, the Port Said is obsolete by modern standards. In spite of this, it remains in production to this day, primarily for export to developing countries where its low price tag will outweigh its obsolescence.

Who Uses It: The Port Said is in service with the Egyptian armed forces. It was used extensively in the Arab-Israeli wars.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 36 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Res (+2)

PP-90

Russian 9mm Folding Submachine Gun



The Russian PP-90 is a specialized submachine gun, designed to fold away into a compact package when not in use. When folded, it looks nothing like a firearm—just a simple metal box, small enough to be carried in a pocket or utility bag. Designed for individuals who need to keep a low profile, it can easily be carried by plainclothes or undercover personnel without attracting the kind of attention that another firearm might bring.

To ready the PP-90 for firing, the user simply unfolds it and snaps it into its open position. One half forms the receiver; the other forms the shoulder stock. The firing grip springs into place underneath. Simple open sights fold up as well.

Internally, the PP-90 uses a simple blowback mechanism. It has a low rate of fire and a two-tiered bolt to reduce the effect of recoil in automatic mode. The weapon has no semiautomatic setting. Internal safeties prevent firing if the weapon is dropped. The weapon cannot be fired if it has not been fully unfolded and locked open.

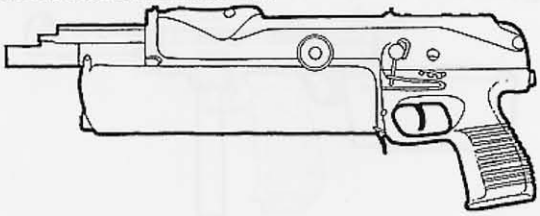
Variants: The PP-90M is slightly lighter than the standard model (4 lb.) and features a redesigned buttstock, but otherwise its statistics are identical to the PP-90. The PP-90M1, which is chambered in the Western 9mm Parabellum cartridge, has statistics identical to the PP-90.

d20 Modern Rules: Folding or unfolding the PP-90 is a full-round action. When folded, the weapon is considered a Small object.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: A
Magazine: 30 box
Size: Large
Weight: 5 lb.
Purchase DC: 18
Restriction: Res (+2)

PP-90M1

Russian 9mm Submachine Gun



The PP-90M1 is a new high-tech submachine gun chambered in 9mm Parabellum. It should not be confused with the 9mm Parabellum version of the PP-90 folding submachine gun, which is also designated PP-90M1. Confusingly, Tula KBP manufactures both weapons.

The Russian Ministry of Internal Affairs reserves the PP-90M1 for special operations. A simple folding stock swings over the top of the weapon to lie flush against the receiver when not in use. Ammunition is fed from one of two magazines, either a 32-round box or a 64-round helical drum. When the box magazine is used, a plastic foregrip piece with a feed well is snapped into place under the barrel. With the helical magazine, this piece is removed, and the cylindrical magazine itself serves as the forward grip.

d20 Modern Rules: Attaching or detaching the forward grip piece (to change between the 32-round box magazine and 64-round helical drum) takes a full-round action and can be done without tools.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 or 64 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

PP-91 Kedr

Russian 9mm Submachine Gun



Like the Kiparis, the PP-91 Kedr is an old submachine gun design that wasn't built until the demands of fighting organized crime necessitated its revival. Evgeni Dragunov, who was also responsible for the famous SVD sniper rifle, designed the PP-91. The PP-91's name, Kedr, is something of a pun—it is both the Russian word for "cedar" and stands for *Konstructsiya Evgeniya Dragunova,* which means "Designed by Evgeni Dragunov."

The Kedr is a simple, straightforward design using a blowback action. It fires from a closed bolt and features both automatic and semiautomatic rates of fire. It uses metal construction with a plastic pistol grip. A folding stock is also fitted.

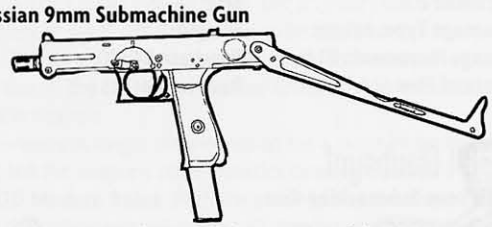
Variants: A modernized version known as the Kiln fires the high-power Makarov cartridge of the PMM pistol but has statistics identical to the Kedr. An export model, chambered in 9mm Parabellum, also shares the Kedr's statistics.

Who Uses It: The Kedr and the Kiln are both in service with Russian law enforcement agencies.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

PP-93

Russian 9mm Submachine Gun



The PP-93 is essentially a nonfolding version of the PP-90. Its internal action is similar and designed to fire the high-power modernized Makarov 9mm cartridge. Unlike the PP-90, the PP-93 also has a semiautomatic fire setting.

The PP-93 is constructed from inexpensive steel pressings and fitted with a metal shoulder stock that folds over the top of the weapon when not in use. With the stock folded, it fits neatly into a large holster. It has a centrally located pistol grip that permits one-handed firing. Both a laser sight and suppressor can be readily fixed to the weapon.

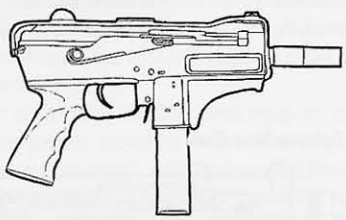
Who Uses It: The PP-93 is in service with the Russian Ministry of Internal Affairs.

d20 Modern Rules: This weapon can be fired one-handed, but doing so with a suppressor attached imposes a –1 penalty on attack rolls.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

Romarm BORD

Romanian 9mm Submachine Gun



This modern submachine gun, similar in appearance to the Model 96 (see below), is chambered in 9mm Parabellum and designed to be cheap and easy to produce, making extensive use of metal stampings. The firing grips are made from a composite material. The BORD has automatic fire only and features a prominent Kalashnikov-style safety lever on the side of the receiver. A folding stock is standard.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 25 box
Size: Large
Weight: 6 lb.
Purchase DC: 18
Restriction: Res (+2)

Romarm Model 96

Romanian 9mm Submachine Gun



The Romarm Model 96 is a new submachine gun chambered in the popular 9mm Parabellum caliber. Simple in design and construction,

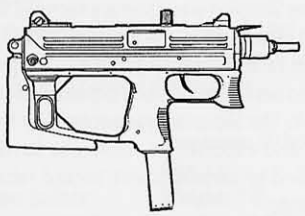
its steel stampings reduce manufacturing costs. The action, a simple blowback mechanism, is easy to produce and maintain. A single-strut folding metal stock is fitted to improve stability during firing. The jacketed long barrel protects the firer's hand from heat buildup during sustained firing. It also features a muzzle brake to counter muzzle climb in automatic mode. The Model 96 can accept a variety of accessory devices, such as illuminators and laser sights.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. Because it does not have the automatic rate of fire, this weapon cannot be used to make autofire attacks.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Res (+2)

Ruger MP-9

American 9mm Submachine Gun



This modern submachine gun, designed by Uzi Gal (creator of the famous Uzi), is produced by the American company Ruger. It is similar to the Uzi in both appearance and operation. The lower receiver is made from composites instead of stamped metal. It is shaped with an enlarged trigger guard, which can be used for a two-handed grip. It also extends behind the firing grip, forming an open frame onto which the folding stock can be retracted.

As on the Uzi, the magazine feeds into the centrally located pistol grip, providing good balance. In addition to a standard safety catch, the MP-9 features an internal trigger safety, which disengages the action except when the trigger is pressed. This allows the weapon to be carried loaded without the risk of accidental firing if it is jolted or dropped.

The MP-9 is designed for ease of maintenance. It disassembles easily, and the barrel can be unscrewed for cleaning. The MP-9 is also compatible with a range of accessory devices, including weapon sights, which can be attached to standard sight rails on the top of the receiver.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Sa 58/98 Bulldog

Czech 9mm Submachine Gun



At the end of the Cold War, the Czech Republic found itself holding large surplus stocks of the Model 58 assault rifle. The Sa 58/98 is an attempt to put these weapons to good use by converting the Model 58s to submachine guns chambered in 9mm Parabellums.

The Sa 58/98 uses the receiver and trigger mechanism of the assault rifle, but much of the rest of the weapon is new. The operating system is converted to a conventional blowback action. The feed mechanism is new, necessitated by the change in caliber. The magazines are plastic, holding up to 30 rounds each. The weapon comes with a folding stock, and an accessory rail on the top of the receiver allows a variety of sights to be attached.

Variants: The Sa 58/98 S is a carbine variant with a longer barrel for improved accuracy.

Sa 58/98 (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

Sa 58/98 S (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 9 lb.
Purchase DC: 20
Restriction: Res (+2)

Saab-Bofors CBJ MS

Swedish 9mm/6.5×25mm Personal Defense Weapon



The Saab-Bofors CBJ MS was designed to serve as a personal defense weapon (PDW), an assault weapon, and even a light machine gun. Although similar to the Mini-Uzi in appearance, the Saab-Bofors CBJ MS has a much more advanced design with a number of remarkable features.

The CBJ MS is capable of firing either standard 9mm Parabellum or specialized 6.5mm high-velocity rounds developed specifically for this weapon. The 6.5mm rounds are necked cartridges designed to be roughly the same size and to have the same recoil as 9mm rounds and to use the same magazines. They fire a saboted high-velocity projectile made of tungsten, a very dense material. This gives the projectile excellent armor-piercing capability; it can even penetrate a lightly armored vehicle.

The CBJ MS is a compact weapon constructed from lightweight metal pressings with plastic grips. Both a folding stock and a forward pistol grip are fitted for improved controllability.

The foregrip is hollow, allowing it to hold a spare magazine for rapid changes. Either a suppressor or a rifle grenade launcher can be easily fitted. The fire mode (semiautomatic or automatic) is controlled by trigger pressure, with a half-pull used to fire a single semiautomatic shot.

In addition to compact 20-round magazines (which fit flush within the pistol grip) and 30-round magazines, the CBJ MS can also use a large 100-round drum, giving it a sustained fire capability for use as a light support weapon. A bipod can be attached for additional stability in this role. A rail runs the length of the receiver, allowing a variety of scopes to be mounted.

d20 Modern Rules: Switching between calibers requires only that the weapon's barrel be changed, a process that can be done in the field without tools in 5 minutes.

The 6.5mm high-velocity rounds are considered armor-piercing ammunition. If the target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type. However, you take a –1 penalty on damage rolls (whether the target is armored or not). A package of twenty 6.5mm caliber rounds has a purchase DC of 7.

The compact CBJ MS grants a +1 bonus on Sleight of Hand checks made to conceal the weapon (+3 if the stock is folded).

Damage: 2d6 or 2d8[1]
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 20
Restriction: Res (+2)

1 2d6 damage for 9mm ammunition, 2d8 damage for 6.5mm high-velocity ammunition.

SCH-21 Gorda

Georgian 9mm Submachine Gun



The SCH-21 Gorda comes from the former Soviet Republic of Georgia and was developed by the State Military Scientific and Technical Center, not by a private company. It is chambered for the Western 9mm Parabellum cartridge, however, suggesting that its designers were hoping for export sales.

The Gorda's construction makes use of a number of component parts from other weapons. It owes a great deal to the AKM, perhaps indicating an attempt to recycle old Kalashnikovs into something more useful in today's arms market. The receiver, trigger mechanism, and pistol grip all come from the AKM. The firing mechanism is rebuilt to use a simple blowback operation. The 9mm magazines are fed into the oversized AK magazine well.

The Gorda's folding stock swings forward along the side of the receiver, and the weapon can be fired with the stock folded. The forestock is taken from the new OTs-14 Groza weapon system from Russia.

Several accessories are available for the Gorda, including illuminators, laser and optical sights, and a replacement barrel with an integral suppressor (purchase DC 15, restricted [+2]). Flip-up iron sights are also fitted.

Who Uses It: The SCH-21 Gorda is just now completing development and becoming available. It has yet to find any customers or go into widespread production.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 8 lb.
Purchase DC: 19
Restriction: Res (+2)

Skorpion vz61

Czech .32 ACP Submachine Gun



The Skorpion was originally designed to provide a self-defense weapon for vehicle crews and other troops who needed something compact and portable. No larger than an ordinary autoloader pistol, the Skorpion has a folding metal stock to improve stability. Its .32 ACP round performs poorly, however, and the weapon is considered a failed experiment by many experts.

The Skorpion's action operates on the blowback principle. A special rate-reducing mechanism, intended to hold the rate of fire down to controllable levels, is located in the pistol grip.

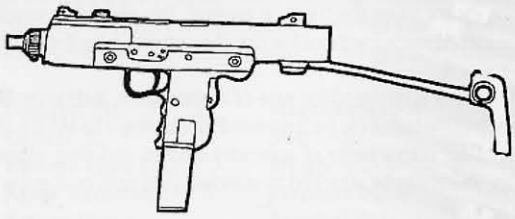
Variants: The Skorpion was also manufactured in small numbers in rechambered variants, firing the 9mm Short (vz64), 9mm Makarov (vz65), and 9mm Parabellum rounds (vz68). Though the latter gave greatly improved performance, none proved particularly popular.

Who Uses It: The Skorpion was adopted by the Czech armed forces. It was also exported to numerous Soviet client states and was supplied to various Soviet-backed rebel and terrorist groups worldwide.

Damage: 2d4
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 10 box
Size: Medium
Weight: 5 lb.
Purchase DC: 19
Restriction: Res (+2)

Socimi Type 821

Italian 9mm Submachine Gun



As its appearance suggests, the Socimi Type 821 has much in comffmon with the Israeli Uzi. It operates on the same telescoping bolt principle and houses the magazine in the vertical pistol grip. It differs in construction, however. Much of the Type 821 is made from light alloy to keep weight down. It can be rapidly disassembled for cleaning. A screw-on suppressor is available.

Who Uses It: The Type 821 was adopted by a number of law enforcement agencies.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 3 lb.
Purchase DC: 20
Restriction: Res (+2)

Spectre M-4

Italian 9mm Submachine Gun



The Spectre M-4 uses a unique action that operates much like a double-action autoloader pistol. This gives it many of the same advantages as an autoloader pistol—it can be carried safely with a round in the chamber, allowing the user to put it into action quickly and without working a cocking lever.

Once the magazine is loaded and the weapon is cocked, the firing pin sits at a "half-cocked" position (from which accidental firing cannot occur) until the user pulls the trigger, which draws the firing pin back and then releases it to discharge the weapon.

Lightweight metal stampings complement the composite furniture. A folding stock and vertical foregrip are standard. The Spectre uses an unusual magazine, in which the rounds are stacked four columns wide, allowing unusually high capacity (50 rounds) in a relatively short clip.

Who Uses It: The unique advantages of its double-action operation have made the Spectre popular with law enforcement agencies worldwide.

d20 Modern Rules: With its stock folded and magazine reffmoved, this weapon grants a +3 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 50 box
Size: Large
Weight: 7 lb.
Purchase DC: 21
Restriction: Res (+2)

SR-2

Russian 9mm Submachine Gun



The SR-2 is a new submachine gun chambered for the powerful new 9×21mm cartridge, originally developed for the P-9 Gurza pistol. Its armor-piercing capability made it useful against armored targets and automobiles.

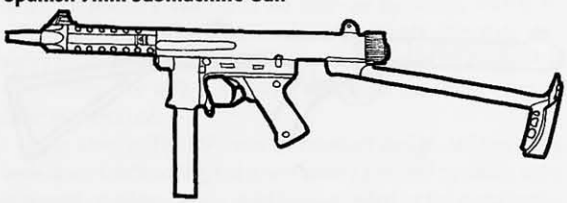
The SR-2 uses a complex gas-powered rotary-locked action similar to that of an assault rifle. The magazine is fed vertically into the hollow pistol grip, giving good balance. A vertical foregrip can be screwed into a socket under the barrel if desired. A large, AK-style selector lever is located on the side of the receiver. A receiver-mounted accessory rail permits the use of a variety of sighting systems, including optical sights and night vision devices.

d20 Modern Rules: The powerful 9mm rounds fired by this weapon are considered armor-piercing ammunition (see Alternative Ammunition in the Introduction).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 6 lb.
Purchase DC: 19
Restriction: Res (+2)

Star Z-70B

Spanish 9mm Submachine Gun



The Z-70B is an improvement on an earlier design, the Z-62, which used an unusual two-tiered trigger; pulling the lower part of the trigger would fire semiautomatic shots, while pulling the top would trigger automatic fire. This configuration proved unsatisfactory, and the Z-70B is essentially the same design with a conventional trigger and selector switch arrangement.

The Z-70B uses a straightforward blowback action housed in a tubular metal casing and chambered in 9mm Parabellum. It is cheap to manufacture and easily maintained in the field. A folding metal stock is standard.

Who Used It: The Z-70B was adopted by the Spanish police and military forces. It has now been largely replaced by the newer Z-84 (see below).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 40 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Star Z-84

Spanish 9mm Submachine Gun



The Z-84 was designed with ease of manufacture in mind and, to this end, makes extensive use of low-cost metal stampings and spot welds. It is conventional in both operation and appearance. Its action is derived from the Uzi, with a telescoping bolt and a magazine housed in the pistol grip.

Redundant safety mechanisms are installed to allow users, particularly police or security personnel, to carry the weapon while it's loaded. The action is sealed to keep out dirt and debris. It can function even if submerged in water, which makes it particularly well suited for use by marine commando units. The feed mechanism is specially designed to facilitate use of hollow-point and unjacketed rounds without malfunctioning. A folding metal stock is fitted.

Who Uses It: The Z-84 entered Spanish military and police service in 1985, replacing the earlier Z-70B. It has also been exported to a number of other countries.

d20 Modern Rules: This weapon does not become unreliable when immersed in water or exposed to hostile environments.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

Sterling L2

British 9mm Parabellum Submachine Gun



The Sterling was developed for the British armed forces in the late 1940s and features a distinctive side-loading magazine. The Sterling is somewhat more complex and expensive than other postwar submachine gun designs. However, it performs well in field conditions. It features a folding metal stock and a bayonet lug.

Variants: Numerous minor improvements made over the years led to a series of variants known as the L2A1, L2A2, and the L2A3. The L34A1 is a special version incorporating a built-in suppressor to the barrel.

Who Uses It: The Sterling served with British armed forces from 1953 until the L85A1 IW rifle replaced it in the early 1990s. It was also adopted by British police forces, which continue to use it to this day. The Sterling was widely exported and serves with numerous armies and police forces worldwide.

d20 Modern Rules: The L34A1 is a suppressed weapon. Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a successful Listen check (DC 15). When firing cold-loaded ammunition, this weapon operates as if silenced; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

L2A1, L2A2, and L2A3 (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 34 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

L34A1 (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 34 box
Size: Large
Weight: 9 lb.
Purchase DC: 19
Restriction: Mil (+3)

Steyr AUG-9

Austrian 9mm Submachine Gun



This submachine gun version of the Steyr AUG assault rifle differs from the standard rifle in the fitting of a new barrel and bolt group designed to use the 9mm Parabellum cartridge.

Semiautomatic fire is available with a half-pull of the trigger, while pulling it back all the way will result in automatic fire. A special suppressed barrel can be substituted if desired.

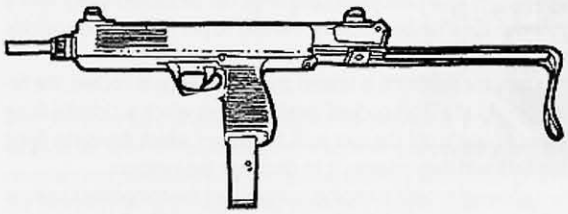
Who Uses It: The AUG-9 has been adopted by a number of the countries using the AUG assault rifle, including Austria.

d20 Modern Rules: In addition to being available as a complete weapon, the AUG-9 submachine gun can be obtained as a conversion kit (purchase DC 17, restricted [+2]) for the Steyr AUG assault rifle (see Chapter Two). Using the conversion kit to change an AUG assault rifle into an AUG submachine gun or back requires 10 minutes and a successful Repair check (DC 10).

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 60 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Steyr MPi69

Austrian 9mm Submachine Gun



Steyr Mannlicher developed the MPi 69 with affordability and reliability in mind. The weapon is simple in design and operation, with the action housed in a plastic frame cover. The weapon has both semiautomatic and automatic settings; a single semiautomatic shot can be fired with a half-pull of the trigger, while pulling it back all the way will release a burst of automatic fire. The shoulder sling attaches to the bolt handle, enabling the shooter to simply pull back on the strap to cock the weapon.

Variants: Because some purchasers disliked the sling-cocked mechanism, Steyr developed a variant with an ordinary cocking handle called the MPi 81. It is otherwise identical to the standard MPi 69.

Who Used It: The MPi69 served with the Austrian military and police, until it was replaced by the more modern Steyr AUG-9 (see above) and Steyr TMP/SPP (see below). It was also widely exported.

d20 Modern Rules: Using a conversion kit (puchase DC 15, military [+3]) to make this weapon into a silenced weapon requires 10 minutes and a successful Repair check (DC 10). When converted, this is a silenced weapon; a successful Listen check (DC 15) is required to notice the sound of the weapon firing.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 8 lb.
Purchase DC: 20
Restriction: Res (+2)

Steyr TMP

Austrian 9mm Personal Defense Weapon



An advanced PDW design from Steyr Mannlicher, the TMP fires the conventional 9mm Parabellum pistol cartridge. The design of the weapon itself is quite advanced and makes extensive use of composite materials. The weapon can be quickly disassembled without tools, simplifying maintenance in the field. As with the AUG rifle, the fire of the TMP is controlled by trigger-pressure—a half-pull for

semiautomatic fire, a full pull for automatic fire. In addition, the safety catch can be set to a semiautomatic-only setting to prevent unintended automatic bursts in the heat of combat. For automatic fire, a vertical foregrip improves stability.

The TMP is a compact and versatile weapon, well suited to the demands of close-quarters battle. Its small size makes it easy to carry in a large pistol holster.

Variants: For the law enforcement market, Steyr also produces a semiautomatic-only variant known as the SPP (see the Steyr SPP in Chapter One). Other variants include models that fire 10mm and .41in AE rounds. The 10mm variant has a range increment of 40 feet, but its statistics are otherwise identical to the 9mm version. The .41in AE variant has a range increment of 40 feet, deals 2d8 points of damage, and has a purchase DC of 20.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S, A
Magazine: 25 box
Size: Medium
Weight: 4 lb.
Purchase DC: 19
Restriction: Res (+2)

Vigneron M2

Belgian 9mm Submachine Gun



The Vigneron M2 is the first postwar submachine gun design from Belgium. A conventional second-generation submachine gun, it uses inexpensive metal-stamped construction, a tubular housing, and a simple blowback action. Its most distinguishing feature is its long barrel, which is fitted with a muzzle brake to aid controllability.

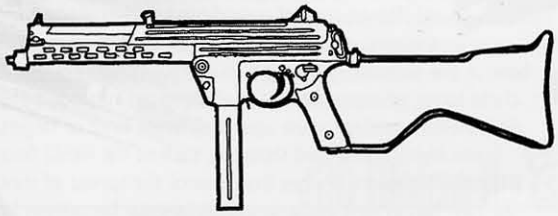
A grip safety is fitted to permit the user to safely carry the weapffon when it is loaded. A simple folding stock is standard as well. The M2 is capable of both semiautomatic and automatic fire. When the weapon is set to automatic, a single semiautomatic shot can be fired with a half-pull on the trigger if desired.

Who Uses It: The M2 entered Belgian military service in 1953. It was widely used in the fighting in the Belgian Congo and afterward was distributed throughout Central Africa, where it can still be found today. It was also used in Portugal.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: A
Magazine: 32 box
Size: Large
Weight: 4 lb.
Purchase DC: 20
Restriction: Res (+2)

Walther MPL

German 9mm Submachine Gun



The MPL is a stamped-metal, blowback-operation submachine gun from Walther. Its action incorporates an overlapping bolt situated above the barrel to reduce length. The housing is made from stamped metal, with plastic grips. A folding wire stock is fitted for stability. The sights are dual-use by design, with both quick-acquisition open sights and more accurate rifle-style iron sights for more deliberate aimed fire.

Variants: The MPK is a shorter variant for concealed carry or close-quarters use.

Who Uses It: The MPL was an excellent design. Military sales were never forthcoming, but it was widely adopted by police units in several countries. It was quickly superseded by the more popular H&K MP5, however, and has almost totally been withdrawn from service.

MPK (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 19
Restriction: Res (+2)

MPL (9mm Submachine Gun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 32 box
Size: Large
Weight: 7 lb.
Purchase DC: 20
Restriction: Res (+2)

WZ-63

Polish 9mm Makarov Submachine Gun



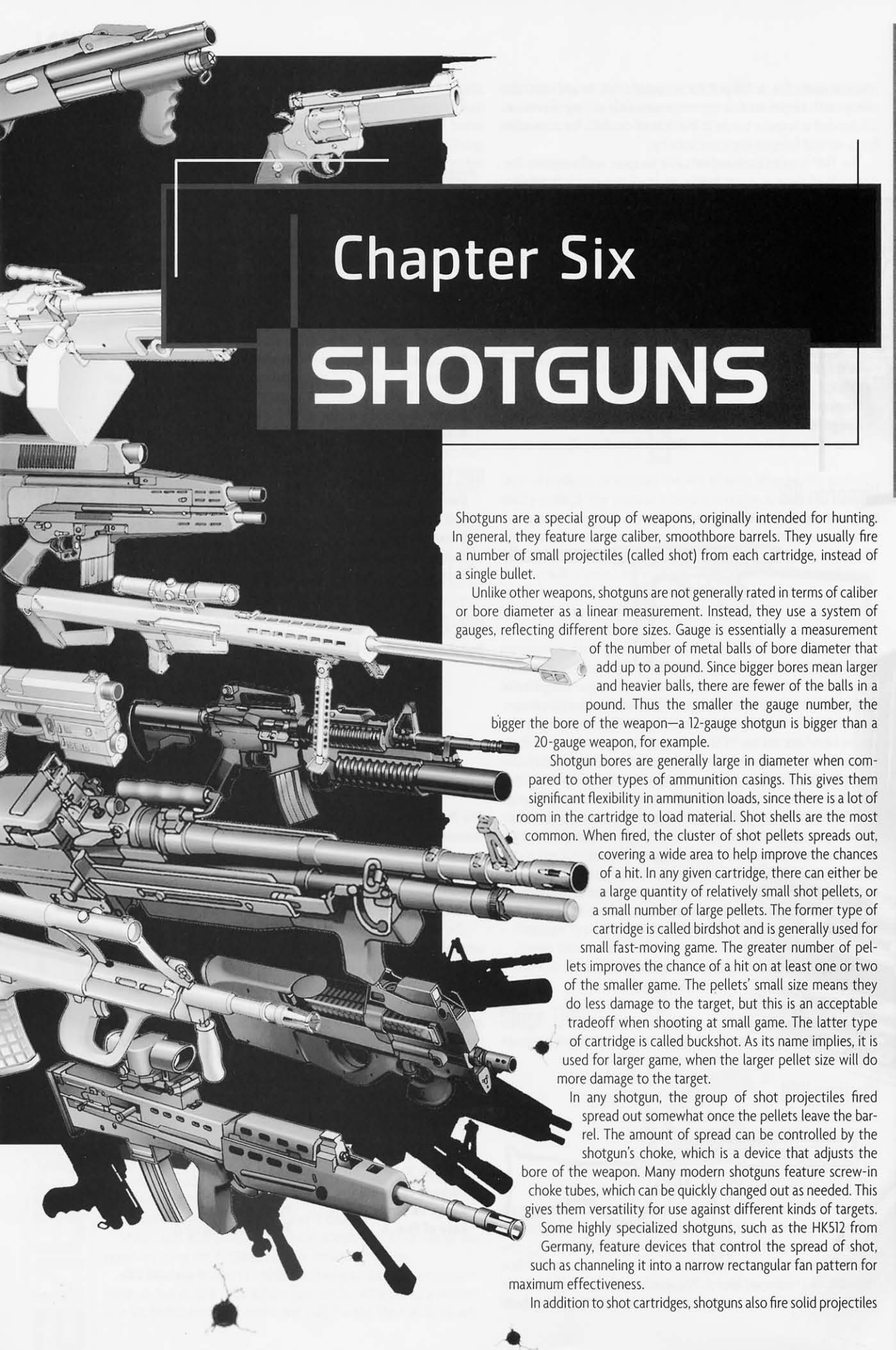
The Polish WZ-63 is one of the earliest examples of the personal defense weapon—an ultracompact automatic weapon designed for rear-echelon personnel who don't need a full-sized rifle. Its operating mechanism is basically that of an overgrown autoloader pistol. The magazine is housed in the pistol grip, and the weapon includes a folding stock and a folding vertical foregrip.

The WZ-63 is cocked by drawing the entire slide back, like on an autoloader pistol. It is locked back in the open position. When the trigger is pressed, the slide snaps forward, firing a round. It is then forced back to the open, locked position by the recoil of firing.

Squeezing the trigger all the way down results in automatic fire. Accuracy is poor—because the entire slide moves when the weapon is fired, its balance shifts considerably, and the sights are constantly moving as well.

Who Uses It: The WZ-63 served with the Polish armed forces and was exported to a number of other Warsaw Pact states as well. It has now been withdrawn from service.

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: A
Magazine: 25 box
Size: Large
Weight: 4 lb.
Purchase DC: 18
Restriction: Res (+2)



Chapter Six

SHOTGUNS

Shotguns are a special group of weapons, originally intended for hunting. In general, they feature large caliber, smoothbore barrels. They usually fire a number of small projectiles (called shot) from each cartridge, instead of a single bullet.

Unlike other weapons, shotguns are not generally rated in terms of caliber or bore diameter as a linear measurement. Instead, they use a system of gauges, reflecting different bore sizes. Gauge is essentially a measurement of the number of metal balls of bore diameter that add up to a pound. Since bigger bores mean larger and heavier balls, there are fewer of the balls in a pound. Thus the smaller the gauge number, the bigger the bore of the weapon—a 12-gauge shotgun is bigger than a 20-gauge weapon, for example.

Shotgun bores are generally large in diameter when compared to other types of ammunition casings. This gives them significant flexibility in ammunition loads, since there is a lot of room in the cartridge to load material. Shot shells are the most common. When fired, the cluster of shot pellets spreads out, covering a wide area to help improve the chances of a hit. In any given cartridge, there can either be a large quantity of relatively small shot pellets, or a small number of large pellets. The former type of cartridge is called birdshot and is generally used for small fast-moving game. The greater number of pellets improves the chance of a hit on at least one or two of the smaller game. The pellets' small size means they do less damage to the target, but this is an acceptable tradeoff when shooting at small game. The latter type of cartridge is called buckshot. As its name implies, it is used for larger game, when the larger pellet size will do more damage to the target.

In any shotgun, the group of shot projectiles fired spread out somewhat once the pellets leave the barrel. The amount of spread can be controlled by the shotgun's choke, which is a device that adjusts the bore of the weapon. Many modern shotguns feature screw-in choke tubes, which can be quickly changed out as needed. This gives them versatility for use against different kinds of targets. Some highly specialized shotguns, such as the HK512 from Germany, feature devices that control the spread of shot, such as channeling it into a narrow rectangular fan pattern for maximum effectiveness.

In addition to shot cartridges, shotguns also fire solid projectiles

called slugs. These projectiles are quite large, and, to keep recoil manageable, they are fired at low velocity (especially when compared to rifle rounds). Slugs are used against the largest game, when even buckshot is too small to deal significant damage. Their slow speed makes them relatively inaccurate, however. Further contributing to the slug's inaccuracy is the fact that most shotguns have smooth, unrifled barrels: the lack of spin on a solid slug makes it unstable in flight, and hence inaccurate.

A number of solutions to this problem have emerged. One is the self-rifling slug, which imparts its own spin as it moves down the smooth barrel to improve stability and accuracy. Another is subcaliber slugs with discarding sabots. In these rounds, the projectile is smaller than the bore of the shotgun barrel and surrounded by a plastic sabot, or shoe, that holds it centered in the barrel. When the round is fired, the sabot falls away as it leaves the barrel and the projectile continues downrange. In essence, the sabot round trades projectile size for speed. This gives the projectile considerably increased velocity, though it is smaller than a full-bore projectile.

Finally, some shotguns are designed to be used with slugs and have long, rifled barrels to help improve accuracy. These weapons are known as slug guns. They often feature rifle-type sights to help with aiming.

Because their rounds are so bulky, most shotguns have relatively small magazine capacities when compared to assault rifles or submachine guns. High-capacity combat shotguns might hold six or eight rounds, while sporting models might hold only three or four. In any tube-fed shotgun, an additional round can be carried loaded in the firing chamber.

Though they are faster to reload, detachable box magazines have proven unpopular for shotguns. With the large shotgun cartridges, they are generally less reliable than tubular magazines.

Shotguns are often classified by function. The two most general categories are sporting guns, used for hunting and target shooting, and tactical or combat shotguns, used by military and police forces.

Police forces commonly use shotguns, since they offer a number of advantages for law enforcement. Their smooth barrels reduce range, which also means reduced risk of collateral damage from bullets overshooting their targets. A pump-action shotgun is also a frightening weapon. It makes a loud clack when cycled and has a large-bored barrel. This often allows an officer to frighten a suspect into surrendering without bloodshed. Finally, shotguns are relatively inexpensive and simple to operate, making them readily affordable even for small departments.

The first police shotguns were called riot guns. As the name suggests, these weapons were developed to control crowds. Since long-range shooting was unnecessary, riot guns featured shorter barrels than most sporting shotguns, making them easier to transport in police cars. Riot guns gave police a firepower advantage over most criminals. They also proved extremely versatile. Their large-caliber shells facilitated the development of nonlethal specialty ammunition.

A special subset of police shotguns are the ultracompact entry guns designed for use by SWAT teams in close-quarters fighting. These feature radically shortened barrels and sometimes folding stocks. Though their range is limited, their reduced length makes them especially handy in confined spaces. Any shotgun can be converted to this kind of configuration by cutting the barrel down to minimum length. Doing this creates a weapon known as a sawed-off shotgun. Sawed-off shotguns are compact and easy to conceal under clothing. They can be made even smaller by cutting down the stock as well, leaving only a rudimentary pistol grip.

d20 Modern Rules

The following rules supplement those in the *d20 Modern Roleplaying Game*, and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a shotgun without taking a –4 penalty on the attack roll.

For shotguns with an automatic rate of fire, one must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

Ammunition Variants: See the Shotgun Ammunition section, below, for descriptions of different types of shotgun ammunition.

Standard shotgun ammunition is 3 inches long. Shotgun shells are also available in larger (3 1/2 inches long) and smaller (2 3/4 inches long) size. The larger shells grant a +1 equipment bonus on damage rolls, while the smaller shells take a –1 penalty on damage rolls.

Chambered Rounds: Any shotgun with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Choke: Shotguns are normally set on standard choke. Changing a shotgun's choke requires a Repair check (DC 10) and 1 minute of work. In addition to standard choke, a shotgun can be set on open choke or full choke. Slug ammunition can only be used in a shotgun set on open choke.

The open choke setting grants a +1 circumstance bonus on attack rolls.

The full choke setting negates a shotgun's normal –1 penalty per range increment on damage rolls but imposes a –1 penalty on attack rolls.

Folding Stocks: A few shotguns feature folding stocks. (Some weapons feature collapsible stocks; for game purposes, these are the same as folding stocks.) Folding a weapon's stock grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Shotgun Ammunition

The standard ammunition type for a shotgun is 00 ("double-ought") buckshot. A package of 10 shells has a purchase DC of 4.

Shotguns can fire a variety of other ammunition types, as outlined below.

Birdshot: Birdshot shells are similar in design to buckshot, except that the pellets are much smaller and more numerous. Because of their lighter design, they penetrate less effectively and impose a –2 penalty on damage rolls.

Birdshot shells are low-powered; some semiautomatic shotguns are unreliable when firing low-powered shells. Birdshot shells are shot ammunition. A package of 10 shells has a purchase DC of 3.

CS: This shell fires what is effectively a tiny tear gas grenade. The shell deals 2d4 points of nonlethal damage but is generally not fired at individual targets. Instead, a 5-foot square is targeted (Defense 10).

On the round that it is fired, a CS shell fills the four squares around it with a cloud of irritant that causes eyes to fill with tears. On the following round, the cloud fills all squares in a 10-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds, and a strong wind (21+ mph) disperses it in 1 round.

Anyone caught in a cloud of CS gas must make a Fortitude save (DC 15) or be stunned for 1d6 rounds. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the save.

CS shells are low-powered; some semiautomatic shotguns are

unreliable when firing low-powered shells. CS shells are slug ammunition and can only be used in a shotgun with an open choke (see Choke, above). A package of 10 shells has a purchase DC of 12.

CS Penetrator: This shell is similar to the CS shell, except that it's designed to be fired through doors and other barriers to deliver its tear gas load to the space beyond.

A CS penetrator shell deals 2d6 points of lethal damage. When fired at a door, wall, or other barrier no more than 4 inches thick, if it deals damage equal to or greater than the barrier's hardness, it penetrates the barrier and affects the 5-foot square on the other side.

If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.

On the round that it is fired, a CS penetrator shell fills the square on the opposite side of the barrier with a cloud of irritant that causes eyes to fill with tears. On the following round, the cloud fills all adjacent squares. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds, and a strong wind (21+ mph) disperses it in 1 round. A package of 10 shells has a purchase DC of 14.

Dragon: This shell shoots a gout of fire, effectively turning a shotgun into a low-powered flamethrower. When fired, the shotgun shoots a 5-foot-wide, 20-foot-long line of flame that deals 2d6 points of fire damage (DC 15 Reflex save for half) to all creatures and objects in its path. No attack roll is necessary.

Any creature or flammable object that takes damage from a dragon shell risks catching on fire (see Catching on Fire, page 213 of the *d20 Modern Roleplaying Game*.)

Dragon shells do not provide the necessary gas pressure to operate semiautomatic shotgun mechanisms. For this reason, a weapon firing dragon shells becomes unreliable until it receives special maintenance (requiring half an hour). See Reliability in the Introduction for more information on unreliable weapons. A package of 10 shells has a purchase DC of 12.

Riot: Riot shells are used to break up riots and subdue targets without seriously injuring them. A riot shell deals nonlethal damage. Riot shells are low-powered; some semiautomatic shotguns are unreliable when firing low-powered shells. A package of 10 shells has a purchase DC of 5.

Slug: A slug shell contains a single, heavy projectile, similar to a conventional bullet fired from a rifle or other longarm. Because of its size and low velocity, a shotgun slug is not as accurate as a rifle bullet; except at short range, slugs are inferior to rifle rounds and are generally only offered to provide a close-range alternative to shot ammunition that doesn't require a separate weapon. Slug shells are slug ammunition and can only be used in a shotgun with an open choke (see Choke, above).

When using slugs with a weapon not designed to fire slug ammunition, you take a –2 penalty on attack rolls and damage rolls per range increment. A package of 10 shells has a purchase DC of 4.

Slug Penetrator: This slug shell penetrates armor and cover. Slug penetrator shells are slug ammunition and can only be used in a shotgun with an open choke (see Choke, above).

If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.

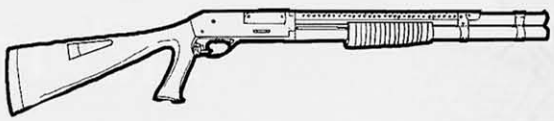
When using slug penetrator rounds with a weapon not designed to fire slug ammunition, you take a –2 penalty on attack rolls and damage rolls per range increment. A package of 10 shells has a purchase DC of 6.

Shotgun Descriptions

The shotguns in this chapter are presented alphabetically.

Armscor M30 Series

Philippine 12-Gauge Pump-Action Shotgun



The Armscor Model 30 is a successful pump-action shotgun, conventional in design and operation. Originally developed as a hunting weapon, it has been produced in a number of tactical variants.

M30R: This is the standard tactical shotgun with a forward bead sight. It features a short barrel to facilitate transport in police cars. It is available with either a 5- or 7-shot tubular magazine.

M30P: This is an ultracompact close-combat variant, with a radically shortened barrel and no shoulder stock. Due to the shortness of the barrel, the magazine capacity is considerably reduced as well. It is small enough to be concealed under a coat.

M30RP: Similar to the M30P, this model is slightly longer, with a full pistol grip and a 5-shot magazine.

M30 SAS: This is a more advanced tactical model. It features a short barrel, an extended magazine, composite furniture, and a heat shield over the barrel.

Who Uses It: The M30 Series is used by police and security forces in the Philippines.

d20 Modern Rules: The M30RP and M30 SAS each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

M30R (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

M30P (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Medium
Weight: 6 lb.
Purchase DC: 16
Restriction: Res (+2)

M30RP (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 6 lb.
Purchase DC: 16
Restriction: Res (+2)

M30 SAS (12-Gauge Shotgun)

Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Birmingham Pump Gun

British 12-Gauge Pump-Action Shotgun



The Birmingham is a pump-action shotgun built to military specifications. Designed to remain functional under adverse field conditions, it is well suited to the law enforcement role. Unlike most pump guns, the slide moves forward rather than backward to cycle the action. The Birmingham's composite wraparound slide and vertical pistol grip makes its appearance unusual. The oversized trigger guard allows the shooter to wear gloves while firing and also serves as a loading ramp for inserting shells into the magazine. The action is held back by a number of safety devices to prevent accidental discharge. The trigger requires an unusually long pull, designed to keep the shooter from firing in haste without thinking.

Variants: The Mk 5 model is a compact version with no shoulder stock and a short barrel. The Mk 6 features a full-length barrel, high-capacity magazine, and synthetic shoulder stock with a recoil pad. Marine versions with a rustproof nickel finish are also available.

d20 Modern Rules: The Mk 5 model grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Pump Gun Mk 5 (12-Gauge Shotgun)

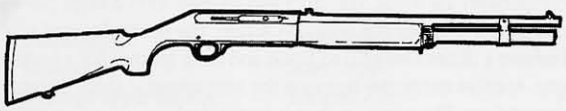
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Pump Gun Mk 6 (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 10 lb.
Purchase DC: 16
Restriction: Lic (+1)

Benelli M1 Series

Italian 12-Gauge Semiautomatic Shotgun



The groundbreaking Benelli M1 was developed as a semiautomatic tactical shotgun. Its innovative recoil-driven action cycles very quickly, giving the M1 a remarkably high rate of fire. This feature made it an overnight success after its introduction in the late 1980s.

The M1's action extends backward into the stock, making folding-stock variants impossible. Manufactured from advanced alloys and composite materials, it is a lightweight and handy weapon. The M1 can be readily stripped for cleaning. It features tactical sling mounts similar to those found on H&K submachine guns, permitting the use of SWAT-style assault slings. Various accessories are available, including illuminators and combat sights.

For a time, Benelli marketed its shotguns in the U.S. through a joint agreement with Heckler & Koch. This further fueled the weapons' popularity with law enforcement.

Variants: The M1 is produced in a wide range of different models, suited to varying tactical roles. The M1 Super 90 is a dedicated law enforcement model with a long barrel and a high-capacity magazine. The M1 Entry is a compact model, with a cut-down barrel for indoor fighting. The M1 Tactical is a combat version with a standard-length barrel. All versions are produced with bead sights, iron sights, or ghost-ring sights.

Who Uses It: The M1 proved extremely popular and was put into service by numerous military and police forces worldwide.

d20 Modern Rules: This weapon and its variants are considered unreliable when firing nonstandard ammunition.

The M1 Super 90 and M1 Tactical can fire the larger 3 1/2-inch shells. When loaded with one or more of these shells, the magazine capacity is reduced by 1.

The M1 Entry grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

M1 (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 17
Restriction: Lic (+1)

M1 Entry (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

M2 Super 90 (12-Gauge Shotgun)

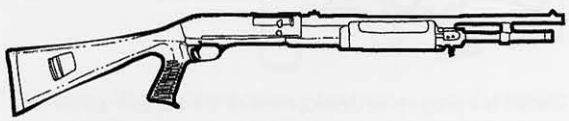
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

M1 Tactical (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

Benelli M3 Series

Italian 12-Gauge Dual-Action Shotgun



The Benelli M1 (see above) was a hugely popular design with police, who valued its dependability and extremely fast action. Its recoil-driven firing mechanism, however, was designed only with full-power shotgun loads in mind. When used with low-power specialty shells, such as riot shells, the weaker recoil force proved too weak to cycle the action, and the weapon would jam.

To address this problem, Benelli developed a dual-action derivative that combined both pump and recoil actions into a single weapon. The M3, as the new design came to be known, normally operates as a semiautomatic shotgun using the M1's recoil-driven action. When low-powered rounds are needed, the shooter simply twists a selector knob at the end of the forward grip to lock the

recoil mechanism and convert the weapon to pump-action mode. The M3 can thus seamlessly fire any type of shotgun ammunition available.

Though this dual mechanism makes the M3 somewhat more complex than the earlier M1, it is every bit as reliable thanks to an exhaustive testing and development process. It retains all the advantages of the M1 design, including its easy disassembly for maintenance and broad range of accessories. Its greater versatility, however, makes it even more popular with law enforcement users, who often need to use specialty low-power shells.

Variants: The M3 is produced in a wide range of different models, combining different barrel lengths, stocks, and sights. The M3 Super 90 is typical of the line, featuring a medium-length barrel, an extended high-capacity magazine, a composite pistol grip stock, and optional ghost-ring sights. The M3 Special Application model is an ultracompact entry gun featuring a shortened barrel and a folding stock that folds forward over the top of the receiver to form a carrying handle.

Who Uses It: Like the M1, the Benelli M3 has been popular with police and counterterrorist units. It is widely used by SWAT teams and is often the weapon of choice for an entry team point man.

d20 Modern Rules: The Benelli M3 and its variants can fire the larger 3 1/2-inch shells. When it is loaded with one or more of these shells, the magazine capacity is reduced by 1.

With its stock folded, the M3 Special Applications model grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

M3 Super 90 (12-Gauge Shotgun)

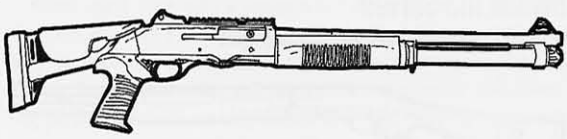
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single or S
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

M3 Special Applications (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Res (+2)

Benelli M4/M1014

Italian 12-Gauge Dual-Action Shotgun



The M4 is a progressive development of the M3 dual-action shotgun developed for the U.S. military's Joint Service Combat Shotgun Program and selected for service as the M1014 after extensive trials. It is being produced for the military through a joint agreement with Heckler & Koch, which has long been partnered with Benelli on sales to the U.S. market.

Like the M3, the M4 is a dual-action design. It usually operates as a semiautomatic weapon, but it can be switched over to pump action as needed for use with low-powered specialty munitions. The M4 semiautomatic mechanism uses a gas-powered system instead of the traditional Benelli recoil operation. This system improves on the already impressive reliability of the earlier Benelli shotguns, and performs exceptionally well even in the worst environmental conditions. It also reduces felt recoil considerably.

The most obvious external change from previous models is the M4's collapsible telescoping shoulder stock. This stock can be detached and replaced with a standard shotgun stock or pistol-grip version if desired. The M1014 incorporates a number of other accessories as well. The receiver features a standard accessory-mounting rail, allowing the attachment of sights or other devices. Ghost-ring sights are standard.

It should be noted that M4 is Benelli's internal company designation for this weapon. To avoid confusion with the Colt M4 carbine, the military designation is M1014.

Variants: The M1014 is the U.S. military version of the M4. The M4 Super 90 is an identical model sold for law enforcement use. It is available with any of the three standard butt stocks—fixed, fixed with pistol grip, or collapsible. The beefed-up M4 Super Black Eagle can fire 3 1/2-inch Magnum cartridges; its statistics are otherwise identical to the M1014 and M4 Super 90 models.

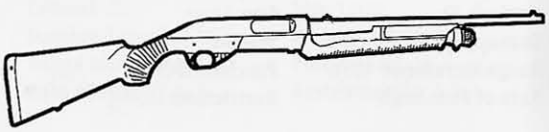
Who Uses It: The M1014 is currently entering U.S. military service, starting with the Marine Corps. It will eventually replace all shotguns currently in service with U.S. forces, including Mossberg, Remington, and Winchester designs. The cost savings associated with switching over to a single shotgun model was one of the primary motivating factors behind the decision to adopt the M1014. The M4 shotgun is attracting considerable interest from other tactical shotgun users as well.

d20 Modern Rules: The M4 Super Black Eagle can fire the larger 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single, S
Magazine: 6 int
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Lic (+1)

Benelli Nova

Italian 12-Gauge Pump-Action Shotgun



The Nova is a recent pump-action design from Benelli. To keep production costs down, the weapon is made almost entirely from composites. Only the bolt, barrel, springs, and a few other components are metal. The stock and receiver form a single piece, completely encasing the weapon's action. The plastic forward grip features a distinctively flared shape and deep grooves for a better grip. Another distinctive feature is the hemispherical-shaped magazine end cap. The entire weapon is matte black.

The Nova features a magazine stop button, which allows a loaded round to be ejected from the chamber without feeding in a fresh one from the magazine. This feature renders a loaded weapon safe and allows a specialty round to be quickly fed in if needed.

Variants: The Nova is primarily intended as a sporting weapon and is produced in a variety of models for the hunting and target-shooting markets.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

Beretta M3P

Italian 12-Gauge Dual-Action Shotgun



The Beretta M3P shotgun serves a tactical role. This dual-action weapon operates as a semiautomatic with normal action while retaining a pump-action feature for low-powered specialty rounds. It has a rifle-style box magazine, permitting faster reloading than the more traditional tube.

Variants: The standard model features a pistol grip and a folding stock, which swings forward to lock on top of the weapon and double as a carrying handle. There is also a fixed-stock version, with synthetic furniture and a pistol grip.

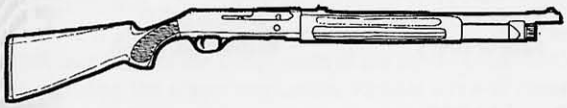
Who Uses It: The M3P is in use with Italian police and security forces.

d20 Modern Rules: This weapon is unreliable when used at the semiautomatic rate of fire.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single, S
Magazine: 5 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

Beretta RS200P

Italian 12-Gauge Pump-Action Shotgun



The RS200P is a straightforward pump gun from Beretta. It features a simple, conventional action, which is reliable to operate and easy to maintain. As a safety feature, a special bolt catch is fitted, allowing the user to remove unfired rounds from the chamber.

The law enforcement model features a matte black finish.

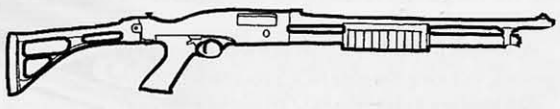
Who Uses It: The RS200 is in service with the Italian police. It is now no longer produced.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 7 lb.
Purchase DC: 18
Restriction: Lic (+1)

Beretta RS202

Italian 12-Gauge Pump-Action Shotgun



The RS202 is a progressive development of the RS200 (see above). It has a simplified loading mechanism that speeds up reloading during combat. It also features a bolt-release switch, which causes the bolt to spring forward and seal the action. This switch lets the shooter close the weapon after the last round is fired, keeping out dirt or other debris.

Variants: The RS202P is essentially identical to the RS200P, but it has a conventional stock and a high-capacity magazine. The RS202-M1 features a pistol grip and folding stock. The RS202-M2 is an accessorized variant, with the pistol grip and folding stock of the RS202-M1, a variable choke, a vented barrel shield, and a removable muzzle-mounted shot diverter to ensure a good spread with shot cartridges.

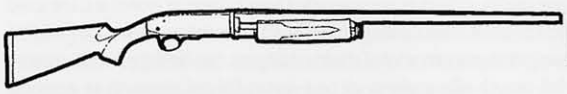
Who Uses It: The RS202 is used by police forces in Italy and other European countries. Like the RS200, it has gone out of production.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single, S
Magazine: 5 box
Size: Large
Weight: 8 lb.
Purchase DC: 18
Restriction: Lic (+1)

Browning BPS-SP

Belgian 12-Gauge Pump-Action Shotgun



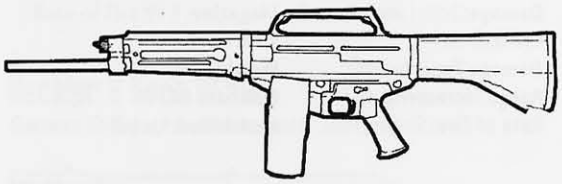
The BPS-SP is a pump-action weapon designed for law enforcement use. It features a slide lock that prevents the accidental ejection of unfired cartridges. All controls are ambidextrous; spent cases are ejected out the bottom of the weapon. A standard shotgun stock and sights are fitted. The BPS-SP was designed to require minimal maintenance and to function reliably without the need for frequent cleaning.

Who Uses It: The BPS-SP is in service with the Belgian police and Gendarmerie.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 7 lb.
Purchase DC: 15
Restriction: Lic (+1)

Daewoo USAS-12

South Korean 12-Gauge Automatic Shotgun



The Daewoo USAS-12 incorporates a box magazine and is capable of automatic fire. Chambered for 12-gauge rounds, it can throw out considerable firepower. Controls and configuration are like those of an assault rifle, with an M16-style pistol grip and carrying handle. It is much bulkier than a rifle, however, due to its large recoil compensation system. This bulkiness makes it somewhat awkward to carry, especially in close quarters, but it is surprisingly controllable to fire, even in automatic mode. In addition to the 12-round box magazine, a high-capacity 28-round drum is also available.

Variants: A semiautomatic-only version serves the needs of law enforcement. Its statistics are otherwise identical to the standard model.

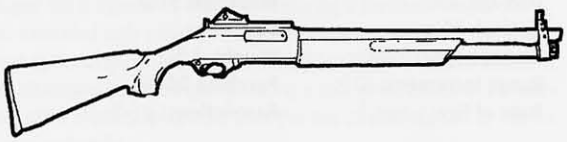
Who Uses It: The USAS-12 is used by South Korean security services and is available for export as well.

d20 Modern Rules: This weapon is unreliable. It fires 2 3/4-inch shells only.

Damage: 2d8–1
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S, A
Magazine: 12 or 28 box
Size: Large
Weight: 11 lb.
Purchase DC: 18
Restriction: Res (+2)

Fabarm SDASS Combat Shotguns

Italian 12-Gauge Pump-Action Shotguns



Fabarm produces a range of pump-action shotguns intended for tactical use. They are built around a common action, designed for reliability and accuracy. To protect against accidental firing, the trigger mechanism is disengaged from the firing pin unless the pump-action is completely closed. Twin action bars are used to keep the slide cycling smoothly. The receiver consists of a lightweight aluminum alloy. Fabarm shotguns can be fitted with either a full-length rifle-style stock or a vertical pistol grip with an optional folding stock for reduced length. The stocks are interchangeable, allowing the weapon to be reconfigured as needed.

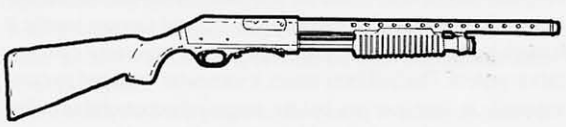
The Fabarm range incorporates a number of special features designed to provide optimal tactical performance. A corrosion-resistant finish protects the weapon from harsh environments. The stock includes a cushioned rubber recoil pad to protect the shooter during firing.

Variants: Several SDASS models are produced to fulfill a variety of different roles, including both tactical and hunting roles. These feature barrels of varying lengths and full-length high-capacity magazines. The SDASS Riot is a relatively short-barreled model, popular with police. It weighs 6 pounds but otherwise has statistics similar to the SDASS Tactical (see below). The SDASS Tactical represents a dedicated combat model, incorporating a standard sighting rail on the receiver that permits the attachment of sighting devices. Flip-up rifle-style iron sights are fitted as a backup. The forward grip is extended in length to permit a variety of firing stances.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 7 lb.
Purchase DC: 17
Restriction: Lic (+1)

Fabarm FP6

Italian 12-Gauge Pump-Action Shotgun



The FP6 is a conventional pump-action shotgun intended for law enforcement use. The furniture is made from an advanced composite material. The shoulder stock can be quickly detached and replaced with a pistol grip to reduce length. A ventilated heat shield protects the barrel. Twin action bars in the pump ensure smooth cycling, even when the weapon is worked very rapidly.

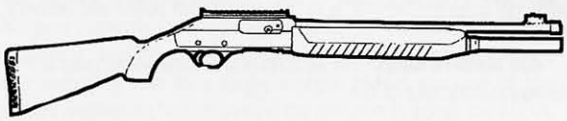
In the late 1990s, Fabarm entered into a marketing agreement with the German company Heckler & Koch to sell the FP6 to the law enforcement market in the U.S. This arrangement created a considerable boost in its popularity, due to H&K's excellent reputation as a tactical weapons maker.

Who Uses It: The FP6 is in service with a number of U.S. and European police forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 7 lb.
Purchase DC: 17
Restriction: Lic (+1)

Fabarm Tactical

Italian 12-Gauge Semiautomatic Shotgun

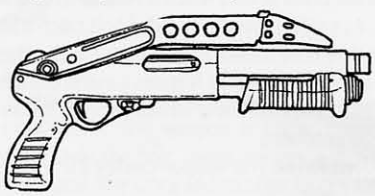


The Fabarm Tactical semiautomatic is a gas-powered design that incorporates many of the same features of the pump-action SDASS Tactical model. Its action is designed to reliably cycle low-power 12-gauge shot shells, permitting nearly any commercial ammunition to be used. The receiver features a sight-mounting rail. A flip-up foresight is fitted to the barrel.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 7 lb.
Purchase DC: 17
Restriction: Lic (+1)

Franchi PA3

Italian 12-Gauge Pump-Action Shotgun



The PA3 is a shotgun built around a lightened version of the Franchi SPAS 12 action (see below). The semiautomatic-fire mechanism is removed, allowing use only as a pump-action. An extremely compact weapon, the PA3 is designed as a concealed weapon. A folding SPAS 12 stock is fitted for stability.

Because of the similarity to the SPAS 12, the PA3 can use any of its standard accessories, including alternate stocks, choke tubes, scopes, slings, and so on.

Variants: There are three different PA3 models, with progressively shorter barrels: the PA3/470, the PA3/345, and the ultracompact PA3/215. The number following the slash refers to the length of the barrel in millimeters.

Who Uses It: The PA3 is in service with a number of Italian police agencies, including the elite NOCS counterterrorism team.

d20 Modern Rules: The PA3/215 model grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon. The slightly longer PA3/345 grants a +1 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

PA3/470 (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

PA3/345 (12-Gauge Shotgun)

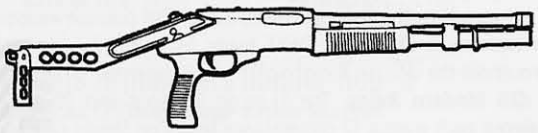
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 6 lb.
Purchase DC: 16
Restriction: Lic (+1)

PA3/215 (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 3 int
Size: Large
Weight: 5 lb.
Purchase DC: 16
Restriction: Res (+2)

Franchi PA8E

Italian 12-Gauge Pump-Action Shotgun



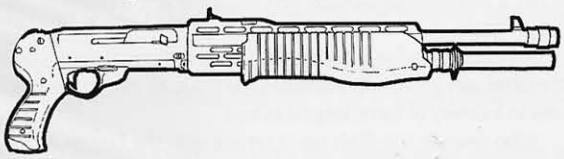
The Franchi PA8E is a conventional pump-action shotgun design fitted with a distinctive plastic pistol grip and shoulder stock. It is intended primarily for law-enforcement use. The PA8E uses many of the components of the better-known SPAS 12, including the trigger mechanism. Variable screw-in choke tubes are available.

Variants: The PA8I is a variant model fitted with a folding metal stock and pistol grip. The PA7 features a more conventional shotgun stock, available in either plastic or wood, but it is otherwise identical with the PA8E.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Franchi SPAS 12

Italian 12-Gauge Dual-Action Shotgun



The Franchi SPAS 12 emerged in the early 1980s as one of the first shotguns to be designed for the tactical role rather than being converted from a sporting weapon. It was also among the earliest dual-action models, designed to be either a semiautomatic or pump-action weapon.

Variants: Both fixed- and folding-stock models are available. The latter is more common and features a special loop that hooks over the shooter's arm, permitting one-handed firing in an emergency.

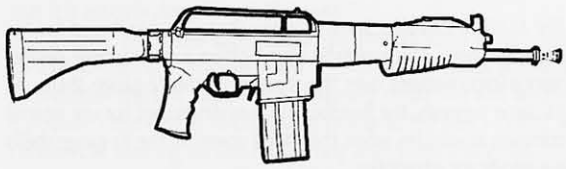
Who Uses It: The SPAS 12 enjoys wide use, particularly among law enforcement agencies and counterterrorist teams throughout both Europe and the rest of the world.

d20 Modern Rules: This weapon is unreliable when firing low-powered shells at the semiautomatic rate of fire.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single, S
Magazine: 7 int
Size: Large
Weight: 10 lb.
Purchase DC: 17
Restriction: Lic (+1)

Franchi SPAS 15

Italian 12-Gauge Dual-Action Shotgun



The SPAS 15 is an advanced tactical shotgun design created in response to a military requirement for a close-in weapon system and building on the experience of the SPAS 12. It features a dual-action system, allowing the user to choose between semiautomatic and pump-action modes as dictated by the ammunition used. The SPAS 15 features a detachable box magazine, permitting more rapid reloading. A top-mounted carrying handle also serves as a sight mount. The charging lever rests on the top of the receiver, shielded by the carrying handle.

Variants: The SPAS 15 is available in both fixed- and folding-stock models. Each stock is detachable and can be quickly replaced by the other type if desired. The SPAS-15 MIL, a military version designed to fire a special round too powerful for most other shotguns, has statistics identical to the SPAS-15.

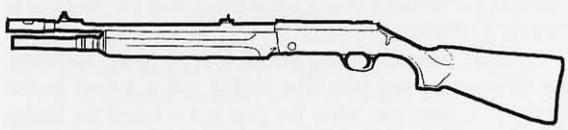
Who Uses It: The SPAS 15 is in service with the Italian Army and with a number of law enforcement agencies worldwide.

d20 Modern Rules: The SPAS-15 MIL fires standard shotgun shells as well as custom shells that deal +1 damage. The purchase DC for custom shells is increased by 1.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Lic (+1)

Heckler & Koch HK512

German 12-Gauge Semiautomatic Shotgun



The HK512 is a tactical shotgun from one of the world's premier gunmakers. It features a gas-operated semiautomatic design, a standard stock, synthetic furniture, and a nonreflective black finish. Rifle-style blade-and-leaf sights are fitted. A special shot diverter is attached to the muzzle, which ensures an even and consistent rectangular-shaped shot pattern; however, this limits the use of the HK512 with specialty rounds, such as slugs or gas cartridges.

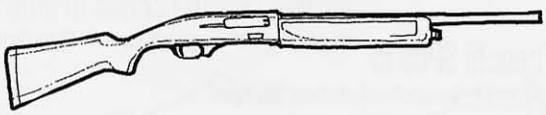
d20 Modern Rules: This weapon is unreliable when firing low-powered shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S

Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 17
Restriction: Lic (+1)

Ithaca MAG-10 Roadblocker

American 10-Gauge Pump-Action Shotgun



The MAG-10 Roadblocker is a heavy shotgun, chambered for big 10-gauge shells. This powerful round offers a considerable performance improvement over the more common 12-gauge shells. As its name suggests, the Roadblocker was developed for use against criminals in vehicles, when the added power of the 10-gauge shells is a significant advantage.

To compensate for the increased kick of the big round, the Roadblocker incorporates a patented "count recoil" system. Aside from this, the Roadblocker is entirely conventional in configuration and operation. It's a pump-action design that incorporates a tubular magazine under the barrel, capable of holding three of the big 10-gauge shells.

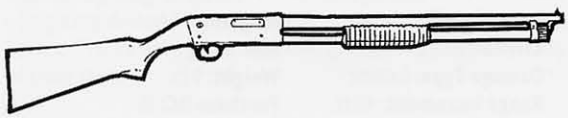
Who Uses It: The MAG-10 Roadblocker is in widespread use with law enforcement in the U.S., particularly state highway patrol agencies.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S

Magazine: 3 int
Size: Large
Weight: 11 lb.
Purchase DC: 16
Restriction: Lic (+1)

Ithaca Model 37 Series

American 12-Gauge Pump-Action Shotgun



Introduced in 1937, the Model 37 is one of the oldest pump-action shotguns still in widespread use today, both in sporting and tactical roles. The ejection port for spent cartridge cases is on the bottom of the receiver, rather than on the side, making it particularly well suited for left-handed shooters. The action is designed to withstand harsh field conditions.

Variants: Variants of the Model 37 tend to be optimized for different hunting uses. The birding gun is known as the Model 37 Turkeyslayer, while the deer gun is called the Model 37 Deerslayer. The Deerslayer includes a precision-rifled barrel and iron sights for slug shooting. Trap and skeet versions are also produced. Hunting Model 37s are available in a camouflage finish. Ithaca also produced a special LAPD version featuring combat sights, a rubber recoil pad on the stock, and a carrying sling; its magazine holds 5 shells, but otherwise its statistics are similar to the basic model.

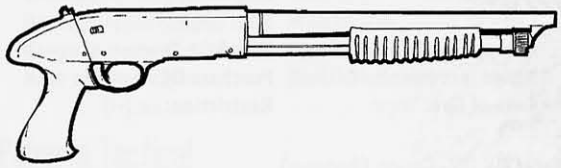
Who Uses It: The LAPD model is in service with the Los Angeles Police Department, as well as a number of other police agencies in the U.S.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single

Magazine: 8 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Ithaca Stakeout

American 12-Gauge Pump-Action Shotgun



The Stakeout is a compact shotgun designed to be carried discreetly by undercover or plainclothes police personnel. Derived from the basic Model 37 action, it features a shortened barrel and a pistol grip with no shoulder stock to keep total length down.

Variants: A 20-gauge variant fires a round generally considered too weak for tactical use, although it remains adequately effective at close range. Furthermore, the associated reduction in recoil is particularly important given its short barrel and lack of a stock. The 20-gauge Stakeout weighs 4 pounds but is otherwise identical to the 12-gauge model.

Who Uses It: The Stakeout is used as a special-purpose weapon for undercover officers or SWAT teams by police departments throughout the U.S.

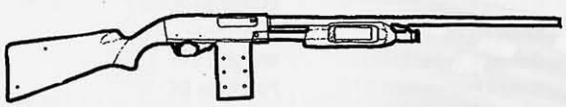
d20 Modern Rules: The 12-gauge Stakeout and 20-gauge Stakeout each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single

Magazine: 5 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Izhmash IZH-81M

Russian 12-Gauge Pump-Action Shotgun



A popular sporting shotgun from the former Soviet Union, the IZH-81M has recently appeared on the American market. The IZH-81M features a typical pump-action arrangement, except that it has a rifle-style detachable box magazine just forward of the trigger guard.

Variants: Both fixed- and folding-stock versions are produced; the latter uses a plastic Kalashnikov-style stock. All models are available in a variety of barrel lengths as well.

Who Uses It: IZH-81Ms are in service with the Russian armed forces. They have been sold in some numbers as sporting weapons in the West.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: Single

Magazine: 7 box
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Izhmash MP-131K

Russian 12-Gauge Pump-Action Shotgun



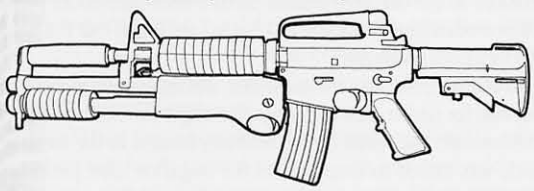
The MP-131K is a new pump-action tactical shotgun developed for the law enforcement market. It features two magazines, both a conventional underbarrel tube and a detachable 3-round box. The firer can switch to feed from either magazine as desired, permitting a rapid selection from two different types of ammunition. The selector switch for this feature is located on the detachable box magazine, rather than on the weapon itself. Because the box magazine holds only 3 rounds, it is meant either to serve as an emergency reserve or to hold specialty ammunition types, such as door openers or nonlethal rounds.

The MP-131K's pump action operates in the traditional manner. A long sight rail runs along the top of the action.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 5 int/3 box
Size: Large
Weight: 9 lb.
Purchase DC: 16
Restriction: Lic (+1)

Knights Armaments Master Key "S"

American 12-Gauge Pump-Action Shotgun



The Master Key "S" from Knights Armament Company is a highly modified version of the Remington Model 870 shotgun designed to be attached to an M16 rifle, creating a combination assault rifle/shotgun weapon. The shotgun's stock is removed, and the barrel and magazine are cut down to a minimum length. It then attaches under the rifle's barrel, hooking onto the bayonet lug. The rifle's magazine forms the firing grip for the shotgun. For controllability, the mounting bracket is designed to transfer recoil down the rifle barrel when the shotgun is fired.

The shotgun can be removed from the rifle without tools. When this is done, a pistol grip can be attached to the rear of the shotgun, allowing it to be used independently.

Carrying two longarms at once means a heavy burden for the soldier. The combination of both an assault rifle and a pump-action shotgun, however, gives considerable tactical flexibility, especially in close-in urban fighting.

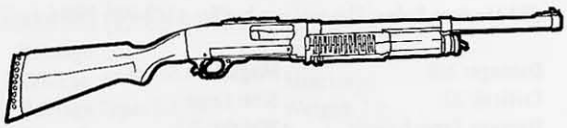
Variants: A similar product, again using a cut-down Remington 870 mounted to an M16 assault rifle, is the 12-gauge Ultimate from Ciener, Inc.

d20 Modern Rules: Attaching this weapon to (or removing it from) an M16 is a full-round action. If fired separately, the shotgun imposes a –2 penalty on attack rolls.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 6 lb.
Purchase DC: 17
Restriction: Lic (+1)

KS-23 Special Carbine

Russian 23mm Pump-Action Shotgun



The 23mm KS-23 is probably the largest pump-action shotgun ever made. Called a "special carbine" by its makers, it bears a conventional configuration and appearance, with a sliding pump grip and tubular magazine. What sets the KS-23 apart is that it fires incredibly large shells, roughly the equivalent of a 4-gauge. This round is far too powerful to be controllable. The KS-23 produces so much recoil that it is actually dangerous to the user.

Variants: For those unimpressed by the standard model, the KS-23M *Drozd* is a short-barreled version with a pistol grip and no shoulder stock. It has a range increment of 20 feet and weighs 8 pounds; otherwise, it has statistics similar to the KS-23 model. A commercial sporting version for hunting large game also exists.

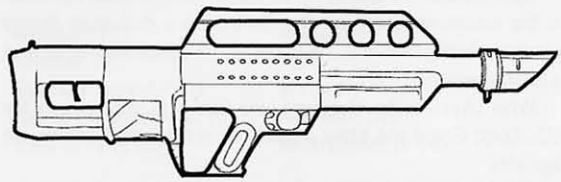
Who Uses It: The KS-23 and KS-23M are in service with the Russian MVD and military SPETSNAZ forces.

d20 Modern Rules: Firing this weapon deals 2d6 points of nonlethal damage to the user.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 3 int
Size: Large
Weight: 9 lb.
Purchase DC: 16
Restriction: Lic (+1)

Mark Three Jackhammer

American 12-Gauge Automatic Shotgun



The Jackhammer is a highly unusual shotgun designed for automatic fire and configured as a bullpup. Instead of a traditional magazine, it is loaded with 10-round ammunition "cassettes" that are shipped loaded and shrinkwrapped from the factory. When inserted into the weapon, they function much like a revolver cylinder, but the Jackhammer's action cycles automatically.

When the weapon is fired, the barrel is driven forward slightly. This causes it to disengage from the cassette, which rotates to advance the next round. The barrel then locks back into place, sealing the action in the firing position. A prominent muzzle brake is used to control recoil. A half-pull of the trigger fires a single semiautomatic shot, while pulling it back all the way releases a burst of automatic fire.

The Jackhammer is a bulky weapon. To keep weight down, it is constructed mostly of advanced plastics—only the barrel, bolt, and springs are metal. It features a pistol grip and overhead sight rail and carrying handle. Behind the magazine, in the skeleton stock, is a decocking lever, which disengages the action once the weapon is loaded to prevent accidental firing. The front sling swivel can rotate freely around the barrel's axis, so that the weapon will hang naturally no matter how it is slung.

The Jackhammer's firing mechanism can take remarkably high chamber pressures, which has led the manufacturer to experiment with various high-powered loads for the weapon. This durability also makes a variety of exotic specialty ammunition types possible.

The Jackhammer is still in development and has yet to go into

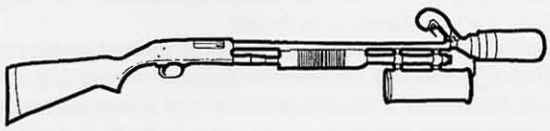
production. Though it shows great promise, it is a complex, costly, and unconventional design, and it may never actually go into widespread use.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S, A
Magazine: 10 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

Mossberg Line Gun

American 12-Gauge Line Launcher



The Mossberg Line Launcher is a specially modified Model 500 shotgun designed for use by rescue or salvage personnel, especially on the water. It is designed to safely throw a line much farther than could be done by hand. A blank 12-gauge shell is used to fire the rope projectile, which is fed by a spool attached near the muzzle of the gun. The line travels up to 500 feet horizontally or 250 feet vertically. If desired, a floating buoy can be attached to keep it on the surface of the water; this reduces the maximum range by half. A chemical light stick can be inserted in the buoy to improve visibility, especially at night.

The spool contains 2,500 feet of synthetic rope altogether. It floats, is brightly colored for improved visibility, and supports loads of up to 350 pounds under normal conditions. It is impractical for climbing, because the propellant charge is too weak to throw a grappling hook any great distance.

The Line Gun is made of nickel-plated steel to resist corrosion in the marine environment. The furniture is a distinctive orange plastic, befitting its role as a piece of rescue equipment rather than a tactical weapon.

Who Uses It: The Mossberg Line Gun is in service with the U.S. Coast Guard and other marine law enforcement and rescue agencies.

d20 Modern Rules: This weapon's synthetic line is fired at a specific 5-foot square (Defense 10) instead of a target creature or object, as though it was a grenade or other hurled explosive.

Damage: —
Critical: —
Damage Type: —
Range Increment: 20 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 9 lb.
Purchase DC: 14
Restriction: Lic (+1)

Mossberg M9200 Series

American 12-Gauge Semiautomatic Shotgun



The Model 9200 is a semiautomatic shotgun with a gas-powered action and a tubular magazine. The recoil spring extends into the stock.

The M9200 is most popular as a sporting weapon and available in a variety of different hunting and target-shooting configurations. The tactical model is known as the M9200 Persuader. It features synthetic stocks and an overall black finish. An M9200 Viking slug gun variant features a rifled barrel; it uses slug ammunition instead of shot ammunition.

Who Uses It: The M9200 Persuader variant is in service with a number of police agencies, though it is not as popular or common as the Remington Model 11-87.

d20 Modern Rules: The M9200 Viking variant uses slug and slug penetrator ammunition only (see Shotgun Ammunition, at the start of this chapter, for details).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Mossberg M9200A1 Jungle Gun

American 12-Gauge Semiautomatic Shotgun



In the late 1980s, the U.S. military issued a requirement for a semiautomatic tactical shotgun for use in counternarcotics in the jungles of Central America. Mossberg responded with a derivative of its M9200 sporting gun. The Mossberg Jungle Gun, as it came to be known, is a highly sophisticated weapon, well suited to the harsh conditions of the tropical climate. Mossberg subjected the M9200A1 Jungle Gun to the same torture tests used on its pump-action models (see the Model 500, below) and found that the Jungle Gun functions flawlessly.

To improve reliability, the gas system was redesigned to eliminate the need for rubber seals or o-rings that might corrode in the damp environment. The recoil spring, normally housed in the weapon's stock, was moved to wrap around the magazine tube, permitting a folding stock to be fitted. The Jungle Gun will feed any type of 12-gauge shell, but it is optimized for use with 00 buckshot loads, which give the best performance in dense foliage.

Variants: The Mossberg Jungle Gun is available with either a conventional shotgun stock or a folding stock/pistol grip combination.

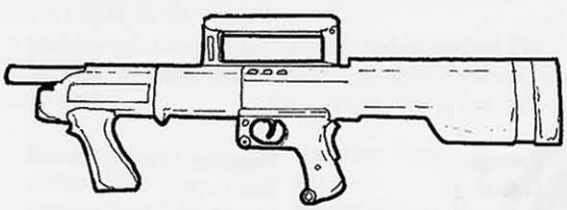
Who Uses It: The Mossberg Jungle Gun is in service with the U.S. military Special Forces.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Mossberg Model 500 Bullpup

American 12-Gauge Pump Action Shotgun



Designed for police and paramilitary use, the Model 500 Bullpup is a highly modified derivative of the basic Mossberg Model 500 design (see below). Using the same action, it rearranges the

component parts into a bullpup configuration to maintain a long barrel on a reduced-length weapon. The mechanism is housed in a high-impact plastic casing that incorporates the forward slide and gives the weapon a decidedly military appearance. A ventilated shroud protects the shooter from the hot barrel. The spent cases are ejected out the right-hand side of the weapon behind the firing grip. Most Bullpups also feature a vertical foregrip on the slide for more rapid cycling.

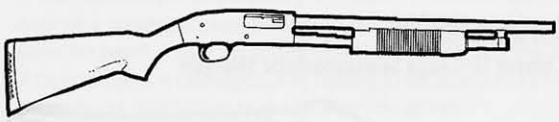
Who Uses It: The Model 500 Bullpup is in service with a number of police departments throughout the U.S., particularly with SWAT teams.

d20 Modern Rules: The Model 500 Bullpup grants a +2 circumstnce bonus on Sleight of Hand checks made to conceal the weapon. This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Mossberg Model 500 Series

American 12-Gauge Pump-Action Shotguns



The Mossberg Model 500 is one of the most popular and reliable shotguns in police service today, rivaled only by the Remington M870. Twin guide bars on the slide ensure smooth operation, even during rapid cycling. The receiver is lightweight aluminum, and the bolt is machined from steel. The ambidextrous safety catch is located at the rear of the receiver.

The M500 (and the derivative M590) survived a grueling U.S. military torture test for its tactical shotguns. This test involved firing 3,000 rounds, after which the weapons were frozen, baked, dropped from varying heights, and fired again. The weapons' success on this test led to the military adoption of the M500 and M590.

Due to its simple design, the M500 is a relatively inexpensive weapon, cheaper than many of its competitors. Coupled with its reliability and quality, this has ensured the weapon's popularity.

Variants: The Model 500 is produced in a variety of configurations, including sporting weapons for hunting or skeet shooting. Some of the most important versions are described below.

M500 Persuader: This tactical model incorporates combat sights and an overall black finish. A ventilated heat shield for the barrel is available as an option.

M500 Cruiser: A popular law enforcement model, the Cruiser features a pistol grip instead of a full-length shoulder stock, for easier stowage in police cars and other vehicles.

M500 Viking: This is a slug gun with a rifled barrel and a standard scope mount. Its magazine holds 5 rounds instead of 8, but otherwise the weapon's statistics are identical to other models.

M500 Mariner: This model has a corrosion-resistant nickel finish for use in an aquatic environment.

Who Uses It: The M500 is in widespread use throughout the U.S. In addition to being used for hunting and sport shooting, it is a popular home-security weapon. It is widely issued to police departments across the U.S. and worldwide. It was also issued in large numbers to the U.S. military, though it has now been largely replaced by more modern designs. Unfortunately, its low cost and ready availability also make it a popular weapon for criminals.

d20 Modern Rules: All variants of this weapon can fire 3 1/2-inch shells.

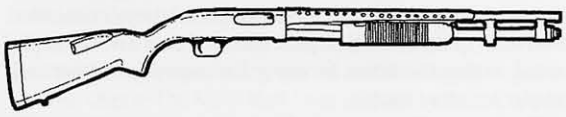
The M500 Viking fires only slug and slug penetrator ammunition (see Shotgun Ammunition, at the start of this chapter, for details).

Model 500 (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 7 lb.
Purchase DC: 15
Restriction: Lic (+1)

Mossberg Model 590 Series

American 12-Gauge Pump-Action Shotguns



The Model 590 is a special tactical derivative of the Model 500 series. It retains the proven M500 action and incorporates a new 9-round extended magazine. Its furniture is synthetic, and the finish is black. It can be fitted with a heat shield to protect the user from a hot barrel.

As an optional accessory, the M590 is available with a "speed-feed" stock, featuring a hollow space behind the grip that holds four shells ready for rapid reloading when needed.

Variants: The Model 590DA features a long-pull trigger that duplicates the feel of a double-action pistol trigger. This feature helps police officers who are used to double-action pistols. A nickel-plated Mariner version is also available.

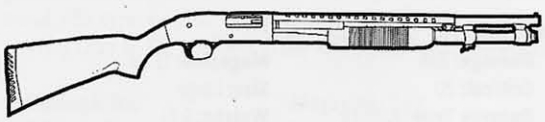
Who Uses It: The Model 590 is a popular police shotgun and is in service throughout the U.S. and worldwide.

d20 Modern Rules: This weapon and its variants can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 9 int
Size: Large
Weight: 7 lb.
Purchase DC: 15
Restriction: Lic (+1)

Mossberg M590A1

American 12-Gauge Pump-Action Shotguns



The M590A1 is a military-issue version of the Mossberg Model 590 tactical shotgun. Using a standard Model 590 as a starting point, it is optimized for military use through the fitting of a heavy barrel, polymer furniture, a nonreflective black finish, a bayonet lug, and ghost-ring sights. Like the M500, it survived the military torture test to win adoption—a strong indication of its rugged dependability.

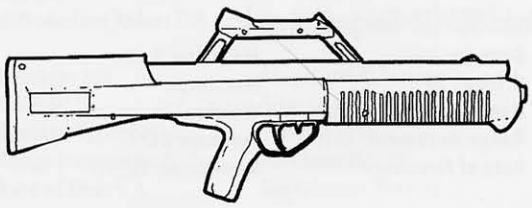
Who Uses It: The M590A1 is currently in service with the U.S. armed forces. It has also been widely exported and is in military or police service in thirty-two different countries.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 6 box
Size: Large
Weight: 9 lb.
Purchase DC: 18
Restriction: Lic (+1)

Neostead

South African 12-Gauge Pump-Action Shotgun



The Neostead is an unusual shotgun from South Africa. Designed as a tactical shotgun rather than a converted sporting weapon, it incorporates a number of innovative features. The pump action slides forward to load the weapon rather than backward (which is more common). This means that the need for a bolt is largely eliminated; the return stroke of the slide pulls the barrel back over the loaded round, sealing the action for firing. Consequently, the action is simpler and more reliable.

The Neostead features twin tubular magazines running parallel to each other over the barrel. Each holds 6 rounds, for a total of 12. A switch allows the shooter to select feed from either magazine, which can be loaded with different types of ammunition, such as shot in one and slugs in the other, for tactical flexibility. The shooter can also set the weapon to feed alternately from each magazine.

For loading the magazines, the whole upper part of the weapon swings open and the user simply inserts rounds into the open tubes much like on a break-open design. Clear plastic windows running the length of each magazine allow the user to instantly check remaining ammunition.

The Neostead's action is encased in a plastic shell, which forms the structure of the weapon. This keeps weight to a minimum. It also features a bayonet lug for melee combat and a carrying handle with integrated sights. All controls are ambidextrous, and spent shells are ejected out the bottom. Redundant internal safeties prevent accidental firing, even if the weapon is dropped.

Variants: Future models of the Neostead are planned, including an ultracompact version with a short barrel for close-in fighting. This will be just 55 centimeters long, with twin 4-round magazines.

Who Uses It: The Neostead is just entering production. Its numerous innovative features give it great promise, especially for the law enforcement market.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Neostead (12-Gauge Shotgun)

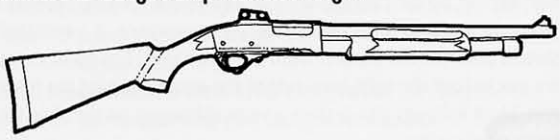
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 12 int
Size: Large
Weight: 9 lb.
Purchase DC: 17
Restriction: Lic (+1)

Neostead Compact (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 7 lb.
Purchase DC: 17
Restriction: Lic (+1)

Norinco M98

Chinese 12-Gauge Pump-Action Shotgun



The Norinco M98 is a conventional pump-action shotgun design based on the Remington 870. It features composite stocks and grips and a matte black finish.

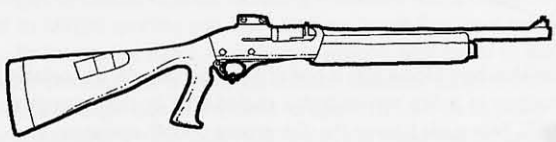
Variants: The M98 is available with either ghost-ring sights or a conventional bead-type foresight. It is available with an alternate stock featuring a pistol grip; this version also has a cavity in the stock allowing reload rounds to be stored and carried for ready use.

Who Uses It: The Model 98 is used by Chinese military and law enforcement units. It is sold commercially overseas as well.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: Single
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Norinco M2000

Chinese 12-Gauge Semiautomatic Shotgun



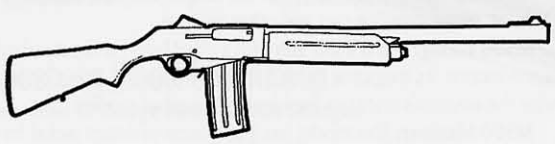
The M2000 is a Chinese copy of the Remington 11-87 semiautomatic shotgun, much as the M98 is copied from the pump-action Model 870. The M2000 features black plastic furniture and an oversized charging handle for easier use. Conventional in appearance and operation, it functions identically to the Model 11-87.

Variants: The M2000 is available with either bead or ghost-ring sights. It is also produced with both conventional and pistol-grip stocks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 4 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Omega SPS-12

American 12-Gauge Semiautomatic Shotgun



The SPS-12 is a clip-fed 12-gauge semiautomatic shotgun designed for tactical use. Produced by Norinco of China, it is exclusively distributed worldwide by Omega Weapon Systems of Tucson, Arizona. Its arrangement is conventional, except that it is fed from a rifle-style box magazine located just in front of the trigger. Ghost-ring tactical sights are fitted as standard. The grips and stock are made from black composites.

Variants: An optional pistol-grip stock is available in place of the conventional shotgun stock.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S

Magazine: 10 box
Size: Large
Weight: 9 lb.
Purchase DC: 16
Restriction: Lic (+1)

Poseidon Micro

Turkish 12-Gauge Pump-Action Shotgun



The Poseidon Micro is a truly international weapon system. Produced by Akkar Limited in Turkey, it fires a specialized "minishell," a shortened version of the 12-gauge shotgun shell. These minishells are designed to give the same performance as a full-sized shell, while allowing a significantly higher magazine capacity. Recoil is reduced significantly, which is useful for smaller shooters. The use of minishells also makes the Poseidon a compact design.

The Poseidon can be purchased with either a standard shotgun stock or a pistol grip. Ammunition is held in a tubular magazine under the barrel. A sight rail on top of the receiver permits the use of tactical sights. A cartridge carrier holding 10 additional rounds at the ready can be attached to the receiver side as well.

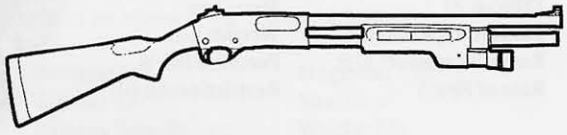
d20 Modern Rules: This weapon fires 12-gauge "minishell" ammunition only (same purchase DC as standard 12-gauge 00 buckshot).

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single

Magazine: 11 int
Size: Large
Weight: 4 lb.
Purchase DC: 15
Restriction: Lic (+1)

Remington Model 870 Series

American 12-Gauge Pump-Action Shotgun



Introduced in the 1950s, the Remington Model 870 is probably the most common pump-action shotgun ever produced. It has been sold worldwide and adapted to virtually every possible application—hunting, skeet shooting, slug shooting, police, and military use.

The M870 is the standard against which other pump-action shotguns are compared. It features a conventional arrangement with a tubular magazine under the barrel.

Variants: The Remington Model 870 is available in dozens of different configurations, including different barrels, magazines, stock arrangements, chokes, and finishes.

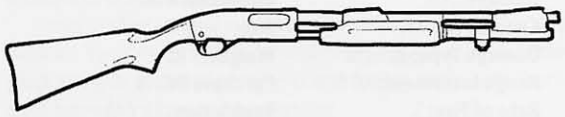
Who Uses It: The M870 is particularly popular with law enforcement agencies and is used by police forces around the world.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single

Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Remington M870 Mark 1

American 12-Gauge Pump-Action Shotgun



The M870 Mark 1 is representative of the Remington shotguns in military service. The metal surfaces have a matte black finish. Early models had wood furniture treated with oil to resist decay; more modern M870 Mark 1s feature synthetic stocks. The magazine tube is extended for higher capacity and has a standard bayonet lug. Rifle-style sights are fitted as well.

Variants: A number of other models were developed for U.S. military service. The Mark 3 is similar but lacks the bayonet lug. The Mark 6, used by Air Force security police, sported a smaller 4-round magazine.

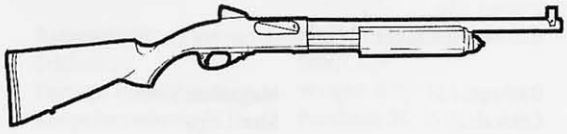
Who Uses It: The M870 Mark I was adopted by the U.S. Marine Corps in 1966. It was used by military police units and saw action in Vietnam. Military M870s were used by all branches of the U.S. armed forces. Though officially replaced in U.S. forces by Mossberg models in the early 1990s, M870s remain in service in large numbers. The design is still in production today for police and military customers.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single

Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Remington M870P

American 12-Gauge Pump-Action Shotgun



The M870P is the law enforcement version of the Model 870 series from Remington. It is available in a variety of configurations, including short-barreled versions that fit better in police patrol cars and extended-length barrels for long-range shooting by prison tower guards. Stocks can be wood or composite. Sights are either conventional, rifle-type, or ghost-ring.

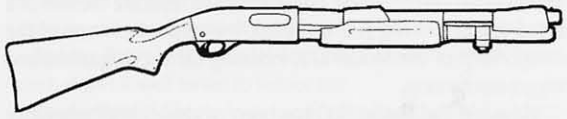
Who Uses It: The M870P is in use with police forces worldwide.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single

Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Remington Model 11-48

American 12-Gauge Semiautomatic Shotgun



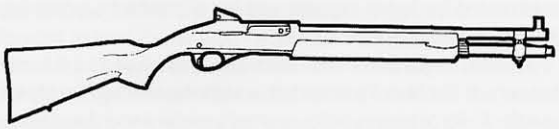
The Model 11-48 is an early semiautomatic design built around a gas-powered action, with wooden furniture and overall steel construction. Later replaced by the more popular Model 1100,

the Model 11-48 has yielded various sporting and hunting variants popular with civilian shooters.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 4 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Remington Model 11-87 Series

American 12-Gauge Semiautomatic Shotgun



The Model 11-87 is an improved derivative of the popular Model 1100 semiautomatic shotgun from Remington. The action and firing mechanism operate in the same way but have been strengthened to allow the use of more powerful 3 1/2-inch Magnum shells. These shells offer improved range performance and stopping power but result in greater recoil. The 11-87 is somewhat heavier than the Model 1100 as well.

Variants: Like the M1100, the 11-87 is available in a variety of configurations suitable for nearly any shotgun role—hunting, target shooting, slugs, police, or tactical. The standard law enforcement version is the Model 11-87 Police. This weapon features a 7-round magazine, a synthetic stock, and a matte black finish. It is available with either conventional, rifle-style, or ghost-ring sights. Aside from its larger magazine, the weapon has statistics identical to the basic model. The Model 11-87 SPS, another tactical model, has a longer barrel and a standard 5-round magazine.

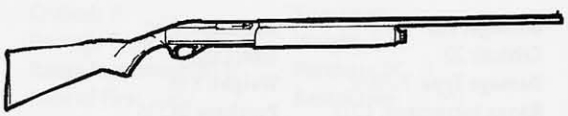
Who Uses It: The Model 11-87 is popular with both police and sportsmen alike.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Remington Model 1100 Series

American 12-Gauge Semiautomatic Shotgun



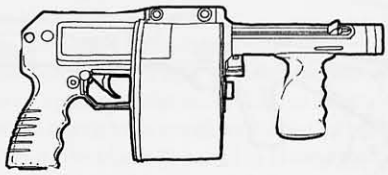
Just as the Model 870 is one of the most popular and reliable pump-action shotguns in the world, the Remington Model 1100 is the bestselling semiautomatic shotgun of all time. Now more than forty years old, it remains in production despite the introduction of more modern designs. The Model 1100 uses a semiautomatic action incorporated into an overall design meant to replicate the feel of a pump-action sporting gun. By design, it incorporates many of the components of the Model 870, including barrels, magazines, and trigger mechanisms.

Variants: The Model 1100 has been produced in a huge range of different models, optimized for different sporting uses. Early models had wooden furniture, which has since been replaced by synthetics. It is available in both 12-gauge and 20-gauge versions.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 5 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Reutech Protecta

South African 12-Gauge Revolver Shotgun



The most notable feature of the South African Protecta is its 12-round revolving magazine. A simple and robust weapon, it operates on the double-action principle, which offers both responsiveness and good protection against accidental discharges. Unlike most revolvers, spent cartridge cases are not held in the cylinder but are ejected out the right side of the weapon as they are fired.

The large revolver cylinder is bulky. The rest of the weapon, however, is kept as lightweight as possible, with a short, compact barrel and a vertical pistol foregrip. For storage or transport, the stock folds out of the way.

The Protecta is designed to require minimal maintenance. Cleaning is essentially unnecessary. When stripped, the weapon disassembles into three primary components—the grip and stock, the barrel and action, and the magazine.

Variants: The Bulldog is a compact variant of the Protecta revolver shotgun. It features the same overall layout with a radically shortened barrel and no folding stock. The twin pistol grips are retained to ensure controllability. Though the length is much shorter, the bulk of the big magazine makes it a difficult weapon to conceal. It is best suited for close-quarters battle.

Who Uses It: The Protecta is used by South African security forces and has been exported as well.

Protecta (12-Gauge Shotgun)

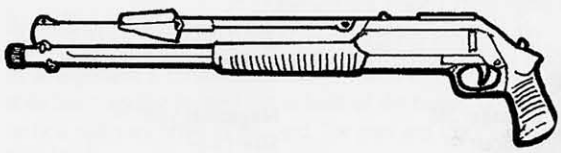
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: S
Magazine: 12 cyl
Size: Large
Weight: 11 lb.
Purchase DC: 16
Restriction: Lic (+1)

Protecta Bulldog (12-Gauge Shotgun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 20 ft.
Rate of Fire: S
Magazine: 11 cyl
Size: Medium
Weight: 6 lb.
Purchase DC: 16
Restriction: Lic (+1)

RM-93

Russian 12-Gauge Pump-Action Shotgun



The Tula RM-93 is an innovative 12-gauge tactical shotgun design intended for the law enforcement market. The tubular magazine is located above the barrel, which is the opposite of the more

conventional shotgun arrangement. Shells are loaded into a port on top of the receiver. A folding metal stock covers the feed port, preventing loading when the stock is folded. As on the Neostead, the slide grip is pumped forward to cycle the action, rather than backward (as on virtually all American shotguns). This feature allowed the designers to do away with the bolt—when the slide is racked back to close the weapon, it pulls the barrel back into battery over the loaded round. This, in turn, facilitates feed and extraction.

The RM-93 features a long-pull double-action-style trigger, which helps prevent accidental firing by police officers who are more used to double-action pistols or revolvers.

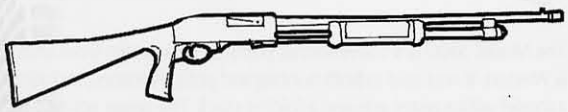
All controls are ambidextrous, and spent rounds are ejected out the bottom of the weapon. The RM-93 is available in a variety of finishes, including a striking stainless steel version.

Variants: Tula produces a series of shotguns with different designations, including RMB-92, RM-94, and RM-96. Despite the differences in designation, these weapons are identical. The coding probably refers to minor improvements made in the manufacturing process for the weapons, rather than actual differences in performance or features.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

SAE Alsetex RO5

French 12-Gauge Shotgun



The RO5 is a purpose-built tactical shotgun from France. It uses a conventional pump action with a tubular magazine and replaceable screw-in chokes. It is available in a variety of configurations, including different barrel lengths.

Variants: The PM5 is a variant model that features a 7-round detachable box magazine, allowing for more rapid reloading. Its statistics are otherwise identical to the RO5.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 8 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Saiga-12

Russian 12-Gauge Semiautomatic Shotgun



The Russian Saiga series is essentially the Kalashnikov rifle action rechambered to fire shotgun shells. The change required an extensive redesign because of the much larger bore of the shotgun ammunition. The extraction process for spent cartridges was especially problematic, requiring near total reworking.

Like the Kalashnikov, the Saiga features a detachable box magazine, which speeds reloading. The controls are similar to the AK series as well, including the swinging arm safety catch. The semiautomatic action features a large gas tube above the barrel. Overall, the weapon retains a very AK-like appearance, despite the differences in internal operation.

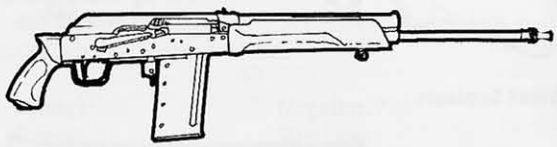
Variants: The Saiga-12 is available in both sporting and tactical variants. Versions include a conventional shotgun-style shoulder stock and grip, a vertical pistol grip, and folding stocks with shortened barrels for close-quarters fighting.

Who Uses It: The Saiga-12 is in service with Russian security forces. It has also been widely sold as a hunting weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 7 box
Size: Large
Weight: 9 lb.
Purchase DC: 16
Restriction: Lic (+1)

Saiga-20

Russian 20-Gauge Semiautomatic Shotgun



Like the Saiga-12, the Saiga-20 is essentially semiautomatic shotgun based on a radically modified Kalashnikov rifle action. It fires the more compact 20-gauge shells, however, resulting in a lighter and more controllable weapon. The weapon is particularly well suited to smaller shooters, who might find 12-gauge weapons a bit overwhelming.

Variants: The Saiga is also available in the diminutive .410 gauge chambering. Though the tactical applications of this low-powered cartridge are limited, it is useful for hunting small game.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 8 box
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)

Scattergun Technologies Custom Shotguns

The Scattergun Technologies company of Nashville, Tennessee, has established a reputation as one of the leading producers of custom tactical shotguns for police and military use. Taking a customer's shotgun, they rebuild it into a highly sophisticated custom weapon system. Modifications include a rebuilt action, improved feed system, a new barrel, and synthetic stocks. Rifle-style sights are standard, for use with modern close-quarters battle doctrine. A shot clip holds 6 spare rounds on the left side of the action for ready access during combat. The weapon also sports a protective matte black finish. A corrosion-resistant nickel-plated finish is also available.

Scattergun produces an extensive range of custom designs and will create new ones to supplied specifications. The designs in Scattergun's standard line are named for various law enforcement agencies. Each contains a different set of features. Although most are built on pump-action Remington M870 actions, a number of semiautomatic models made from Model 11-87s are also produced.

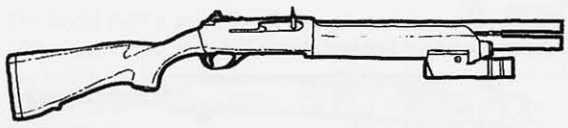
Border Patrol: This model features a medium-length barrel, which makes it well suited to indoor use.

Border Patrol Short: As its name suggests, this model is identical to the Border Patrol except for a shorter barrel and magazine.

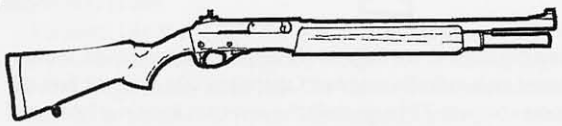
Compact: This model has a full-sized stock but an ultrashort barrel and magazine tube.

TABLE 6–1: SCATTERGUN TECHNOLOGIES CUSTOM SHOTGUNS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Border Patrol (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	7 int	Large	8 lb.	16	Lic (+1)
Border Patrol Short (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	6 int	Large	7 lb.	16	Lic (+1)
Compact (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	5 int	Large	7 lb.	16	Lic (+1)
Entry (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	5 int	Large	8 lb.	16	Lic (+1)
Expert (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	7 int	Large	9 lb.	16	Lic (+1)
FBI (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	5 int	Large	8 lb.	16	Lic (+1)
Patrol (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	5 int	Large	8 lb.	16	Lic (+1)
Professional (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	6 int	Large	8 lb.	16	Lic (+1)
Standard (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	Single	7 int	Large	9 lb.	16	Lic (+1)
Urban Sniper (12-gauge shotgun)	2d8	20	Ballistic	50 ft.	Single	7 int	Large	9 lb.	17	Lic (+1)
K-9 Semiauto (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int	Large	9 lb.	16	Lic (+1)
Patrol Semiauto (12-gauge shotgun)	2d8	20	Ballistic	50 ft.	S	5 int	Large	8 lb.	16	Lic (+1)
SWAT Semiauto (12-gauge shotgun)	2d8	20	Ballistic	50 ft.	S	6 int	Large	9 lb.	16	Lic (+1)



SWAT Semiauto



K-9 Semiauto

Entry: The Entry is essentially identical to the Compact, above, except that it features a built-in illuminator and a grip-loop on the slide for the nonfiring hand.

Expert: The Expert features a medium-length barrel, extended magazine, and built-in illuminator. It also features a corrosion-resistant nickel finish.

FBI: The FBI is similar to the Expert but features a shorter magazine, reducing overall weight.

Patrol: The Patrol is similar to the Border Patrol model, only with the shorter magazine.

Professional: This weapon is essentially the same as the Border Patrol Short model, except for the addition of a built-in illuminator.

Standard: This is a full-length version with a long magazine and an illuminator, like the Expert, only with the standard matte black finish.

Urban Sniper: The Urban Sniper is an accurized slug-gun deffsigned for aimed fire. Built around a semiautomatic 11-87 action, it features a rifled barrel, adjustable bipod, long eye-relief scope, and a stock with cheekpiece. The Urban Sniper lacks the range of a true sniper rifle, but it is more than adequate for short-range engagements, in which its slugs pack tremendous stopping power. It is also useful for shooting locks from a safe distance.

K-9 Semiauto: This model features the same medium-length barrel and extended magazine of the Border Patrol model, but it is built on a semiautomatic Model 11-87 action instead.

Patrol Semiauto: This is a full-length model with all the features of the standard Patrol model, except that it is built on the semiautomatic 11-87 action.

SWAT Semiauto: The SWAT is essentially the same as the Professional, with a compact barrel and an illuminator, but it is a semiautomatic design.

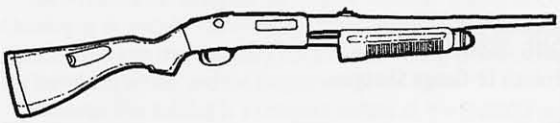
Who Uses Them: Scattergun Technologies rebuilds are highly sought after by police SWAT teams. Their high cost precludes their use by most ordinary beat cops, but departments in larger cities might well issue such weapons to special tactical teams.

d20 Modern Rules: All variants of this weapon can fire 3 1/2-inch rounds. The Urban Sniper variant is also designed to fire slug rounds and slug penetrator rounds.

The Compact and Entry variants each grant a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Smith & Wesson Model 3000

American 12-Gauge Single-Shot Shotgun



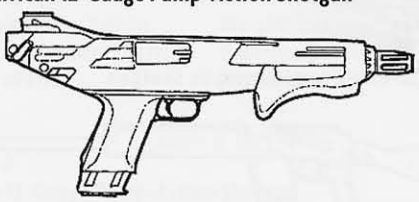
The Model 3000 is a conventional pump-action design from Smith & Wesson. It was sold in both hunting and police versions, including a model with a pistol grip and a folding stock. The pump action uses dual parallel bars for smoother cycling. The receiver is machined from steel, and the barrel is designed to be easily replaceable.

Who Uses It: The Model 3000 is no longer in production, but it is still in use with a number of police agencies throughout the U.S. It is also widely used as a civilian hunting weapon.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 6 int
Size: Large
Weight: 7 lb.
Purchase DC: 16
Restriction: Lic (+1)

Techno Arms MAG-7

South African 12-Gauge Pump-Action Shotgun



The MAG-7 is an unusual pump-action shotgun that uses a box magazine, which feeds into the weapon's pistol grip much like the Israeli Uzi submachine gun. This arrangement permits a relatively large magazine capacity (5 rounds) in a relatively compact weapon.

The unusual configuration of the MAG-7 necessitates the use of specialty ammunition. The magazine is too short to fire ordinary shotgun shells; instead, it uses an exotic 60mm-long 12-gauge shell, which is shorter than most commercial shotgun ammunition. Finding these specialized shells can be difficult, which makes the

MAG-7 impractical for some users. The smaller round is also less effective at long range.

The MAG-7 is designed to fire without a stock, but a folding stock is available as an option.

Unfortunately, the MAG-7 suffers from a number of design flaws. It has an awkward control arrangement that makes it difficult to use. The safety catch and slide release are badly positioned and cannot be reached from a firing grip. The trigger suffers from an extremely heavy pull, which often pulls the weapon off target before the round is fired. Combined with the difficulty of finding its specialty ammunition, this flaw seriously limits the MAG-7's usefulness.

Variants: The MAG-7 is primarily intended for use as a police or paramilitary weapon, but the manufacturers also produce a civilian model with an extended-length 20-inch barrel and a fixed wooden shoulder stock. Together, these modifications turn the compact MAG-7 into a full-length longarm weighing 13 pounds, doing away with the advantages of its compactness.

d20 Modern Rules: This weapon is unreliable.

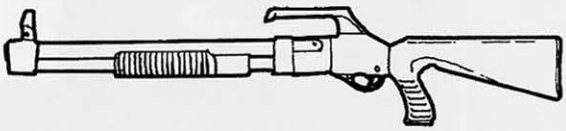
The more compact police and paramilitary models of the MAG-7 grant a +2 circumstance bonus on Sleight of hand checks made to conceal the weapon.

This weapon fires special 60mm-long 12-gauge shells only; a package of 10 rounds has a purchase DC of 6.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 30 ft.
Rate of Fire: Single
Magazine: 5 box
Size: Large
Weight: 9 lb.
Purchase DC: 16
Restriction: Lic (+1)

Viking Arms SOS

British 12-Gauge Pump-Action Shotgun



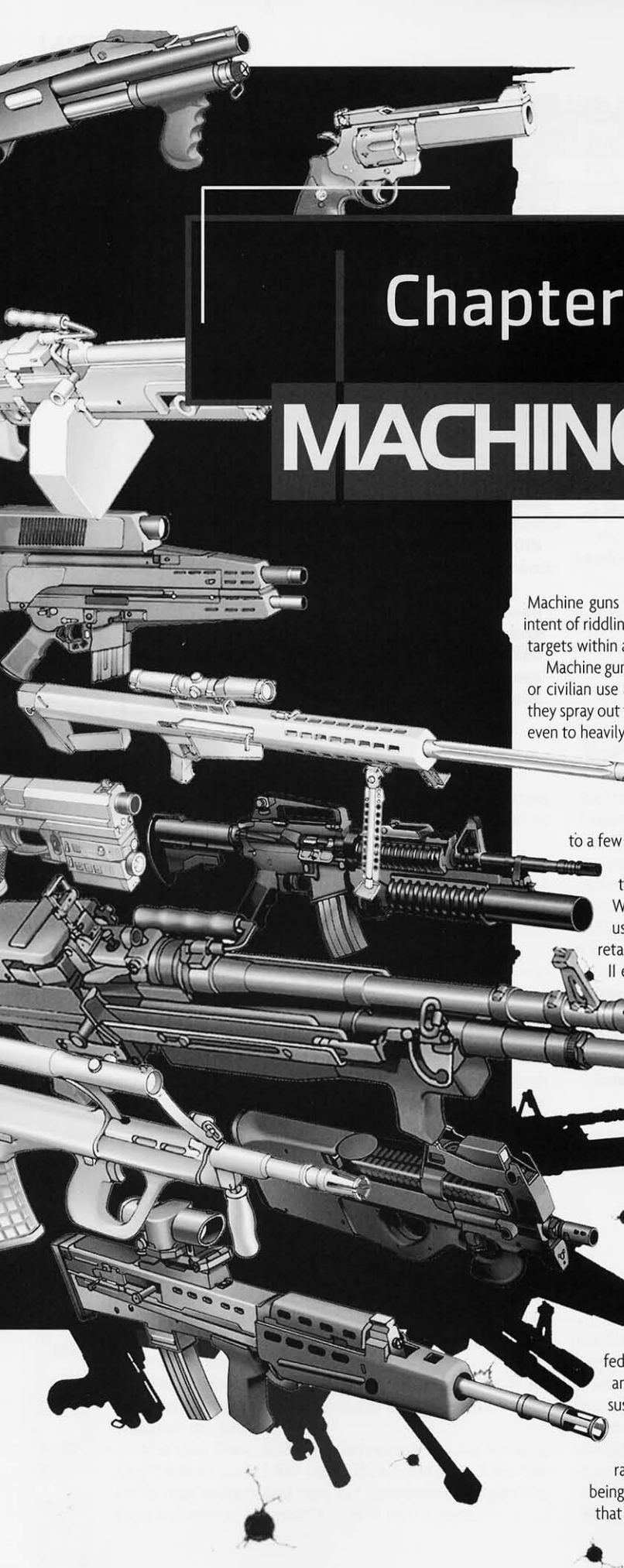
The SOS is a tactical shotgun from Viking Arms that operates using a conventional pump-action mechanism and features a tubular magazine under the barrel. Its appearance is somewhat unusual, however, owing to its overhead carrying handle and a straight-line stock designed to direct recoil forces directly back into the shooter's shoulder to reduce muzzle climb.

A number of features make the SOS well suited to police tactical use. Its barrel is rifled for use with high-power rounds, slugs, or tear gas shells. The weapon can be quickly disassembled, which facilitates maintenance.

Who Uses It: The SOS is in police service in the U.K. and in a number of European countries.

d20 Modern Rules: This weapon can fire 3 1/2-inch shells, slug rounds, and slug penetrator rounds.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: Single
Magazine: 7 int
Size: Large
Weight: 8 lb.
Purchase DC: 16
Restriction: Lic (+1)



Chapter Seven

MACHINE GUNS

Machine guns are designed to provide sustained automatic fire, with the intent of riddling a single target with bullets, wounding or damaging multiple targets within an area, or laying down suppression fire.

Machine guns are primarily military weapons. They have little or no police or civilian use and are much rarer than rifles, pistols, or shotguns. Because they spray out fire indiscriminately, they are of little use to law enforcement, even to heavily armed SWAT teams. Law enforcement depends on carefully aimed shooting to minimize the risk of collateral damage to unintended targets, and machine guns are fundamentally incompatible with this role. Just the same, many large police departments have access to a few machine guns for emergency use.

Modern machine guns are dominated by designs so old that they might well be considered antiques. After World War II, many of the less successful designs were phased out of use, while those that had proven their worth in combat were retained. Today, many machine guns date from the World War II era or even earlier. The Browning M2 and the German MG3, for example, are both more than fifty years old, and yet both are still in front-line service with the world's best-equipped armies. Improvements in ammunition and mounts have been effective enough to allow these guns to remain valuable even on the modern high-tech battlefield. While more advanced designs have been developed, they have failed to entirely supplant the older weapons.

Most modern small arms are fed from box magazines with a few dozen rounds (usually, 20 to 30 at most). When the clip runs out, the shooter ejects it and loads a new one. This forces a pause in the firing of the weapon, which lets the action and the barrel cool down. Machine guns, on the other hand, are designed with sustained fire in mind. Many are fed by belts that hold hundreds of rounds, making it possible to fire a machine gun for an extended length of time—much longer than a clip-fed personal weapon. This necessitates the use of heavy barrels and robust actions designed to absorb the heat and stresses of sustained fire.

Even when using heavier barrels, machine guns often build up so much heat that their barrels begin to break down rapidly. In extreme cases, they can even begin to melt while being fired. Many early machine guns featured water-filled jackets that encased the barrel to keep it cool, but this made them heavy

and cumbersome weapons. Today, many machine guns are designed with quick-change barrels that can rapidly be detached and replaced in the field with minimal tools.

Machine guns are generally large, heavy weapons, awkward to carry and fire by hand. Because of their weight, machine guns are usually fired from bipods or tripods, or from fixed mounts on vehicles. Due to size and weight, all but the lightest machine guns are crewed by teams of two or three. One person is the gunner, who carries the weapon. The others serve as assistants to carry the tripod and spare barrels (if necessary) and to help feed the weapon. In addition, because machine guns can rapidly consume a huge quantity of amffmunition, the weight of the ammo soon becomes significant as well. Assistant gunners serve an important role as ammunition carriers.

For civilian collectors, semiautomatic variants of some historically significant machine guns are produced by specialty gunshops. To comply with gun control laws, the internal firing mechanisms in these weapons have been reworked to make them impossible to convert to automatic. These weapons are highly exotic, rare collectors' items and are not often seen even among shooting enthusiasts.

Machine guns are broadly grouped into a number of categories.

Light machine guns (LMGs) are, as the name implies, relatively lightweight and designed to be carried and fired by one person. They fire rifle-caliber ammunition. Most are fitted with bipods for stationary use, but they can also be fired from the hip, even while moving. LMGs are sometimes called squad automatic weapons, or SAWs.

General-purpose machine guns (GPMGs) emerged in the years following World War II. The GPMG is a weapon that falls somewhere between the light machine gun and the medium machine gun in size and weight, and is capable of serving in either role. When used as an LMG, the GPMG is fired from a bipod with a shoulder stock. When used as a medium machine gun, the GPMG is mounted on a tripod for long-range sustained fire.

Medium machine guns (MMGs) are the next step up. They still fire rifle-caliber bullets but are bigger and heavier than LMGs and are capable of significantly higher rates of fire. Though still readily portable, they are generally too heavy to be fired except from a tripod. MMGs are also used with pintle or coaxial turret mounts on vehicles.

Heavy machine guns (HMGs) are too large to be easily carried, and essentially require a large tripod or vehicle mount for stability. The most important reason for their large size is that they fire large-caliber ammunition significantly bigger than ordinary rifle rounds. This gives them excellent long range and antiarmor performance. Because of their high power, HMGs are often used as antiaircraft weapons. HMGs are so heavy that several crew members are needed to move the weapon and its mount about. Furthermore, even when they are used on a tripod, their recoil is so strong that the legs of the tripod must often be weighed down with heavy sandbags to keep the weapon steady during firing.

Miniguns are the most complex machine guns. Like 19th-century Gatling guns, these feature multiple barrels that rotate when the weapon is fired. The rotating barrel design permits an astonishingly high rate of fire, because the individual barrels have time to cool between shots. On most machine guns, the recoil force of fired rounds drive the action. Miniguns, however, are mechanically complex enough that this doesn't provide sufficient power. As a result, an electric motor is added to drive the rotating barrel mechanism and feed in the ammunition—making an already complex weapon even more so.

Miniguns have been developed in a range of calibers and to serve a variety of roles, but their tremendous rate of fire demands a huge quantity of ammunition—far more than can be easily carried by even a sizable crew. Consequently, miniguns are virtually always used on vehicle or aircraft mounts. They have proven especially popular on helicopters, where the high rate of fire helps compensate for the difficulty of hitting a target when firing from a moving aircraft. Although some miniguns can be used from tripod ground mounts, the sheer impossibility of moving a reasonable ammunition supply around without a vehicle to carry it means that miniguns are of limited military use in this manner.

d20 Modern Rules

The rules in this section supplement those in the *d20 Modern Roleplaying Game* and apply to the firearms described in this chapter.

Proficiency: One must have the Personal Firearms Proficiency feat to fire a light machine gun, general purpose machine gun, or medium machine gun without taking a –4 penalty on the attack roll. One must have the Advanced Firearms Proficiency feat to fire on automatic without taking a –4 penalty on the attack roll.

One must have the Exotic Firearms Proficiency (heavy machine guns) feat to fire a heavy machine gun or minigun without taking a –4 penalty on the attack roll.

Belt-Fed Weapons: Weapons fed by a belt offer the advantage of a large—or even continuous—source of ammunition. However, belt-fed weapons have some disadvantages.

Ammunition: Ammunition can be purchased in belts. A single belt consists of 100 bullets. Belts are available in ball or tracer amffmunition. The purchase DC for a belt of belted ammunition is equal to 6 + the purchase DC for a 20-round box of the ammunition type.

Loose ammunition can be hand-linked to create a belt. Doing so requires a supply of belt links (purchase DC 4 for a box of 100 links, which allows the creation of a 100-bullet belt). Belt links for one caliber of ammunition cannot be used to create a belt for a different caliber, but no restriction exists on the type of ammunition (for example, armor-piercing) that can be used. Creating a belt using loose ammunition and belt links takes 10 minutes per 100-bullet belt.

Belts can be combined or broken to any length. Two 100-bullet belts can be connected to create a 200-bullet belt. Likewise, a 100-bullet belt can be split to create (for example) one 40-bullet belt and one 60-bullet belt. Connecting or splitting a belt is a move action.

Loading: Loading a belt-fed weapon is a full-round action. A new belt can be connected to a loaded belt, provided that loaded belt still has 5 or more bullets. (If the loaded belt has fewer than 5 bullets left, a new belt cannot be connected and the weapon must instead be reloaded.) Connecting a new belt is a move action.

Assistance: A weapon with a belt of 50 or more bullets cannot be fired by a single user unless it is on a bipod or mount. An assistant gunner is necessary to prevent the belt from twisting or tangling. Assisting is an attack action.

Belt and Box Feeds: Some machine guns accept both belts and box magazines. If a weapon is loaded with both a belt and a box magazine at the same time, it will not function. Only one ammunition source can be used at a time.

Bipods: Unless noted otherwise, a machine gun comes equipped with a bipod (see Bipods in the introduction for game rules).

Chambered Rounds: Any machine gun with a box magazine can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

Folding Stocks: A few machine guns feature folding stocks. (Some weapons feature collapsible stocks; for game purposes, these are the same as folding stocks.) Folding a weapon's stock grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Hot Barrels: Machine guns fire powerful rounds at a high rate of fire. In most roleplaying scenarios, barrel heat shouldn't be an issue. However, if a mchine gun is fired on automatic every round for 5 or more consecutive rounds, its barrel overheats and the weapon becomes unreliable.

Many machine guns are designed to allow a quick change of barrels. If an extra barrel is available (purchase DC equal to the weapon's purchase DC – 10), it can be swapped in. Doing so takes two full-round actions, but if someone is available to help, the barrel can be swapped with a single attack action from each person.

An overheated barrel (one that has been fired on automatic every round for 5 or more consecutive rounds) cools in 10 minutes, at which point it can be used again without the weapon being unreliable.

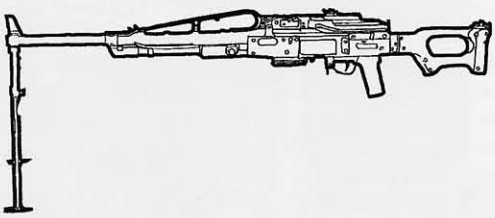
Optical Sights: Some machine guns feature optical sights. Unless otherwise noted, optical sights function identically to standard sights.

Machine Gun Descriptions

The machine guns in this chapter are presented alphabetically.

6P41 Pecheneg

Russian 7.62mm General-Purpose Machine Gun



An advanced derivative of the popular PK series of general-purpose machine guns, the 6P41 sports a new, heavier barrel designed to improve accuracy. The bipod is moved from the gas tube to the end of the barrel. The receiver features a sight rail, allowing a variety of optical devices, such as night sights to be easily fitted. Numerous other minor modifications have also been implemented to further reduce the weight over that of the PKM.

Though still in development and yet to enter service, the Pecheneg shows considerable promise. It could well serve as an effective replacement for the thousands of PK-series weapons currently in use and nearing the end of their service lives.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 18 lb.
Purchase DC: 21
Restriction: Mil (+3)

AAT-52

French 7.62mm General-Purpose Machine Gun



The AAT-52 was developed after World War II and became the standard French GPMG in the 1950s. Originally chambered for the French 7.5mm cartridge, it was redesigned to fire 7.62mm NATO. This change increased its popularity, and it remains in use to this day.

The action of the AAT-52 is rather clumsy, using a blowback system with a two-part bolt to slow the operation and a fluted chamber to prevent the cartridge case from sticking. This design is barely adequate to contain the tremendous firing pressures, and consequently the AAT-52 can be unreliable. It has a distinctive appearance, thanks to its long, tubular shape and a supporting monopod located behind the pistol grip. It is usually used with a bipod but can also be mounted on a U.S.-pattern tripod or on a vehicular pintle mount as well.

Variants: The AAT-52 was originally chambered in 7.5mm. Most guns were later rebuilt to 7.62mm NATO instead, but some older guns chambered in the old caliber remain, particularly in overseas service. There are two main versions—the heavy tripod-mounted model (known as the *Fusil Mitrailleuse*) and a bipod-mounted light-support model with a shorter and lighter barrel (the *Fusil Mitrailleur*). Special variants for use on aircraft, vehicular pintle mounts, and vehicular turret mounts exist as well.

Who Uses It: The AAT-52 is the standard GPMG of French forces. It is also in service with the armies of a number of former French colonial possessions as well.

AAT-52 Light (7.62mm Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 22 lb.
Purchase DC: 21
Restriction: Mil (+3)

AAT-21 Heavy (7.62mm Machine Gun)

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 49 lb.
Purchase DC: 21
Restriction: Mil (+3)

Ameli

Spanish 5.56mm Light Machine Gun



The Spanish Ameli is a sophisticated LMG design from Spain. It resembles a scaled-down version of the World War II-era German MG42. in appearance, particularly with respect to its barrel and shoulder stock. The main operating mechanism is adapted from the roller-locked CETME rifle. The rear sights are incorporated into a carrying handle atop the receiver, while the front sights are mounted on the barrel's jacket.

Variants: A lightweight version of the Ameli, known as the Ameli-L, uses plastic components to reduce weight. It weighs 12 pounds but is otherwise identical to the standard Ameli.

Who Uses It: The Ameli has been adopted as the squad automatic weapon of Spain and Mexico and has been sold to a number of other countries as well.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 14 lb.
Purchase DC: 22
Restriction: Mil (+3)

Beretta AS70/90 LMG

Italian 5.56mm Light Machine Gun

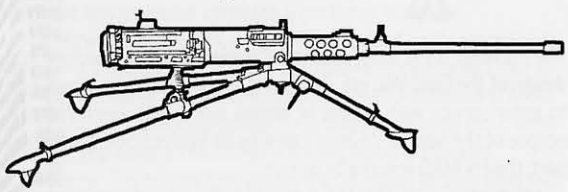


The AS70/90 LMG is derived from the Beretta AS70/90 assault rifle and designed for use as a squad automatic weapon. The operating mechanism is largely unchanged but fires from an open bolt to increase rate of fire. A heavy barrel and folding bipod are fitted for sustained fire. The metal forward grip is designed to accept the folded bipod, while the shoulder stock permits a two-handed grip when firing from the bipod. A prominent overhead carrying handle can be detached to mount a variety of sighting devices.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 14 lb.
Purchase DC: 20
Restriction: Mil (+3)

Browning M2HB

American .50 BMG Heavy Machine Gun



The Browning M2, or "Ma Deuce" (as American troops affectionately refer to it), is one of the most successful heavy machine gun designs of all time. Developed in the years following World War I, it entered service in the 1930s. It served with distinction throughout World War II and appeared on vehicles, aircraft, naval vessels, and tripod ground mounts.

The M2 remains the standard HMG of the U.S. armed forces today, serving with all four branches of the military. The current version, standardized in 1978, features a heavier barrel and is thus known as M2 Heavy Barrel (or M2HB). Recent developments in amffmunition design have further improved the .50 BMG cartridge, making it both more accurate and more powerful.

A huge weapon, the M2 can only be fired from a tripod or pintle mount. When used on a tripod, the weapon must be further stabilized by placing sandbags on the tripod's legs. Both the weapon and its ammunition are cumbersome and difficult to carry around, which makes it impractical for infantry use. Its powerful cartridge and rate of fire give it a tremendous punch, however, and it is an excellent weapon for mounting on armored personnel carriers or other vehicles. It is also superb for use in static defense of fixed positions.

Variants: The M2 is produced under license by Fabrique Nationale of Belgium in a version known as M2 QCB (Quick Change Barrel). As its name implies, this variant features a barrel that the user can quickly switch out as needed. It also features numerous minor differences designed to suit European manufacturing requirements.

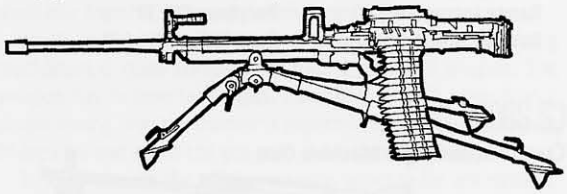
Who Uses It: The M2HB serves in the U.S. and throughout NATO, as well as with a great many Third World nations. Despite its age, it is expected to remain in service for at least several more decades.

d20 Modern Rules: This weapon can be disassembled into two loads (one weighing 50 lb. and the other 34 lb.) to be carried by two people. A tripod is available for this weapon; it has a purchase DC of 12 and weighs 22 pounds.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 84 lb.
Purchase DC: 25
Restriction: Mil (+3)

CIS Fifty

Singaporean .50 Caliber Heavy Machine Gun



The CIS Fifty was introduced in the 1980s as a lightweight and high-tech competitor for the popular but aging Browning M2 HB design. The entire weapon is designed with simplicity in mind and features modular construction that facilitates maintenance—each subassembly in the action can be quickly removed and serviced individually as needed. The barrel can be changed quickly without affecting the weapon's zero.

The CIS Fifty can be attached to a tripod or mount.

Perhaps the most interesting feature of the CIS Fifty is its ability to accept two ammunition belts, one feeding into each side of the receiver. The shooter can quickly switch between the two by throwing a single lever, allowing different targets to be engaged with different ammunition types as necessary (for example, using ball ammunition for personnel targets and armor-piercing rounds for vehicles).

Who Uses It: The CIS Fifty serves with the armed forces of Singapore.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 74 lb.
Purchase DC: 23
Restriction: Mil (+3)

Colt M16A2 LMG

American 5.56mm Light Machine Gun



The M16A2 LMG is a derivative of the M16 assault rifle designed to serve as a SAW. It features a heavy sustained-fire barrel, which is fitted with a folding bipod and a redesigned forestock. This incorporates a vertical forward grip for improved stability when firing from the hip, and a new carrying handle situated on the new center of gravity with the heavy barrel installed.

The M16A2 LMG operates identically to the standard assault rifle, which simplifies training for troops already used to the M16. It also uses the same ammunition and magazines.

Who Uses It: The M16A2 LMG is in service with the U.S. Drug Enforcement Administration. Military forces in other countries, including Brazil and El Salvador, also use it.

d20 Modern Rules: This weapon may be purchased with a three-round burst setting instead of the automatic rate of fire. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only

three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted. The three-round burst version has no automatic rate of fire and cannot be used to make autofire attacks.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: 30 box
Size: Large
Weight: 13 lb.
Purchase DC: 19
Restriction: Res (+2)

CZ 2000 LMG

Czech 5.56mm Light Machine Gun



The CZ 2000 LMG is a derivative of the CZ 2000 assault rifle designed for use in the squad automatic weapon role. It is essentially just a modified version of the assault rifle, which shares many common parts. A long, heavy barrel is fitted and equipped with a folding bipod. The weapon has a muzzle brake and folding stock, but no bayonet lug.

The CZ 2000 LMG's furniture is made from high-impact plastic. Long-range iron sights are fitted, and a standard scope rail permits the use of an optical or night sight as well. As with the assault rifle, the LMG can be quickly broken down into its component parts for cleaning or maintenance.

Though the CZ 2000 LMG can accept the 30-round transparent magazines used by the assault rifle, as well as any standard M16-pattern magazine, it is designed for use with a large 75-round drum to provide sustained automatic fire.

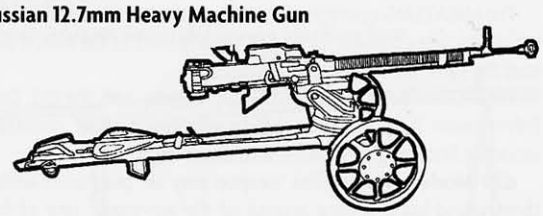
Variants: As with its assault rifle counterpart, the CZ 2000 LMG was originally produced in 5.45mm and was known as the Lada LMG. Both versions are available for export.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 75 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Res (+2)

DShK-38/46

Russian 12.7mm Heavy Machine Gun



The DShK, popularly known as the "Dash-K" or "Dooshka," is an old design that continues to serve in many former Soviet client states. Developed in the 1930s, the DShK-38 served with distinction as the Red Army's primary HMG during World War II. Following the war, the feed mechanism was completely redesigned, and the more reliable DShK-38/46 variant appeared. This version remains in production in some countries to this day.

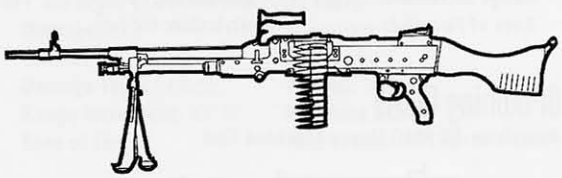
The DShK finds use as a vehicular weapon. For ground use, the DShK is normally fitted on a heavy mount with two wheels to facilitate its movement around the battlefield. This mount can be converted to an antiaircraft tripod as needed. Most surviving DShKs today serve in the antiaircraft role or on vehicular mounts.

Who Uses It: The DShK still serves with Russia and most former Soviet client states. It has been produced under license in a number of countries, including China, Iran, Pakistan, and Romania.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 78 lb.
Purchase DC: 23
Restriction: Mil (+3)

FN MAG

Belgian 7.62mm General Purpose Machine Gun



The FN MAG is the most successful general-purpose machine gun design of the Cold War era. Appearing in the late 1950's, it went on to enter service with dozens of armies worldwide. Even after the eclipse of the heavier 7.62mm round by its lighter 5.56mm counterpart, the FN MAG remains in service.

Mechanically, the FN MAG is simple in design and operation. The action is gas-powered and features a tipping breech block. The barrel can be quickly changed when necessary, and a bipod is fitted; this bipod can be folded up to form a rudimentary forward handgrip. The fixed stock is usually made of wood, but this has been replaced by plastic on more modern examples. Though it can be fitted to a tripod and used as a medium machine gun, the FN MAG is more commonly used with the bipod. It is also often found on vehicular or aircraft mounts.

Variants: The FN MAG has been produced worldwide, and local variants incorporating minor modifications abound. FN Herstal produces a pintle-mount version for vehicle or helicopter use and a coaxial version for turret mounts.

Who Uses It: The FN MAG has been adopted by dozens of countries worldwide. It serves in several NATO armies and throughout Latin America, Africa, Asia, and the Middle East. It has served on opposing sides in several different wars, notably the 1982 Falklands War and the 1991 Gulf War. It is produced under license in the U.S., the U.K., Argentina, Egypt, India, and Singapore. In Britain, it is known as the L7 GPMG and goes by the affectionate nickname "Gimpy." In the U.S., it is designated M240 and has long been used as a coaxial machine gun on armored vehicles (including the Abrams battle tank and Bradley fighting vehicles). More notably, a modernized version designated M240G was recently selected by the U.S. Army to serve as its new standard GPMG, replacing the venerable M60.

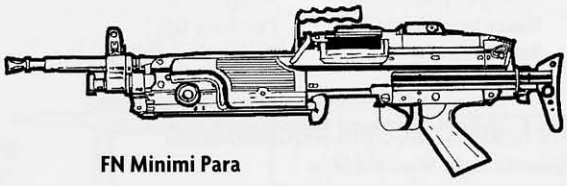
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 24 lb.
Purchase DC: 21
Restriction: Mil (+3)

FN Minimi

Belgian 5.56mm Light Machine Gun



FN Minimi



FN Minimi Para

Like its predecessor, the FN MAG, the Minimi has won tremendous success. Originally designed to serve as a counterpart to the FNC assault rifle, the Minimi has come into its own and entered service with dozens of armies. Much as the MAG was adopted by virtually every country using 7.62mm NATO for its service rifles, the Minimi found similar success among nations using 5.56mm weapons. A major factor in this success was its adoption in the 1980's as the U.S. Army's M249 squad automatic weapon, a decision that led many other nations to follow suit.

The Minimi serves as a squad-level support weapon, a role in which the less powerful cartridge is perfectly adequate.

The Minimi is lightweight, rugged, accurate, and easily controllable when firing on automatic. It features a dual-feed mechanism that allows it to use either belts of ammunition or NATO-standard STANAG rifle magazines. The hollow forward grip contains cleaning tools, while the pistol grip holds an oil bottle. A folding bipod is standard.

Variants: The Minimi Para model is a cut-down version designed to be as compact as possible. It features a shortened barrel and a folding stock; it has a range increment of 70 feet, but otherwise its statistics are identical to the Minimi.

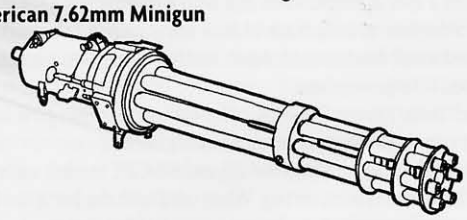
In the US, the Minimi is known as the M249 squad automatic weapon (SAW); in Australia, it is called the F89; in Korea, it is called the K3; and in Taiwan, it is called the Type 75 light machine gun. It is also made in Greece and Italy.

Who Uses It: The Minimi has been widely adopted throughout the world, serving in many of the nations that have adopted the 5.56mm NATO cartridge for their service rifles. Its users include Belgium, the U.S., Canada, Australia, New Zealand, Greece, France, Italy, Sweden, the United Arab Emirates, Sri Lanka, and Indonesia.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked, 30 box
Size: Large
Weight: 15 lb.
Purchase DC: 23
Restriction: Mil (+3)

General Electric M134 Minigun

American 7.62mm Minigun



The M134 was the first modern machine gun to use the Gatling-gun principle, in which six revolving barrels rotate around the firing axis. This arrangement permits the individual barrels to cool between shots. The concept was derived from the 20mm Vulcan, a six-barreled cannon that found considerable success as an aircraft gun.

The M134's action is driven by an electric motor, rather than by the mechanical recoil forces of firing. This feeds ammunition in and rotates the firing mechanism. As the mechanism rotates, the barrels close into the bolt for firing, and then withdraw to eject the spent cartridge case and feed in a fresh round. The entire process happens very quickly. When the M134 is fired, the sounds of the individual shots blur together into a single loud, ripping roar.

Much of the M134's length is in its barrels. The actual firing mechanism is quite compact for such a powerful weapon. The weapon has rudimentary sights, consisting of little more than a simple aiming ring; the shooter is expected to observe the stream of fire's fall and adjust the gun onto the target accordingly.

To keep up with the M134's voracious appetite for ammunition, it is normally fed from 4,000-round ammo boxes. These boxes are connected to the weapon by a flexible plastic chute. The ammunition boxes are far too heavy to be moved about by hand. Instead, the M134 is designed for use as a vehicular or aircraft weapon—it is particularly well suited for use as a helicopter door gun, where its high rate of fire makes up for the relative inaccuracy that comes with using a flying helicopter as a firing platform. The weapon can also be mounted on a tripod for use as a static defense weapon.

The M134 incorporates motor and drive mechanisms that are unnecessary on a more conventional machine gun. Consequently, it requires considerable maintenance to ensure continued operation.

Who Uses It: All four branches of the U.S. armed forces use the M134. It has been widely exported and serves as an aircraft gun with a number of foreign nations.

d20 Modern Rules: This weapon must receive at least 1 hour of maintenance between engagements or become unreliable.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 36 lb.
Purchase DC: 24
Restriction: Mil (+3)

Heckler & Koch MG3

German 7.62mm General-Purpose Machine Gun



The MG3 is a direct descendant of the World War II-era MG42, a highly successful design that proved its worth in combat. It has been rechambered to fire the new NATO 7.62mm cartridge and remains an excellent weapon despite the age of the design.

The MG3 features a roller-locked action that was, in many ways, the forerunner of the mechanism used in the H&K G3 series. The barrel can be quickly changed.

Variants: The MG1 and MG2 were developmental models of the same weapon. A coaxial variant designed for vehicular mounting also exists.

Who Uses It: The MG3 has been widely exported throughout Europe and Third World countries. It serves with Austria, Germany, Italy, Spain, Switzerland, Turkey, and many other states. It has been built under license in many of these countries and in the former Yugoslavia.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 24 lb.
Purchase DC: 23
Restriction: Mil (+3)

Heckler & Koch MG36

German 5.56mm Light Machine Gun



The MG36 is the LMG variant of the G36 assault rifle currently in service with the German armed forces. As with most LMGs derived from assault rifles, it is largely unchanged. The only modifications are a longer, heavier barrel with a folding bipod and the provision of a 100-round ammunition box, permitting sustained automatic fire. It retains the composite construction and folding stock of the G36 rifle. It also retains the dual optics system: an optical sight combined with a red-dot sight for close-in fighting. For additional details, see the G36 entry in Chapter Two.

Variants: The MG36E is an export version, which replaces the standard dual optics system with a single optical sight.

Who Uses It: The German Army uses the MG36 as a squad-level light support weapon, serving alongside the G36 assault rifle.

d20 Modern Rules: This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 100 box
Size: Large
Weight: 9 lb.
Purchase DC: 23
Restriction: Mil (+3)

Heckler & Koch MG43

German 5.56mm Light Machine Gun



The MG43 is a new LMG design from Heckler & Koch. Chambered in 5.56mm NATO, it serves as a lightweight and portable squad automatic weapon. Its newly developed firing mechanism is a conventional gas-operated action fed by a disintegrating link ammunition belt. The bolt uses a rotary locking system rather than the roller locks used by earlier H&K designs. Intended for use as a support weapon, the MG43 fires in automatic mode only—there is no semiautomatic setting. The feed system can lift very long and heavy ammo belts, optimizing the MG43 for sustained fire.

The MG43 is similar in weight, performance, and appearance to the Belgian FN Minimi, one of its direct competitors (see the M249 Squad Automatic Weapon entry, below). The worldwide popularity of the Fabrique Nationale design means that the MG43 will have its work cut out for it. Although still in the advanced testing stage, the MG43 shows considerable promise. It has already undergone a punishing series of torture tests in the harsh desert environment at Yuma Proving Grounds in the U.S., chewing its way effortlessly through a mountain of ammunition with little mechanical trouble.

Variants: H&K is reportedly developing a 7.62mm NATO version of the MG43.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 19 lb.
Purchase DC: 23
Restriction: Mil (+3)

H&K Roller-Locked Machine Guns

German Light Machine Guns

Heckler & Koch developed a line of machine guns based on its G3 battle rifle. Built around the same rolling-lock action used on the G3 and the MP5 submachine gun, these weapons have established a reputation for accuracy and reliability.

All of these weapons are essentially variants of different H&K rifles. The H&K 11 and H&K 21 series are derived from the G3 and fire the 7.62mm NATO cartridge. The H&K 13 and H&K 23 are derived from the HK33 and fire the smaller 5.56mm NATO round. They differ from their rifle counterparts primarily in the fitting of bipods, long-range sights, and heavy quick-change barrels. They also have special shoulder stocks, shaped to facilitate a two-handed grip when firing from the bipod. Like the rifles, early models tend to be fitted with the older SEF trigger groups, while newer ones use the pictographic groups.

The machine guns in the "10" series (the H&K 11 and H&K 13) are designed to fire from the standard 20- or 30-round assault rifle box magazines. High-capacity ammunition drums are also available. The machine guns in the "20" series (H&K 21 and H&K 23), on the other hand, are modified to fire belted ammunition and are therefore better suited for sustained fire.

Variants: All of these weapons have undergone considerable development over the years, and a number of improved variants have appeared. The most recent models are identified by a suffix "E" (such as H&K 21E), for "Export." The export version features a lengthened barrel shroud, which moves the forward sight farther out and lengthens the sight radius. It also includes a three-round burst setting and a vertical foregrip to help stabilize the weapon when it is fired from the hip.

While Heckler & Koch has enjoyed considerable success with these designs, there have been a number of less successful machine gun designs over the years. The H&K 12 made use of the Soviet 7.62×39mm cartridge and never got beyond the prototype stage.

In the 1980s, H&K experimented with weapons that incorporated a baked-on camouflage finish, available in either a green-brown woodland pattern (designated HL13C) or a tan-green desert pattern (designated HK13S). Neither version was put into widespread production.

The GR6 and GR9 were improved versions of the H&K 21E. The GR6 used a special ammunition box with a transparent back, which allowed the firer to keep track of how many rounds remained. The GR9 used a belt-feed instead. Again, neither model was adopted or produced in large numbers.

Who Uses Them: The H&K roller-locked machine guns are in military use in a number of countries worldwide.

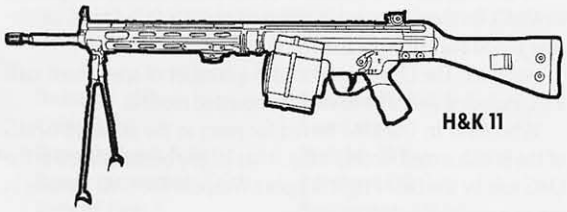
d20 Modern Rules: The H&K 21E and H&K 23E models each feature a three-round burst setting. When used with the Burst Fire feat, the weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant

TABLE 7–1: H&K ROLLER-LOCKED MACHINE GUNS

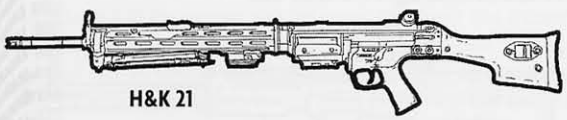
Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
H&K 11 (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	S, A	80 box	Large	18 lb.	21	Mil (+3)
H&K 13 (5.56mm machine gun)	2d8	20	Ballistic	80 ft.	S, A	100 box	Large	18 lb.	23	Mil (+3)
H&K 21 (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	S, A	Linked	Large	21 lb.	22	Mil (+3)
H&K 21E (7.62mm machine gun)[1]	2d10	20	Ballistic	100 ft.	S, A	Linked	Large	20 lb.	22	Mil (+3)
H&K 23 (5.56mm machine gun)	2d8	20	Ballistic	80 ft.	S, A	Linked	Large	19 lb.	22	Mil (+3)
H&K 23E (5.56mm machine gun)[1]	2d8	20	Ballistic	80 ft.	S, A	Linked	Large	19 lb.	22	Mil (+3)

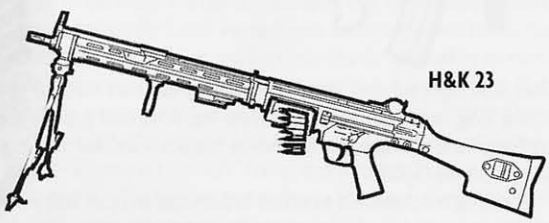
1 This weapon has a three-round burst setting.

the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.


H&K 11


H&K 13


H&K 21


H&K 23

IMI Negev LMG

Israeli 5.56mm Light Machine Gun



The Negev is Israel's answer to the Belgian Minimi design and is built around a similar rotating-bolt action. Constructed primarily from metal stampings to keep costs down, it can be readily disassembled to facilitate field maintenance. By design, it can accept either belts or ammunition boxes and can be fitted with an adapter that allows standard Galil or M16 rifle magazines to be used. A folding tubular stock is fitted as standard.

Variants: A compact version of the Negev, known as the Commando, features a shortened barrel. Aside from its range increment of 70 feet, its statistics are identical to the standard Negev.

Who Uses It: The Negev and the Negev Commando are currently in service as squad-level automatic weapons with the Israeli Defense Forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: Linked, 30 box
Size: Large
Weight: 16 lb.
Purchase DC: 20
Restriction: Mil (+3)

INSAS LMG

Indian 5.56mm Light Machine Gun



The INSAS LMG uses the same action as the INSAS assault rifle, and its heavy barrel comes with a bipod. A high-capacity 30-round magazine is standard. The weapon has long-range sights, but the INSAS rifle's three-round burst setting is removed. The bayonet lug has also been omitted.

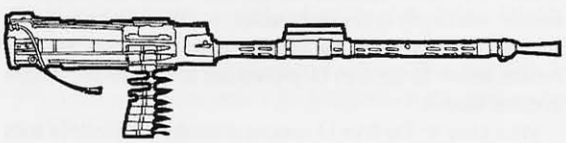
Unfortunately, the troubles of the INSAS program plague the LMG as well. It is still slated to enter Indian military service, but production problems continue to delay widespread use.

Variants: A folding-stock model is available for use by airborne or mechanized troops.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 19 lb.
Purchase DC: 23
Restriction: Mil (+3)

KPV

Russian 14.5mm Heavy Machine Gun



The KPV was developed after World War II as a machine gun chambered to fire the heavy 14.5mm round used in wartime antitank rifles. Often called the Vladimirov after its designer, it is one of the heaviest machine guns ever developed and begins to blur the line between HMGs and light autocannons. Originally designed to serve as an antiaircraft gun, the KPV is most often found on large, wheeled air-defense mounts known as ZPU-1, ZPU-2, or ZPU-4, which respectively feature one, two, or four KPVs mounted to fire together. The

KPV has also proven successful as a turret-mounted vehicular weapon. The powerful, heavy cartridge gives good performance against lightly armored targets such as APCs and scout cars.

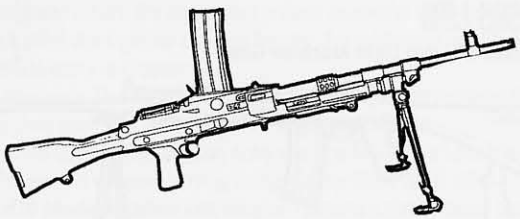
Variants: The turret-mounted vehicular version is known as the KPVT. Poland has developed a special tripod-mounted version known as the Pirat. The KPV is also produced under license in Bulgaria, China, North Korea, and Romania.

Who Uses It: The KPV serves both in Russia and throughout the former Soviet world as a heavy machine gun. It has also won a role as an air-defense weapon (for example, seeing heavy use with Iraqi forces during the 1991 Gulf War) and appears in the turrets of light armored vehicles.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 110 lb.
Purchase DC: 23
Restriction: Mil (+3)

L4A4 Bren

British 7.62mm Light Machine Gun



The Bren gun was first adopted by the British Army in the 1930s and has proven itself one of the most enduring of LMG designs. Originally designed in Czechoslovakia, it was rechambered to fire the standard British .303 caliber cartridge used by the Lee-Enfield rifle. Highly successful in this configuration, it was used by British and Commonwealth forces in all theaters throughout World War II. Its distinctively curved top-loaded magazine (designed for when the shooter is lying prone) made it instantly recognizable. Its accuracy and dependability quickly endeared it to the troops.

The Bren's reliability stems from its simplicity. It uses a straightforward gas-powered action that can be easily field stripped for maintenance and cleaning, making it easy for troops in the field to keep it functioning, even in harsh battlefield conditions. The user can quickly change the barrel as needed. Its straight-line stock transfers recoil forces directly back, reducing muzzle climb. The Bren's biggest drawback is its magazine, which holds only 30 rounds. This necessitates frequent reloading, limiting the Bren's sustained-fire capability as compared to belt-fed weapons.

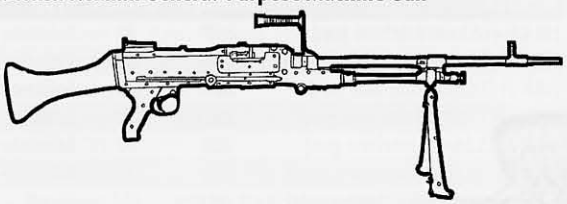
With the adoption of the 7.62mm NATO-standard cartridge in the 1950s, the Bren received a new lease on life. Existing wartime stocks were rechambered to fire the new round. Externally, the weapon was largely unchanged, except that the 7.62mm magazine was much straighter than the sharply curved .303 model. The new version, known as the Bren L4, proved just as capable and reliable as earlier models.

Who Uses It: The Bren L4 remains in service with reserve units in Britain and a number of Commonwealth nations. It has largely been replaced by the L86A1 Light Support Weapon (see below) in front-line British combat units.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S, A
Magazine: 30 box
Size: Large
Weight: 24 lb.
Purchase DC: 19
Restriction: Mil (+3)

L7A2 GPMG

British 7.62mm General-Purpose Machine Gun



The British L7A2 is a derivative of the Belgian FN MAG GPMG. It is identical to the FN MAG, except for minor modifications to facilitate manufacturing in British factories. Consequently, its component parts are not interchangeable with the Belgian MAG.

As an LMG, the L7A2 is fitted with a shoulder stock and bipod. As an MMG, its shoulder stock is removed and it is fitted to an adjustable tripod that incorporates recoil buffers.

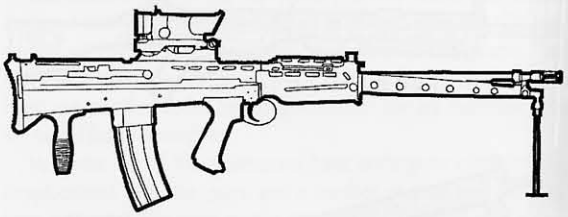
Variants: The L7 was produced in a number of specialized variants, including aircraft and vehicle-mounted models.

Who Uses It: The L7A2 served for years as the standard GPMG of the British armed forces. Today, it has largely been replaced in the LMG role by the L86A1 Light Support Weapon. The L7A2 remains in use as a medium support weapon.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 24 lb.
Purchase DC: 21
Restriction: Mil (+3)

L86A1 LSW

British 5.56mm Light Machine Gun



The L86A1 Light Support Weapon is a heavy-barreled machine gun with a long, heavy barrel for sustained fire. A vertical grip for the nonfiring hand is located just behind the magazine well for use when firing from the bipod.

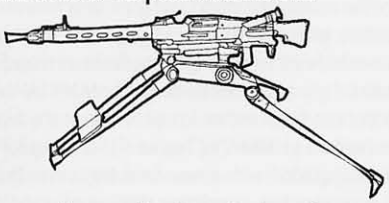
The firing mechanism is modified to fire from an open bolt when using automatic fire, to improve cooling and reduce the risk of a cook-off of unfired ammunition. Semiautomatic fire still uses a closed bolt and is particularly accurate given the LSW's long barrel. When coupled with a standard optical sight, the L86A1 becomes an extremely accurate precision-fire weapon.

Who Uses It: The L86A1 LSW is the current squad-level machine gun of the British Army.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: 30 box
Size: Large
Weight: 12 lb.
Purchase DC: 21
Restriction: Res (+2)

M51

Swiss 7.5mm General-Purpose Machine Gun



The M51 uses precision-machined parts in place of many metal stampings, resulting in a somewhat heavy and expensive design. The internal roller-locked action is modified to use locking flaps instead. The M51 features an efficient belt-fed mechanism, and quick-change barrel.

Who Used It: The M51 served with both the Swiss and Danish armed forces. It has now been replaced in front-line service by more modern designs.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 35 lb.
Purchase DC: 22
Restriction: Mil (+3)

M60 Series

American 7.62mm NATO General-Purpose Machine Gun

The belt-fed M60 was developed in the 1950s to replace the old Browning M1919 .30 caliber machine gun. Chambered in the 7.62mm NATO cartridge, this hard-hitting weapon proved both rugged and reliable in field conditions.

The M60 was not without problems, however. The carrying handle was attached to the receiver, not the barrel; this meant that it could not be used to grip the hot barrel for changing in the field. With no practical way to remove the dangerously hot barrel, M60 gunners were issued asbestos gloves to use when performing this task. At best, this was an impractical solution. Furthermore, the bipod was attached to the end of the barrel. This meant that it essentially had to be discarded when the barrel was replaced, and spare barrels had to have bipods attached to them, making them heavier and bulkier to carry.

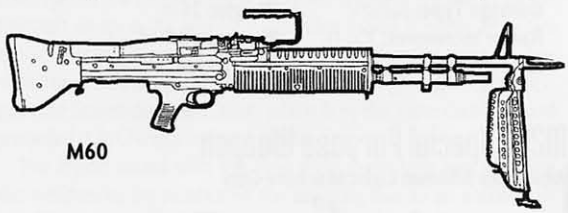
In response to these shortcomings, the manufacturer (Saco Defense) developed an improved M60 in the early 1990s. Known as the M60E3, this version featured two different interchangeable barrels—a compact "assault" barrel and a longer, heavier barrel for sustained fire. The forward grip gave way to a barrel shield fitted with a plastic pistol grip to improve controllability. The bipod was moved to the receiver, and a carrying handle was moved to the barrel, making barrel changes easier. Saco also manufactured a kit to enable existing M60s to be converted to the M60E3 configuration.

The U.S. Army's decision to adopt a new GPMG in the late 1990s led Saco to further improve the M60, resulting in the M60E4. The M60E4 featured numerous minor improvements, including strengthened components, a better belt-feed mechanism, and an integral sight rail on top of the receiver. Ultimately, however, the Army decided to adopt the Belgian-designed M240G instead. The only customer for the M60E4 was the U.S. Navy, which purchased a small number to equip SEAL special warfare teams.

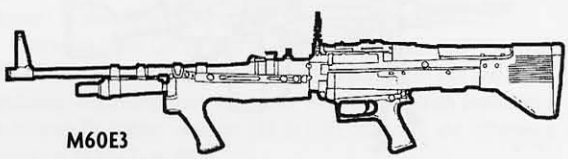
Variants: A number of specialized M60 variants emerged in addition to the types described above. The M60C was a stripped-down version with a solenoid trigger designed for use with fixed aircraft mounts, especially on helicopters. The M60D was a helicopter door–gun version with twin spade firing grips at the weapon's rear; this version was also used on patrol boats and armored vehicle pintle mounts. The M60E2 was a specialized variant for armored vehicle coaxial mounts.

Who Uses It: The M60, in its various configurations, has seen been in continuous U.S. service since the early 1960s. It was widely used in the fighting in Vietnam and in the 1991 Gulf War. Though not as successful internationally as the FN MAG, it has also been widely exported and serves with Australia, South Korea, Taiwan, and a number of U.S. client states. The M60E3 and M60E4 are in use with the U.S. Marines, as well as the U.S. Navy SEALs.

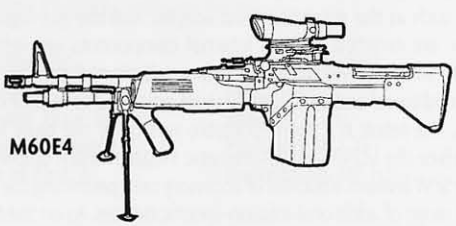
d20 Modern Rules: The M60 model can be converted into an M60E3 model using a special conversion kit (purchase DC 14). The conversion requires 30 minutes and a successful Repair check (DC 10).



M60



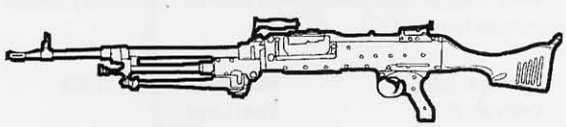
M60E3



M60E4

M240 GPMG

American 7.62mm General-Purpose Machine Gun



The M240 is an American-produced version of the Belgian FN MAG machine gun that has been in American service as a coaxial-mount weapon on tanks and other armored vehicles since the 1970s. In 1995, it was selected to replace the M60 series in U.S. Army service as a GPMG for infantry use.

TABLE 7–2: M60 SERIES MACHINE GUNS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase Weight	DC	Restriction
M60 (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Large	33 lb.	23	Mil (+3)
M60E3 Assault (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Large	19 lb.	23	Mil (+3)
M60E3 Long (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Large	20 lb.	23	Mil (+3)
M60E4 Assault (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Large	22 lb.	23	Mil (+3)
M60E4 Long (7.62mm machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Large	23 lb.	23	Mil (+3)

Today, two main infantry variants of the M240 serve in the U.S. military. The M240B is the Army's GPMG version. The most obvious external difference from the standard FN MAG is the presence of a ventilated forward handguard, protecting the shooter from the hot barrel. A standard sight-mounting rail is located on the receiver, and there is provision for mounting the weapon on a HMMWV ("humvee") light vehicle. A number of other minor modifications have been made to reduce manufacturing costs. In all other respects, it is essentially identical to the Belgian original.

The M240G is the Marine Corps version. It is largely identical, except that the handguard over the barrel is omitted.

Who Uses It: The M240B is in service with the U.S. Army as a platoon-level support weapon. The M240G serves a similar role in the U.S. Marine Corps.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 24 lb.
Purchase DC: 21
Restriction: Mil (+3)

M249 Special Purpose Weapon

American 5.56mm Light Machine Gun



The M249 Special Purpose Weapon (SPW) is intended for use by Special Forces units. To keep down its weight, a number of components, such as the magazine-feed adapter and the gas-regulation system, are omitted. Several internal components are lightened as well, with lightweight alloys being substituted for steel. The shortened barrel and a collapsible stock are fitted to reduce overall length. The result is a highly portable version of the basic Minimi design (see the M249 Squad Automatic Weapon entry, below).

The SPW features a number of accessory rails, permitting the use of a wide range of additional mission-specific devices. As on the M16A4 assault rifle, these are located around the barrel and on the top of the receiver, over the feed-tray cover. An illuminator, a vertical foregrip, and a bipod can be attached to the forward grips. The receiver mount can be used to attach an optical sight or night vision device.

Who Uses It: The M249 SPW is used by U.S. military special operations forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked, 30 box
Size: Large
Weight: 15 lb.
Purchase DC: 23
Restriction: Mil (+3)

M249 Squad Automatic Weapon

American 5.56mm Light Machine Gun



The M249 Squad Automatic Weapon (SAW) is the designation given to the Belgian FN Minimi LMG produced for U.S. military service. It differs from the standard Minimi in a number of minor features, most of which are ergonomic modifications. The most obvious visual differences are the redesigned stocks and grips, which were developed after exhaustive trials with the standard Minimi were conducted. Other minor modifications were made to facilitate manufacturing.

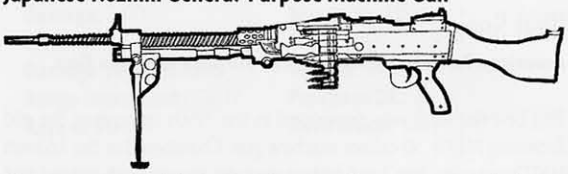
With its pistol grip and shoulder stock, the M249 SAW is designed so the shooter can fire it either from the hip or the bipod. It can also be mounted on a HMMWV ("humvee") for vehicular use. It has recently been upgraded with a new feed-tray cover that features an integral accessory rail, permitting the use of standard scopes. A new compact ammunition box has recently been introduced for improved portability in the assault role.

Who Uses It: The M249 SAW is used by both Army and Marine Corps infantry units as the standard squad-level light machine gun.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked, 30 box
Size: Large
Weight: 15 lb.
Purchase DC: 23
Restriction: Mil (+3)

Model 62 GPMG

Japanese 7.62mm General-Purpose Machine Gun



The Japanese Model 62 GPMG is a rather conventional design, similar in appearance and operation to the Belgian FN MAG. It uses a straightforward gas-powered action but incorporates a number of unusual features.

For safety, the Model 62's firing pin mechanism is ordinarily out of alignment with the cartridge case; only at the moment of firing does a dropping wedge permit it to strike the cartridge primer. This design prevents accidental discharge. The extraction system is also unconventional, relying on the bolt return cycle rather than a more typical spring-loaded extractor hook.

The weapon's overall metal construction sports wooden furniture. The heavy barrel can be quickly changed. A folding bipod is fitted as standard, though the Model 62 can also be mounted on a tripod.

Variants: The Model 74 is a derivative designed for use as a turret-mounted coaxial tank weapon.

Who Uses It: The Model 62 is in service with the Japanese armed forces.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 24 lb.
Purchase DC: 22
Restriction: Mil (+3)

Model 59 "Rachot"

Czech 7.62mm General-Purpose Machine Gun



The Model 59 is better known by its nickname, Rachot. A rather conventional gas-powered design chambered in the powerful

7.62×54mm Russian caliber, it can be used as either a hand-carried LMG or a tripod-mounted MMG.

The Rachot uses an unusual cocking mechanism, in which the pistol grip doubles as a charging handle. After loading a belt, a release is depressed, and the whole pistol grip cycles forward and backward to charge the action for firing. The ammunition belt is fed into the right side of the receiver. A 50-round box can be attached to the side of the weapon for use as an LMG, making the Rachot easy to carry and fire by hand. When the weapon is mounted on a tripod for use as an MMG, a larger 250-round box is available.

In addition to its iron sights, the Rachot features a mount and a standard scope, and these can be supplemented by an infrared night sight. A bipod is fitted at the front of the quick-change barrel, as is a cone-shaped flash hider designed to protect the shooter's night vision when firing in the dark.

Variants: An export model chambered in 7.62mm NATO is designated the Model 68 Rachot and has statistics identical to the Model 59. It is possible to convert between the two calibers by simply replacing the barrel, breechblock, and a few other parts. There are also models designed for mounting on vehicle turrets.

Who Uses It: The Model 59 was adopted as the standard GPMG of the Czechoslovakian military. It remains in service today with the independent Czech and Slovak armed forces.

d20 Modern Rules: This weapon comes with a scope mount and a standard scope. It has iron sights.

Converting the Model 59 into a Model 68 (or vice versa) by replacing the barrel and a few other parts requires 15 minutes and a successful Repair check (DC 10).

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked, 50 box
Size: Large
Weight: 10 lb.
Purchase DC: 21
Restriction: Mil (+3)

Norinco Type 67 LMG

Chinese 7.62mm Light Machine Gun



The Type 67 is a light machine gun incorporating elements from a number of Soviet machine gun designs. The resulting weapon is sturdy and reliable. Chambered to fire the heavy 7.62×54mm cartridge used by the Russian PK, the Type 67 uses a simple gas-powered action that fires from an open bolt. The ammunition belt feeds into the right side of the receiver. Construction is steel, with a wooden pistol grip and shoulder stock.

Variants: The Type 74 is a lightweight version, chambered to fire 7.62×39mm rounds.

Who Uses It: The Type 67 is in service with the Chinese and Vietnamese armies. Introduced in the early 1970s, it saw action in the latter part of the Vietnam War.

Type 67 (7.62mmR Machine Gun)

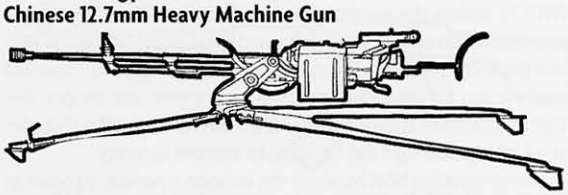
Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked, 50 box
Size: Large
Weight: 34 lb.
Purchase DC: 21
Restriction: Mil (+3)

Type 74 (7.62mm Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: 100 box
Size: Large
Weight: 14 lb.
Purchase DC: 21
Restriction: Mil (+3)

Norinco Type 85 AAMG

Chinese 12.7mm Heavy Machine Gun



The Type 85 is a belt-fed HMG designed primarily for use as an antiaircraft weapon. Its powerful cartridge makes it highly effective against ground targets as well. It uses a gas-powered firing mechanism. For such a large and heavy weapon, it weighs significantly less than the Soviet-designed DShK, which fires the same cartridge and preceded it in Chinese military service.

The tripod issued with the Type 85 features long legs, enabling the weapon to be positioned for standing use as an antiaircraft gun. The legs can also be lowered to reduce the profile when used against ground targets. An optical sight is fitted as standard.

Variants: The QJZ89 is a modernized derivative of the Type 85. Its new dual-action firing mechanism uses both gas and recoil systems, which improves reliability. The redesign also results in a substantially lighter weapon (48 lb.); its statistics are otherwise identical to the Type 85.

Who Uses It: Both the Type 85 and the newer QJZ89 are used by the Chinese People's Liberation Army.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 60 lb.
Purchase DC: 23
Restriction: Mil (+3)

Norinco Type 95 Light Support Weapon

Chinese 5.8mm Light Machine Gun



This weapon is the LMG variant of the Type 95 QBZ assault rifle family. Using the same bullpup action as the assault rifle, the Type 95 LSW incorporates a number of modifications for the LMG. A longer and heavier barrel with a folding bipod is fitted for sustained automatic fire. The plastic housing is lengthened as well, providing a better forward grip. The weapon offers no provision for a belt-feed mechanism, but a large 75-round ammunition drum is available for sustained fire. The LSW accepts standard QBZ rifle magazines as well.

Who Uses It: The Type 95 LSW serves alongside the assault rifle in elite units of the Chinese armed forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 75 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Res (+2)

NSV "Utyos"

Russian 12.7mm Heavy Machine Gun



The NSV, also known by its nickname Utyos, was developed in the 1970s to replace the wartime DShK HMG. It features a rugged, gas-powered action well suited to withstand the rigors of field use as well as a quick-change barrel. It can be used as a heavy ground-mounted machine gun, an antiaircraft machine gun, or vehicular weapon (either on a pintle or coaxial mount). When used on a tripod, a shoulder stock and optical sight can be fitted to improve accuracy.

The designation NSV, by which this weapon is popularly known in the West, is apparently something of a misnomer. The NSV is actually a variant designed for pintle mounts on main battle tanks. The "standard" ground-mounted version is known instead as the NSVS.

Variants: Specialized variants for use on vehicular mounts have been developed. An updated version known as the NSVP features a more efficient muzzle brake to reduce recoil and a repositioned ammunition box that gives the weapon better overall balance, but otherwise its statistics are identical to the standard model. Another modernized variant with an improved muzzle brake is known as the Kord.

Who Uses It: The NSV is in service with Russia and with many former Soviet client states. It is the standard pintle weapon on T-72 and T-80 tanks. It saw considerable use in the fighting in the former Yugoslavia.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 110 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 55 lb.
Purchase DC: 23
Restriction: Mil (+3)

Pirat

Polish 14.5mm Heavy Machine Gun



The Pirat is a version of the Soviet KPVT heavy machine gun. Whereas the KPVT is normally mounted in vehicle turrets, the Pirat adapts the design to a tripod ground-mount. The biggest differences are iron sights (taken from the PKM machine gun), an integral optical sight mount, and clamps for fitting boxed ammunition to the side of the receiver.

The Pirat is an enormous and heavy weapon, requiring a crew of several men just to move it about.

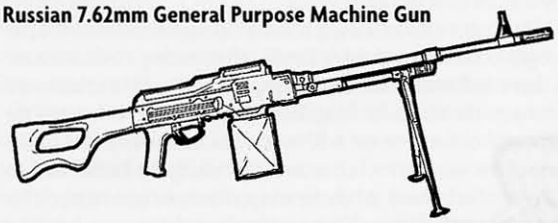
Who Uses It: The Pirat is still in development and has yet to enter military service.

d20 Modern Rules: This weapon can be disassembled into five components to be carried by five or more people. Each component weighs approximately 89 pounds. It takes five people 5 minutes to reassemble the weapon.

Damage: 2d12
Critical: 20
Damage Type: Ballistic
Range Increment: 120 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 445 lb.
Purchase DC: 22
Restriction: Mil (+3)

PK Series

Russian 7.62mm General Purpose Machine Gun



Designed in the late 1950s, the PK was the first GPMG to enter Soviet service. Chambered in the heavy 7.62×54mm cartridge, it is primarily intended for use as a company support machine gun.

Internally, the PK uses a number of subsystems from earlier machine gun designs. The gas-powered firing mechanism is derived from the AK assault rifle. This is coupled with a well-designed belt-fed mechanism taken from the Czech Model 52 LMG (predecessor to the Model 59 Rachot). The PK's gas tube runs under the quick-change barrel, rather than over it as on the AK rifle.

The PK is fitted with a wooden pistol grip and shoulder stock, for firing from the bipod. When used with the bipod, the ammunition box attaches to the underside of the weapon, which centers the balance. When used on a tripod, it connects to the left-hand side of the receiver instead, placing it out of the way.

The PK is impressively lightweight for a GPMG, making it a highly practical weapon that is well suited to infantry use. It has been widely adapted for a number of other roles as well. The most common variants are described below.

PK: The standard machine gun, mounted on a bipod for use as an LMG.

PKS: The tripod-mounted PK, used as an MMG.

PKM: A modernized and improved version, which is both lighter and simpler than the original PK.

PKMS: The MMG version of the PKM.

PKB: A standard PKM, fitted with twin firing grips for use on a vehicular pintle mount or helicopter door gun.

Who Uses It: The PK series is in widespread use with the Russian armed forces. It was widely exported to Soviet client states and can be found in service worldwide. Since its introduction in 1961, it has seen considerable action wherever Soviet or Russian troops have fought.

d20 Modern Rules: This weapon (and its variants) is unreliable.

PK (7.62mmR Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 25 lb.
Purchase DC: 18
Restriction: Mil (+3)

PKS and PKMS (7.62mmR Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 42 lb.
Purchase DC: 19
Restriction: Mil (+3)

PKM (7.62mmR Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 18 lb.
Purchase DC: 19
Restriction: Mil (+3)

RPD

Russian 7.62mm Light Machine Gun



The RPD is a Russian LMG chambered to fire the same 7.62mm cartridge as the AK assault rifle, which it was designed to supplement as a squad-level machine gun. Derived from earlier Soviet LMGs, it has gone through a progressive series of improvements throughout its service life. Though early models suffered from feed problems, the final version is a rugged and dependable weapon.

The RPD is belt-fed from an ammunition drum holding 100 rounds. This attaches to the weapon's center of gravity, giving good balance with the heavy load of ammunition. This placement means that the feed mechanism must lift the belt a considerable distance, which led to the RPD's early reliability troubles and necessitated repeated redesigns.

The heavy barrel is fixed and cannot be quickly changed. Soviet training and doctrine instead emphasized frequent pauses in firing to give it a chance to cool, eliminating the need for changes in the field. The RPD's furniture is wood, including its distinctive wrap-around forward grip. A folding bipod is also fitted.

Who Uses It: The RPD was the standard squad-level LMG of the Red Army in the 1950s and 1960s. It was widely used by the Warsaw Pact nations and other Soviet client states. It has now been largely replaced in front-line service, but it was exported in huge numbers and can still be widely seen in developing nations worldwide.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 20 lb.
Purchase DC: 19
Restriction: Mil (+3)

RPK

Russian 7.62mm Light Machine Gun



The RPK is simply the AK-47 assault rifle modified to serve as a light machine gun. Changes include a longer and heavier barrel (fitted with a bipod), a special stock, and high-capacity magazines (40 rounds) or drums (75 rounds). It can also use standard AK magazines if necessary. The result is a simple, practical weapon with all the advantages of the proven Kalashnikov action.

Variants: The RPK is available with either a fixed or folding stock, and with or without an integral scope mount (allowing a variety of optical devices to be fitted). It is produced under license in numerous countries, including Bulgaria, Iraq (where it is known as the Al-Quds), and Romania.

Who Uses It: The RPK was exported wherever the Kalashnikov rifle went, making it a very common sight on the world's battlefields. It served with the Soviet Union and most of its client states. It has been replaced in Russian service by the more advanced RPK-74 but can still be found in many Third World nations.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: S, A
Magazine: 40 box, 75 box
Size: Large
Weight: 16 lb.
Purchase DC: 19
Restriction: Mil (+3)

RPK-74

Russian 5.45mm Light Machine Gun



The RPK-74 is the most recent LMG variant of the AK-74 assault rifle. The action of the weapon is largely unchanged, but it sports a heavier barrel, a special machine gun stock, a bipod, a heavy muzzle brake, and a high-capacity 45-round magazine.

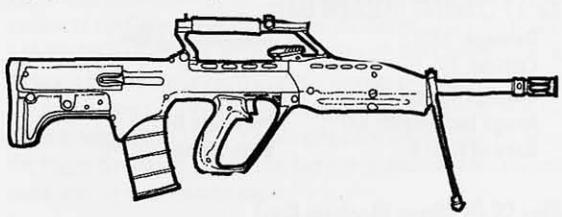
Variants: The RPK-74 comes with a fixed or folding stock, and it can be fitted with an integral sight mount. An export version chambered in 5.56mm NATO has been produced; it weighs 9 pounds and has a 30-round magazine, but otherwise its statistics are similar to the standard RPK-74. An advanced derivative with composite furniture, known as the RPK-74M, was developed to complement the AK-100 series of assault rifles; it weighs 9 pounds and has a purchase DC of 18, but its statistics are otherwise identical to the RPK-74.

Who Uses It: The RPK-74 serves alongside the AK-74 in Russia and many other former Soviet bloc nations as a squad-level light machine gun.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 45 box
Size: Large
Weight: 10 lb.
Purchase DC: 19
Restriction: Mil (+3)

SAR-21 LMG

Singaporean 5.56mm Light Machine Gun



This is simply the machine gun variant of the SAR-21 assault rifle. It features a heavy barrel, a bipod, and a modified action that fires from an open bolt and lacks a semiautomatic setting. It is otherwise identical to its parent assault rifle.

Who Uses It: The SAR-21 LMG is the squad-level automatic weapon of the Singaporean armed forces.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: 30 box
Size: Large
Weight: 10 lb.
Purchase DC: 20
Restriction: Mil (+3)

SS-77

South African 7.62mm General-Purpose Machine Gun

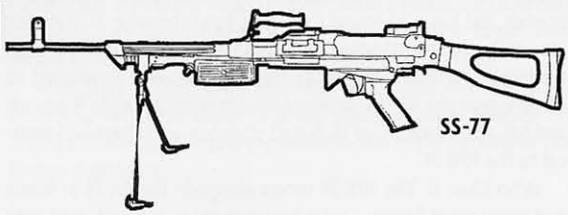
The SS-77 is a rather conventional, if heavy, GPMG design built by Vektor of South Africa. The gas-powered action derives from that of the wartime Soviet SG medium machine gun, which the South Africans had encountered in the hands of their guerrilla adversaries.

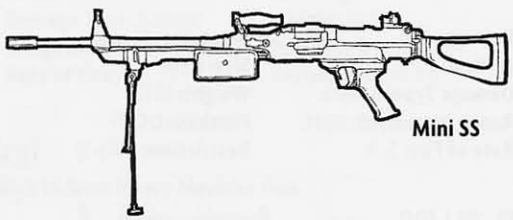
The SS-77 is designed to be rugged and reliable and to function in the harsh combat conditions of southern Africa. The action is sealed by dust covers. The weapon sports plastic furniture, and the folding stock (the same as that used on the R4 assault rifle) can be removed and replaced by spade-type firing grips for when the weapon is fitted to a pintle mount.

Variants: During the 1990s, Vektor introduced a conversion kit that allows the SS-77 to be adapted to fire the 5.56mm NATO cartridge. This variant is known as the Mini SS.

Who Uses It: The SS-77 is the standard GPMG of the South African armed forces. It also serves in Kuwait.

d20 Modern Rules: The SS-77 can be reconfigured into a Mini SS (and vice versa) with a special conversion kit (purchase DC 14), 1 hour of work, and a successful Repair check (DC 10).





SS-77 (7.62mm Machine Gun)

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 21 lb.
Purchase DC: 22
Restriction: Mil (+3)

Mini SS (5.56mm Machine Gun)

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 18 lb.
Purchase DC: 21
Restriction: Mil (+3)

Steyr AUG HBAR

Austrian 5.56mm Light Machine Gun



The AUG HBAR is a machine gun version of the AUG weapons system (see Chapter Two). The AUG LSW takes a basic AUG rifle action and adds a long, heavy barrel with a muzzle brake and a folding bipod for sustained autofire. As a sniper weapon, the LSW uses the closed-bolt mechanism of a standard assault rifle. When it is used as a light machine gun, the bolt and hammer mechanism can be swapped out and replaced with a modified version that fires from an open bolt. This change permits a higher rate of fire.

In the sustained fire role, the AUG LSW is still limited by the relatively small size of its magazine; there is no provision for a belt feed. An increased-capacity 42-round magazine is available to partially alleviate this problem.

Variants: As on the standard assault rifle, the AUG LSW comes with either an integral optical sight or a standard scope rail mounted on the receiver. The fixed-scope version includes a standard scope.

Who Uses It: The AUG LSW is in military service with the Australian, Malaysian, and Tunisian armed forces.

d20 Modern Rules: In addition to being available as a complete weapon, this weapon can be obtained as a conversion kit (purchase DC 17, Res [+2]) for the Steyr AUG assault rifle (see Chapter Two). Using the conversion kit to change an AUG rifle into an AUG HBAR or back requires 10 minutes and a successful Repair check (DC 10).

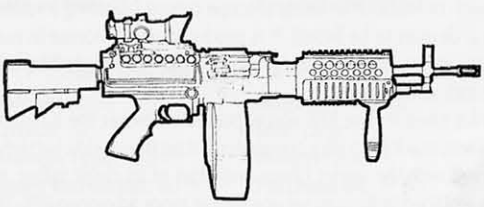
This weapon may be modified to have a three-round burst setting instead of the automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a successful Repair check (DC 10) and 1 minute. It can be returned to its original state with another Repair check (DC 10) and 1 more minute.

When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: S, A
Magazine: 42 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Res (+2)

Stoner LMG

American 5.56mm Light Machine Gun



After the failure of the M63 weapon system, American arms designer Eugene Stoner turned to designing a new light machine gun chambered for the 5.56mm NATO round. The result was called the

Ares, a weapon using a gas-powered action locked by a rotating bolt. The Ares was extremely compact and lightweight, and it could easily be carried and fired on the move. A folding stock was fitted to reduce length. Though an excellent design, the Ares lost out to the Belgian M249 Minimi (see the M249 Squad Automatic Weapon entry, above) for the U.S. Army's SAW trials in the early 1980s and was never put into widespread production.

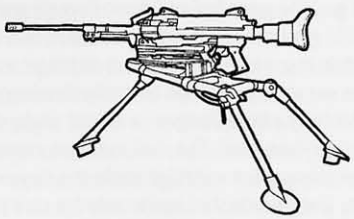
The Ares design has recently been revived by Knights Armament Company (KAC) in a new incarnation called the Stoner Light Machine Gun. This is a thoroughly modernized version, incorporating a number of advanced features. The new Stoner is even lighter than its predecessor and uses a shorter barrel to reduce length still further. For maintenance, it disassembles quickly into six components.

The Stoner incorporates a number of hardware components from the latest M16 assault rifle models. The pistol grip and collapsible shoulder stock are taken from the M4 carbine. The receiver and forward grip feature KAC mounting rails, permitting the quick fitting of a variety of different accessories. Popular attachments include a light bipod, a vertical forward grip for firing from the hip, and optical sights or night-vision devices for aiming.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Large
Weight: 16 lb.
Purchase DC: 23
Restriction: Mil (+3)

Uirapuru

Brazilian 7.62mm General Purpose Machine Gun



The Uirapuru uses a conventional gas-powered action and fires the 7.62mm NATO cartridge. Its tubular receiver and squared belt-feed cover give it a distinctive appearance. The barrel features a quick-change mechanism and a highly efficient muzzle brake.

A flexible weapon, the Uirapuru can be fired either from a bipod or a tripod as circumstances dictate. It can also be used in pintle mounts on vehicles, naval vessels, and helicopter door guns.

Variants: A special coaxial version has been developed for use in vehicle turrets.

Who Uses It: The Uirapuru is the standard GPMG of the Brazilian armed forces.

Damage: 2d10
Critical: 20
Damage Type: Ballistic
Range Increment: 100 ft.
Rate of Fire: A
Magazine: 42 box
Size: Large
Weight: 24 lb.
Purchase DC: 21
Restriction: Mil (+3)

Ultimax M100

Singaporean 5.56mm Light Machine Gun



The Ultimax was developed to be as light as possible so that it could be effectively carried and employed by a single individual, even on the move. Extensive use is made of metal stampings to keep weight down. The furniture is plastic. The action features an unusually long recoil spring, which allows the bolt to travel backward and reciprocate without striking the rear receiver plate (a patented feature called "constant recoil"). This slows the rate of fire significantly but also keeps the Ultimax from jumping about when fired.

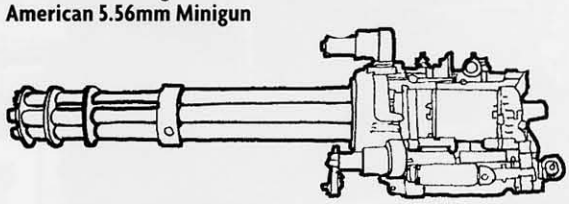
Variants: The Ultimax Mk I and Mk II are earlier models with fixed barrels. The Mk III is an improved version featuring a quick-change barrel.

Who Uses It: The Ultimax serves with the armed forces of Croatia and Singapore. It has proven popular with special operations and counterterrorist forces (including the U.S. Navy SEALs) because of its light weight and low recoil.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: 100 box
Size: Large
Weight: 11 lb.
Purchase DC: 20
Restriction: Mil (+3)

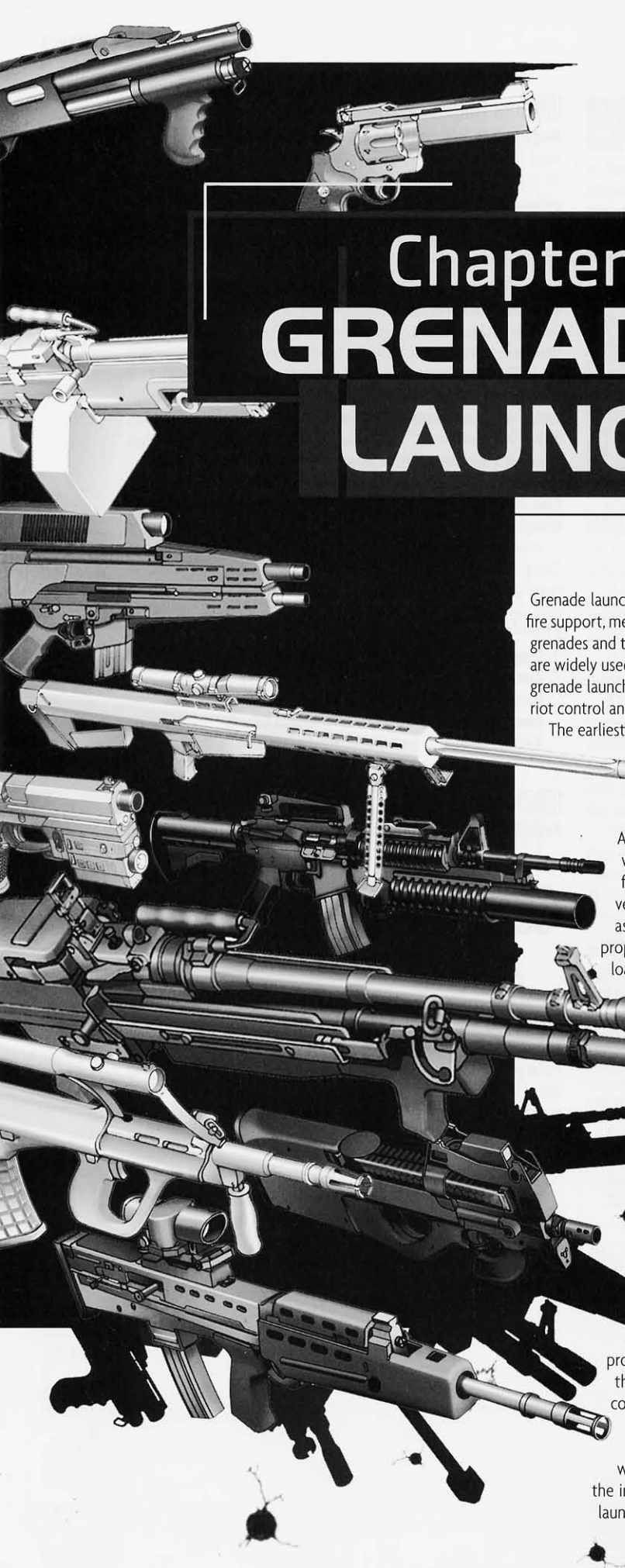
XM214 Microgun

American 5.56mm Minigun



The XM214, also known as the Six Pack, is essentially a scaled-down version of the General Electric M134 rechambered to fire the smaller 5.56mm NATO cartridge. It functions in much the same manner as its larger cousin, but it incorporates a number of improvements to the basic system. A safety lever is fitted to disable the action and prevent firing, and a clutch system stops the rotating barrels when the trigger is released. The mechanism can be disassembled without tools, making maintenance easier.

Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 80 ft.
Rate of Fire: A
Magazine: Linked
Size: Huge
Weight: 23 lb.
Purchase DC: 24
Restriction: Mil (+3)



Chapter Eight
GRENADE LAUNCHERS

Grenade launchers are heavy weapons designed to provide high-explosive fire support, meant to fill the gap between the longest range of hand-thrown grenades and the shortest range of infantry mortars or other artillery. They are widely used by military infantry units for this role. Police forces also use grenade launchers, especially to fire tear gas or flash-bang grenades during riot control and hostage-rescue operations.

The earliest grenade launchers were simple attachments on the ends of rifle barrels, used to fire specialized shells known as "rifle grenades" or "shoot-through grenades." Rifle grenades were widely used in World War II. They remain in use to this day but are no longer as popular.

After the war, experimentation led to the development of what was essentially a large shotgun—a simple, single-shot weapon firing a large-bore shell. The shell used was essentially a conventional ammunition cartridge made in a large caliber, such as 40mm. The grenade shell had a cartridge case that held the propellant charge, an explosive projectile, and a primer. It was loaded and fired just like a large bullet. These grenade launchers fired at a relatively low muzzle velocity to counteract the recoil that comes from such a huge round, enabling the weapons to be fired by hand.

This new type of grenade launcher proved remarkably successful, giving the infantry squad considerable additional firepower. In addition, the low muzzle velocity of the grenades made it necessary for them to be fired in high, plunging arcs down onto their targets—enabling them to be lobbed over intervening terrain to hit targets in defilade, as with a mortar. Typical of this type of grenade launcher is the American M79, which proved effective during fighting in Vietnam.

The biggest drawback of the M79 was that its weight prevented the grenadier carrying it from carrying a rifle for protection at the same time. When not firing grenades, the grenadier was forced to rely on a side arm or the covering fire of fellow soldiers. This proved problematic in combat, because many grenadiers found that they needed a rifle for close-in fighting. The solution was to combine the rifle and the grenade launcher into a single weapon system. The grenade launcher was mounted under the rifle's barrel, allowing the grenadier to switch between the two weapons as needed. This approach proved popular, enabling the infantry squad to benefit from the fire support of a grenade launcher without having to give up one of its riflemen to do so.

Today, this type of underbarrel grenade launcher is widely used by armies worldwide. A typical example is the American M203.

While the combined rifle/grenade-launcher weapon system provided a way to include a support weapon in the infantry squad, it had a few problems of its own. The combined weapon system was often heavy and awkward. The added weight of the grenade launcher, which was set well forward on the rifle's barrel, threw off the weapon's balance and made it difficult to aim properly. In light of this, many modern assault rifles are designed to incorporate grenade launchers from the outset. The launcher mechanism is seamlessly incorporated into the rifle, providing a balanced and efficient total package. Typical of this trend are the Belgian FN F2000 and the Russian OTs-14 weapon systems.

Most hand-held grenade launchers are single-shot weapons. They are mechanically simple, consisting of little more than a break-open breech, a trigger mechanism, and a barrel. This design simplifies maintenance and training, and it keeps production costs down. The tradeoff is in rate of fire—typically, a grenade launcher has to be reloaded manually after every shot.

A few grenade launchers have been designed with ammunition magazines to eliminate the need to constantly reload the weapon. Such weapons are capable of rapid semiautomatic fire, allowing the grenadier to lay down a volley of high-explosive shells like a one-man mortar barrage. Typical examples of this kind of weapon include the South African MGL Mark 1, which operates as a large revolver, and the Russian GM-94, which uses a tubular magazine like a large shotgun.

The vast majority of military grenade launchers in use today are chambered to fire 40mm rounds. This can be a bit misleading, since there are many different 40mm ammunition types in use. Automatic grenade launchers use high-velocity shells that are too powerful to use in hand-held weapons. Even when just dealing with low-velocity, hand-fired shells, there are both NATO and Soviet bloc standards for ammunition, and the two are not always compatible. As with shotgun ammunition, the shooter must ensure that the rounds being used are appropriate for the weapon in question.

A wide range of shells is available in 40mm, giving grenade launchers tremendous tactical flexibility. The large size of launched grenade rounds means that designers can include a considerable "payload" for delivery to the target. High-explosive and fragmentation shells can be used for fire support. Hollow-charge, armor-piercing rounds can be used for antitank fire. White phosphorus and incendiary shells are available for fire attacks. Smoke grenades are available in a variety of colors and can be used either to signal or to create a smokescreen. Nonlethal grenades include baton rounds that can incapacitate a target without killing, rubber shot rounds that can spray an area with stinging rubber pellets, and flash-bang shells that can be fired through windows or doorways that are too far away for a grenade to be thrown by hand.

Their tactical flexibility makes grenade launchers highly useful and practical weapons. A grenadier can drop high-explosive rounds on an enemy strongpoint, lay down a smokescreen to cover the movement of friendly troops, or hit a tank with armor-piercing fire. Modern infantry tactics rely on this readily available and highly flexible fire support.

Nonlethal ammunition makes grenade launchers valuable to police forces as well. They are especially important for delivering tear gas as an antiriot weapon, giving police the ability to disperse a crowd without the need to get too close and risk a violent melee.

While military grenade launchers are usually designed to fire 40mm shells, those developed especially for police use are more often chambered in 37mm. Consequently, police grenade launchers are demonstrably more benign than full military weapons, since they cannot be used to fire the most devastating munitions.

d20 Modern Rules

The rules in this section supplement those in the *d20 Modern Roleplaying Game*, and apply to the firearms described in this chapter.

Proficiency: One must have the Exotic Weapon Proficiency (grenade launchers) feat to fire a grenade launcher without taking a –4 penalty on the attack roll.

Attacking a Square: Attacking with a grenade launcher is identical to throwing an explosive (see Grenades and Explosives, page 104 of the *d20 Modern Roleplaying Game*). You make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). A 5-foot square has a Defense of 10, modified by cover. The differences between using a grenade launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown).

Folding Stocks: A few grenade launchers feature folding stocks. (Some weapons feature collapsible stocks; for game purposes, these are the same as folding stocks.) Folding a weapon's stock grants a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attack rolls. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

Grenade Launcher Descriptions

The grenade launchers in this chapter are presented alphabetically. See Table 8–1: Explosive Projectiles, on the following page, for statistics of different types of grenades.

6G-30

Russian 40mm Rotary Grenade Launcher



The 6G-30 is a six-shot rotary grenade launcher system. It was designed for use by Special Forces units of the MVD (Russian Ministry of Internal Affairs) to provide rapid volleys of high-explosive fire for suppression or support. When fighting broke out in Chechnya in the early 1990s, the MVD issued an emergency requirement for a semiautomatic grenade launcher. The 6G-30 was developed in a high-speed crash program in late 1993, taking just eleven days to go from the drawing board to the first working prototypes. It was rushed into service with MVD troops in combat in Chechnya one month later.

The 6G-30 is built around a large revolver cylinder. A collapsible shoulder stock provides stability. The trigger mechanism works as a double action only. Iron sights are fitted for aiming.

Each chamber in the 6G-30's cylinder is actually a GP-25 grenade launcher barrel. As the weapon is fired, the chambers rotate and advance the next barrel to the firing position. When the action locks for firing, the cylinder slides forward to seal the individual chamber against the weapon's main barrel.

The 6G-30 takes a long time to reload. In response to this, an extractor has been fitted to quickly eject the spent cartridge cases once all six chambers have been fired. In addition, the MVD has issued a requirement for the development of new specialty 40mm ammunition for the 6G-30, including nonlethal types.

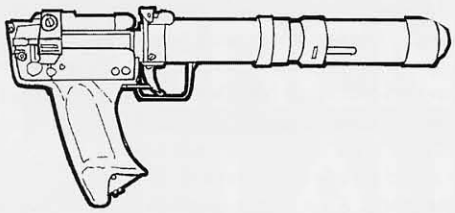
Who Uses It: The 6G-30 is in service with special units of the Russian MVD and has been offered for export sales.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 6 cyl

Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

BS-1 Silent Grenade Launcher

Russian 30mm Single-Shot Silenced Grenade Launcher



The BS-1 is a single-shot grenade launcher designed for silent firing, for use by special operations units. The idea of a silent grenade launcher is somewhat counterintuitive, since the exploding grenade will make plenty of noise in any event; however, there are some advantages. The silent firing of the BS-1 may keep enemies from pinpointing the source of the grenades being fired at them. The weapon's reduced firing signature is also beneficial for fighting in confined spaces.

The BS-1's designers knew that silencing a grenade launcher would call for creative thinking. A conventional suppressor would be impractical on a 30mm launcher bore. Instead, they did away with a cartridge-style grenade round entirely. Each "shot" for the BS-1 consists of two separate parts—a compact propellant charge, which is really just a powerfully loaded blank pistol cartridge, and a 30mm high-explosive shell. The propellant charges are loaded into a box magazine that feeds into the BS-1's firing grip, just as on an autoloader pistol. The shells are loaded into the BS-1's muzzle, as on the GP-25. When the BS-1 is fired, the mechanism detonates the blank propellant charge in the chamber. The expanding gases are used to drive a large piston, which forces the grenade shell out of the barrel and downrange. The piston traps all the firing gases inside the weapon, together with the smoke, flash, and noise of firing. In this way, it essentially works like a scaled-up version of the PSS or MSP silent pistol.

After firing, a new grenade must be loaded by hand. The propellant action is cycled with a bolt, which ejects the empty cartridge case, loads a new propellant charge, and resets the firing piston.

The BS-1 attaches to a parent weapon in the same manner any other underbarrel grenade launcher. So far, it has always been seen mounted on a suppressed AKS-74U assault carbine with a specially modified forward grip. Whether it has been adapted for use on other weapons is uncertain.

The BS-1 is also sometimes referred to in Russian literature as the RGA-86. This is apparently nothing more than an alternate designation, since the weapon is the same.

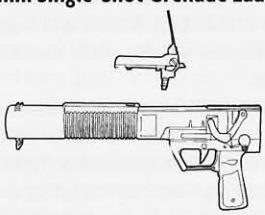
d20 Modern Rules: This is a silenced weapon. A Listen check (DC 20) is required to notice the sound of the weapon firing.

Damage: See Table 8–1
Range Increment: 50 ft.
Rate of Fire: Single
Magazine: 1 int

Size: Large
Weight: 3 lb.
Purchase DC: 16
Restriction: Mil (+3)

CIS 40GL

Singaporean 40mm Single-Shot Grenade Launcher



The 40GL is a single-shot grenade launcher from Chartered Industries of Singapore. It consists of a barrel, a receiver with a plastic pistol grip, and the attachment mount. This mount can be removed, allowing it to attach to a variety of modern assault weapons, and replaced with different versions. It can also be replaced with a plastic shoulder stock, allowing the 40GL to be used as a stand-alone grenade launcher. To load the weapon, the safety catch

TABLE 8–1: EXPLOSIVE PROJECTILES

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex Save DC	Size	Purchase Weight	Purchase DC	Purchase Restriction
20mm burst shell	3d6[1]	—	Slashing	5 ft.	14	Tiny	0.5 lb.	18	Mil (+3)
30mm HEAT grenade	3d6[2]	—	Slashing	10 ft.	16	Tiny	1 lb.	19	Mil (+3)
35mm incendiary cartridge	2d6[3]	—	Fire	20 ft.	12	Tiny	1 lb.	15	Mil (+3)
37mm rubber bullet	3d6 nonlethal	20	Bludgeoning	—	—	Tiny	1 lb.	15	Mil (+3)
37mm tear gas shell	Special[1]	—	—	Special[1]	—	Tiny	1 lb.	15	Res (+2)
40mm shotgun/"Beehive" round	4d10[4]	20	Ballistic	—	—	Tiny	1 lb.	14	Mil (+3)
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	Tiny	1 lb.	16	Mil (+3)
40mm smoke grenade	—	—	—	Special[5]	—	Tiny	1 lb.	10	—
40mm white phosphorus grenade	2d6[3]	—	Fire	20 ft.	15	Tiny	1 lb.	16	Mil (+3)
43mm flare grenade	—	—	—	Special[6]	—	Tiny	1 lb.	10	—
43mm flash bomb	3d6	—	Bludgeoning	20 ft.	16	Tiny	1 lb.	19	Mil (+3)
43mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	Tiny	1 lb.	16	Mil (+3)
40mm smoke grenade	—	—	—	Special[5]	—	Tiny	1 lb.	10	—
76.2mm HE shell	4d6	—	Slashing	30 ft.	16	Small	2 lb.	19	Mil (+3)

1 See the tear gas grenade in Chapter Four of the *d20 Modern Roleplaying Game* for additional rules.
2 This projectile ignores 5 points of hardness when fired at an object or structure.
3 See the white phosphorus grenade in Chapter Four of the *d20 Modern Roleplaying Game* for rules on additional damage in subsequent rounds, smoke, and catching fire.
4 This is a 40mm bundle of darts with a range increment of 20 feet. Like shotguns, reduce the damage of this projectile by 1 point for every range increment of the attack.
5 See the smoke grenade in Chapter Four of the *d20 Modern Roleplaying Game* for additional rules.
6 The flare provides light equivalent to daylight in a 60-foot radius for 1 minute. Individuals using nightvision goggles within the flare's radius must succeed on a Fortitude save (DC 15) or be blinded for 2d6 rounds.

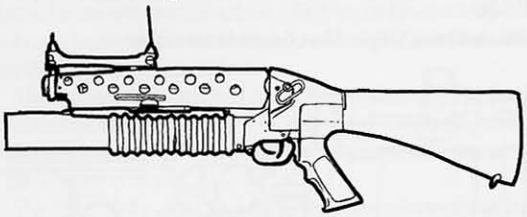
is first swung to the rear. This unlocks the barrel, allowing the breech to be opened and a round inserted. The action is then snapped closed, which locks it into place for firing. When the safety catch is released, the 40GL is ready to fire. Iron sights are also provided.

CIS markets the 40GL in conjunction with the Czech Model 58 assault rifle. A special mount replaces the Model 58's normal foregrip, allowing the 40GL to be attached.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 5 lb.
Purchase DC: 14
Restriction: Mil (+3)

Colt Launcher System

American 40mm Single-Shot Grenade Launcher



The Colt Launcher System is an accessory set designed to allow an M203 grenade launcher to be used independently of the M16 rifle. While a pistol grip assembly has long been available for the M203, permitting its use when not fitted to a rifle, it was designed as a secondary method of use for emergency situations where the M16 was not available for mounting. The Colt Launcher System is a more sophisticated design, intended to turn the M203 into a fully independent weapon in its own right.

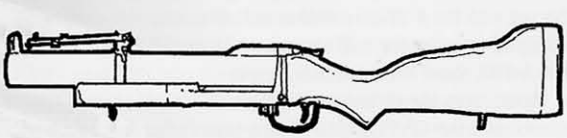
The Launcher System is a relatively simple collection of parts. It consists of an M16A2 shoulder stock, pistol grip, and forward grenade-launcher grip mounted on a simple chassis that is designed to accept the M203. For aiming, the standard M203 flip-up sights mount on the front of the handguard, just as they do on the full-sized rifle. The shoulder stock is detachable, allowing the launcher to be fired with just the pistol grip if desired. This reduces the overall length considerably, at the cost of accuracy. A collapsible M4 carbine stock can also be fitted instead of the standard rifle stock.

The Colt Launcher System works exactly like an M203 mounted on an M16. It is a single-shot weapon with a break-open action and sights designed for high-angle lobbing fire. Sling swivels are provided to facilitate carrying.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 7 lb.
Purchase DC: 14
Restriction: Mil (+3)

Colt M79

American 40mm Single-Shot Grenade Launcher



Affectionately dubbed the "Blooper" by U.S. troops due to its distinctive firing sound, the M79 was one of the first dedicated grenade launchers to enter widespread military service. Essentially a large single-shot, break-open shotgun designed to fire low-velocity 40mm grenade rounds, the M79 consists of little more than a barrel, a trigger mechanism, and a distinctively shaped wooden gripstock. Its simple design and operation make it well suited to the rigors of field use.

For loading, the M79 breaks open much like a shotgun, and a single 40mm shell is inserted into the open breech. It is then snapped closed and is ready to fire. This break-open mechanism allows the M79 to be safely carried with the action open.

Because of the M79's relatively low muzzle velocity, it must be fired in a relatively high, plunging arc for long-range shots. In this manner, it can be used much like a mortar, to lob shells over intervening cover or terrain. The flip-up volley sights are unusually tall because of this.

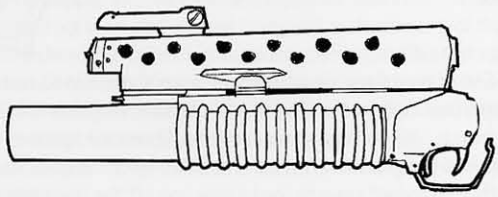
The M79 simplicity and practicality make it a highly successful design. Its indirect fire capability lets it double as a light mortar as well.

Who Uses It: In 1961, U.S. forces adopted the M79. It saw considerable action in Vietnam. In the 1970s, it was replaced by the M203 (see below). The M79 was exported to dozens of other nations as well and remains in service in many of them to this day. In addition to military service, it has also seen widespread police use as a tear gas grenade launcher.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 7 lb.
Purchase DC: 14
Restriction: Mil (+3)

Colt M203

American 40mm Single-Shot Grenade Launcher



The M203 was designed to replace the M79 in U.S. military service. Though effective, the M79 was large and heavy enough that it was impractical for a single soldier to carry both it and a regular rifle. This left M79 grenadiers vulnerable in combat, because they had to rely on rifle fire from their fellow troops for protection. The M203 was developed to provide a combination rifle/grenade launcher system, allowing the grenadier to fight as an ordinary rifleman when not actually firing grenades.

The solution was to take a simple 40mm grenade launcher action and attach it under the barrel of a standard M16 rifle, allowing either weapon to be used as needed. The action of the M203 slides open, rather than breaking open like a shotgun. The barrel slides forward to open the firing chamber, allowing a 40mm round to be inserted. The barrel then slides back, locking the action shut for firing. A trigger is positioned at the rear. When mounted on the rifle, this is adjacent to the rifle's magazine, allowing that to serve as a grip.

Mounting the M203 to the M16 is straightforward and can be done in minutes with a common screwdriver. The M203 incorporates a new forward grip pierced with ventilation holes, which replaces the standard plastic foregrip. On newer models, this special foregrip is omitted and replaced with mounting lugs allowing it to be attached to a standard accessory rail, as is incorporated on the KAC (Knights Armament Company) rail interface system of the M16A4 (see the M16 entry in Chapter Two).

Like the M79, the M203 is designed to fire in a high arc, allowing it to shoot over intervening obstacles. Special sights are fitted for this high-elevation aiming. Construction is from an aluminum alloy to keep weight down. When not attached to the rifle, the M203 can

be fitted with a pistol grip and folding stock, allowing it to be used as a stand-alone grenade launcher.

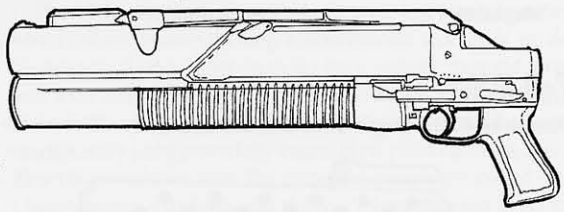
The M203 was an innovative and practical solution to a serious problem. The over-under rifle/grenade launcher concept has since been widely copied by other manufacturers. In addition, though the M203 was originally developed for the M16, adapters have been produced permitting its use on virtually any assault rifle in use today. This includes the Steyr AUG, the FN FAL, the H&K G3, the AK series, and dozens of others.

Who Uses It: Over two hundred thousand M203s have been built, and more than half of them are in U.S. military service. The M203 is issued at the squad level in both Army and Marine infantry units. It is also popular with special operations units worldwide, even in nations where it is not issued to rank-and-file troops. M203s are produced under license in South Korea,and in Egypt (where it is known as the Maadi; see below).

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 4 lb.
Purchase DC: 14
Restriction: Mil (+3)

GM-94

Russian 43mm Pump-Action Grenade Launcher



The GM-94 is similar in design and operation to the RM-93 tactical shotgun (see Chapter Six). The GM-94's tubular magazine holds up to 4 rounds. Unlike most shotguns, the magazine tube runs over the barrel. The pump action is cycled forward to eject the spent round and then backward again to load a new one off the magazine and seal the chamber for firing. For loading, ammunition is fed into an opening in the top of the weapon.

Construction is metal overall, with plastic grips. A folding stock improves stability. The large bore over-under tubes of the barrel and magazine give the GM-94 a distinctive appearance.

The GM-94 is chambered in an unusual 43mm caliber, rather than using standard Russian 40mm shells.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 4 int
Size: Large
Weight: 11 lb.
Purchase DC: 15
Restriction: Mil (+3)

GP-25 Kastyor

Russian 40mm Single-Shot Grenade Launcher



The GP-25 was the Soviet answer to the American M203 underbarrel grenade launcher, designed to attach to an AK-74 assault rifle in much the same way that the M203 fits onto an M16.

The GP-25 is a compact and lightweight design with a very short barrel. The trigger and a rudimentary grip are positioned directly behind the breech. All that is necessary to fire the weapon is inserting a shell and pulling the trigger.

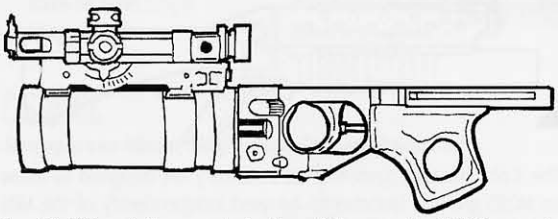
The GP-25 replaces the forward grip of the Kalashnikov rifle. The GP-25 can be mounted onto virtually any Kalashnikov series weapon, including the compact AKS-74U (through the addition of a barrel extension).

Who Uses It: The GP-25 has been issued in large quantities and is in widespread use throughout the former Soviet Union and its client states. It is also made under license in Bulgaria.

Damage: See Table 8–1
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 4 lb.
Purchase DC: 14
Restriction: Mil (+3)

GP-30

Russian 40mm Single-Shot Grenade Launcher



The GP-30 is a follow-on derivative of the popular GP-25 grenade launcher, designed to be smaller, lighter, and easier to manufacture. The barrel is shortened, and the rear frame behind the firing grip is omitted. The attachment mount has been redesigned as well, allowing it to use a variety of weapons instead of just AK-pattern assault rifles. It was originally developed for the AK "Hundred Series."

In most other respects, the GP-30 is identical to the GP-25. It fires the same 40mm ammunition and has comparable ballistic performance.

Who Uses It: The GP-30 is slowly replacing the earlier Kastyor in many states, including Russia.

Damage: See Table 8–1
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

GP-95/GP-97

Russian 40mm Single-Shot Grenade Launchers



The GP-95 and GP-97 are ultracompact grenade launchers designed for use with the A-91 and A-91M assault rifles, respectively. The GP-95 attaches under the A-91's barrel, while the GP-97 fits on top of the A-91M, above the forward firing grip.

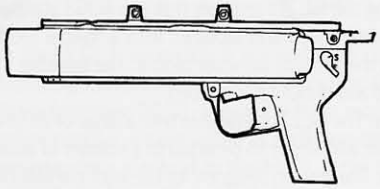
Apart from the differences in mounting hardware and trigger placement, the GP-95 and GP-97 are essentially identical. Similar in operation to the GP-25, they are considerably smaller, with very short barrels.

Neither the GP-95 nor the GP-97 has gone into widespread use. Their fates no doubt will be linked to their associated rifles—if either the A-91 or A-91M finds success, then the resulting demand for a compatible grenade launcher will follow.

Damage: See Table 8–1
Range Increment: 60 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

H&K AG36

German 40mmm Single-Shot Grenade Launcher



The Heckler & Koch AG36 is a new underbarrel grenade launcher designed for use with the G36 assault rifle. The combined rifle/grenade launcher, known as the tactical group system (TGS), fires all NATO-standard 40mm grenade rounds.

The earlier HK79, designed for use on the G3 rifle family, was criticized for being too heavy. H&K responded with the lightweight AG36 design, whose construction includes composite materials and a barrel made of aluminum alloy.

The form of the AG36 is designed to mate seamlessly with the G36 rifle, creating a neatly balanced combined system. Its barrel swings to the side to open the breech for loading. A flip-up sight fits over the top of the barrel. A plastic pistol grip is fitted for independent use when the AG36 is not fitted to the rifle. This serves as a vertical foregrip for the rifle when attached.

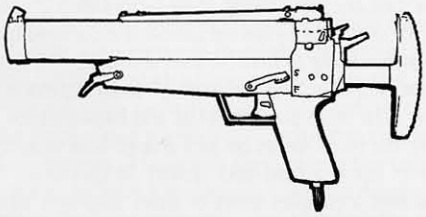
In addition to its G36 mounting system, H&K has developed attachment lugs for use with M16-pattern rifles in an attempt to export the AG36 to the large community of M16 users.

Who Uses It: The AG36 is in service with the German armed forces.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 15
Restriction: Mil (+3)

H&K HK69A1 Granatpistole

German 40mm Single-Shot Grenade Launcher



The 40mm HK69A1 is a lightweight compact grenade launcher—essentially just a large pistol with a vertical firing grip, a collapsible shoulder stock, and a break-open action. It was designed to function in two different roles as needed: either as an underbarrel weapon on the G3 series of assault rifles, or for independent use as a stand-alone grenade launcher like the American M79.

For loading, the barrel swings open just above the pistol grip, a 40mm round fits into the breech, and the barrel snaps closed. The hammer cocks back manually, signaling that the weapon is ready to fire. An ambidextrous safety catch is fitted to prevent accidental firing. The weapon's iron sights fold down flush with the barrel when not in use.

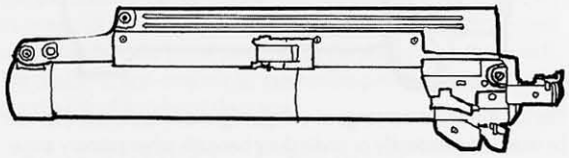
Variants: The HK69 is also produced in 37mm, designed for use as a riot-control weapon with tear gas or rubber projectiles. The 37mm version has a range increment of 50 feet; otherwise, its statistics are identical to the 40mm version.

Who Uses It: The HK69 is the standard grenade launcher of the German armed forces, though it is gradually being replaced by the newer AG36. It has also been widely exported and serves in both Saudi Arabia and Sri Lanka.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 6 lb.
Purchase DC: 15
Restriction: Mil (+3)

H&K HK79

German 40mm Single-Shot Grenade Launcher



The HK79 is an underbarrel grenade launcher designed for use with the G3 series of assault rifles. Unlike the earlier HK69A1, it cannot be used as a stand-alone weapon system. Although less tactically flexible than the HK69, the HK79 presents a more streamlined design that is less awkward when attached to the rifle.

The HK79 uses a break-open action in which the barrel drops down for loading. The user then cocks the weapon, which locks the firing pin back. A large trigger button is positioned on the left-hand side of the mounting grip. A safety catch is also fitted.

Attaching the HK79 to the G3 is a simple procedure that can be done in minutes without tools. The forward grip of the G3 is removed, and the HK79 is snapped into place and held in position with a pin. The mount is designed not to touch the barrel in any way, so the accuracy of the rifle is unhindered. Flip-up iron sights are attached to the rifle's rear sight.

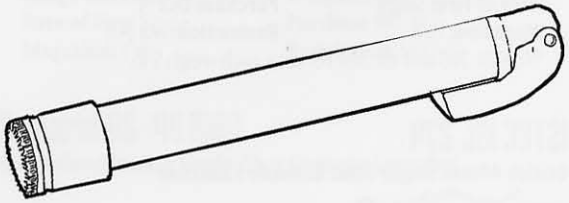
Variants: A modified HK79 was adopted for use with the British L85A1 assault rifle. Designated SA-80, it is essentially identical to the HK79 except for the different mounting grip.

Who Uses It: The HK79 is in service in Nicaragua, Norway, and Panama.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 15
Restriction: Mil (+3)

HAFLA DM 34

German 35mm Single-Use Flame Cartridge Launcher



The HAFLA DM 34 is a disposable hand-fired rocket launcher designed to hurl an incendiary cartridge. It consists of an aluminum launch tube holding a single rocket shell. The folding handgrip opens to expose the trigger. Because the weapon is meant for use at relatively close range, no sights are fitted. After firing, the empty launch tube is discarded.

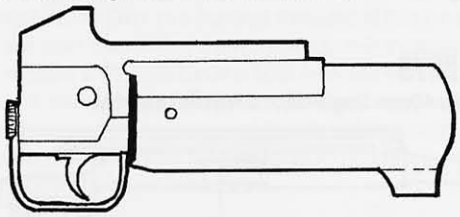
The shell contains both a propellant charge and an incendiary cartridge designed to explode two seconds after launch, bursting in midair to disperse flaming red phosphorus fragments over a 20-foot radius.

Who Uses It: The HAFLA DM 34 is in German military service.

Damage: See Table 8–1
Range Increment: 20 ft.
Rate of Fire: Single
Magazine: None*
Size: Large
Weight: 17 lb.
Purchase DC: 15
Restriction: Mil (+3)
*This weapon is fired once, then discarded.

ISTEC ISL 200 Compact Series

British 40mm Single-Shot Grenade Launcher



The ISL 200 series is a range of compact grenade launchers that can be used independently or underslung beneath other primary armaments. Their small size makes them suitable for use on submachine guns or short-barreled assault carbines. They were originally developed for use on the H&K MP5 submachine gun and the HK35 assault carbine, which are popular in the special operations community.

When the ISL 200 employed as a stand-alone weapon, it uses a pistol grip and a folding shoulder stock that incorporates iron sights for aiming. These can be easily detached so that the launcher can be fitted to a rifle or submachine gun. The ISL 200 uses a simple break-open action; for loading, the barrel swings out to the side much like on the ISL 274 (above). The trigger operates as a double-action mechanism, with a long pull to prevent accidental firing.

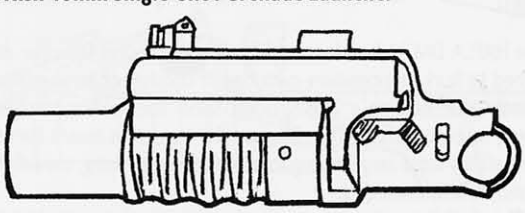
Variants: Four designations are used for the different configurations of the ISL 200: ISL 201 for the underslung 40mm model, ISL 202 for the underslung 37mm model, ISL 203 for the hand-held 40mm model, and ISL 204 for the hand-held 37mm model. Since the weapon can be readily converted between these four different arrangements as needed, they are essentially all the same system. Some police departments, however, may not issue the 40mm barrels, so that their ISL 200s can be used only with riot-control 37mm ammunition and not with the more dangerous 40mm high-explosive shells.

d20 Modern Rules: Any weapon in the ISL 200 series can be converted to fire a different ammunition type—40mm grenades, 37mm grenades, or 12-gauge shotgun shells—in 5 minutes with a successful Repair check (DC 10).

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.*
Purchase DC: 14
Restriction: Mil (+3)
*The ISL 203 and ISL 204 versions each weigh 5 lb.

ISTEC ISL 274

British 40mm Single-Shot Grenade Launcher



The ISL 274 was developed for the Australian Army's AUG/F88 assault rifles. The bullpup configuration and the unique shape of the AUG made it unsuitable for use with the American M203, which is the most common underslung grenade launcher in use today.

The AUG's exposed barrel necessitated the ISL 274's relatively short length. Like most underslung grenade launchers, the ISL 274 is a simple break-open mechanism designed for use with low-velocity shells. To open the action, the barrel swings to the side, exposing the open breech and allowing a grenade to be loaded. After firing, the spent cartridge case jettisons when the action is opened. The side-swinging mechanism can be set by the user to open in either direction.

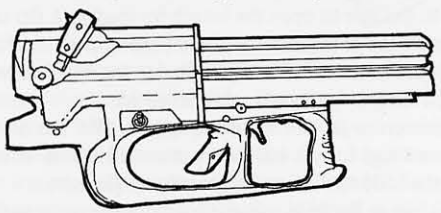
Attaching the ISL 274 requires that the AUG's standard forward handgrip be removed and replaced with a special model that incorporates the grenade launcher mount. The launcher can then be easily fitted and removed as needed.

Variants: The ISL 274 is available with a range of different mounting hardware, allowing it to be fitted to a number of assault rifles in current use. The version designed for use with the M16/M4 series is called the ISL 275 and has statistics identical to the ISL 274.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

Lacroix Samourai Urban Warfare Weapon

French 76.2mm Single-Shot Support Weapon



The French Samourai Urban Warfare weapon (SUW) is a shoulder-fired launcher designed to support infantry units in close-in fighting—a role traditionally filled by recoilless rifles, which are essentially shoulder-fired rocket launchers. Recoilless rifles have limited use in urban combat due to their powerful backblast, making them dangerous to fire in enclosed spaces such as buildings or vehicles. The Samourai seeks to solve the problems traditionally associated with recoilless rifles. Instead of firing a rocket, it fires a conventional large-bore cartridge with a primer, propellant charge, projectile shell, and metal casing. These factors eliminate backblast, allowing the user to safely fire the Samourai in confined spaces.

The Samourai's big 76.2mm HE shell is considerably larger than the 40mm cartridges fired by most of today's grenade launchers, giving it far more powerful blast and fragmentation effects. Ordinarily, the recoil forces on such a large-bore weapon would preclude its use in a hand-held system. To counteract this, the Samourai uses a complex series of shock absorbers to disperse recoil forces to a manageable level. It is breech-loaded, much like an old bazooka. The shell is inserted into the back of the weapon, and the breech is then closed and locked for firing. The spent shell casing is automatically ejected during the firing cycle, leaving the weapon ready for instant reloading.

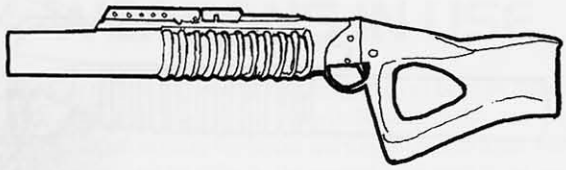
Simple optical sights are provided for aiming, and the shells are fin-stabilized to improve accuracy. The SUW's low muzzle velocity gives it a relatively short range.

Though still in development, the Samourai shows considerable promise as a tactical weapon system for urban warfare.

Damage: See Table 8–1
Range Increment: 50 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 8 lb.
Purchase DC: 17
Restriction: Mil (+3)

Maadi GL

Egyptian 40mm Single-Shot Grenade Launcher



The Egyptian Maadi GL is essentially a licensed-built copy of the American M203 designed for use on the Kalashnikov rifle. Conversion kits are available (purchase DC 12), allowing it to be mounted on a variety of other popular assault rifles, as well. Appearance and operation are essentially identical to the M203. It can be quickly removed and reattached to a rifle as needed.

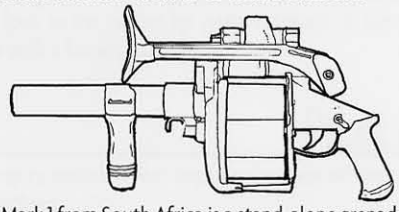
The Maadi GL is also produced as a stand-alone weapon, using a wooden thumbhole shoulder stock to permit independent use.

Who Uses It: The Maadi GL is the standard grenade launcher of the Egyptian Army.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

Milkor MGL Mark 1

South African 40mm Revolver Grenade Launcher



The MGL Mark 1 from South Africa is a stand-alone grenade launcher that incorporates a large 6-round revolver cylinder, eliminating the need to reload after each shot and allowing a rapid semiautomatic volley of grenades. Though bulky, the MGL Mark 1 is surprisingly light due to extensive use of aluminum alloy in its construction. It features vertical grips and a folding shoulder stock, allowing it to be held and fired like a rifle.

For loading, the rear of the weapon is unlocked and swings away from the cylinder, exposing the six chambers. The cylinder is wound by hand on a coil spring, which advances it after every shot. The process is simple and quick, facilitating a high sustained rate of fire.

With the action closed, the firing pin is kept in the uncocked position until the moment of firing with the double-action trigger. This prevents unintended firing if the weapon is jolted or dropped. When the weapon is fired, gas pressure is used to unlock the cylinder, which is then advanced to the next round by the coil spring.

The MGL Mark 1 is fitted with an optical sight. Simple iron sights are fitted underneath as a backup.

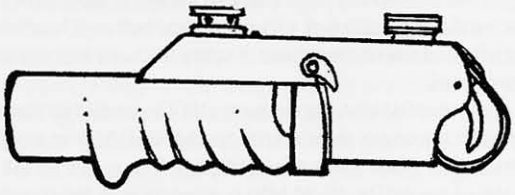
Variants: An earlier version was introduced in the early 1980s and refined into the MGL Mark I after extensive field experience. A special pintle mount is also produced, allowing use as a vehicular weapon.

Who Uses It: The MGL Mark I serves with the South African armed forces. It has been exported to numerous countries, including Colombia, Mexico, and Peru. It has also been illegally copied and produced in Croatia.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: S
Magazine: 6 cyl
Size: Large
Weight: 12 lb.
Purchase DC: 15
Restriction: Mil (+3)

Milkor UBGL

South African 40mm Single-Shot Grenade Launcher

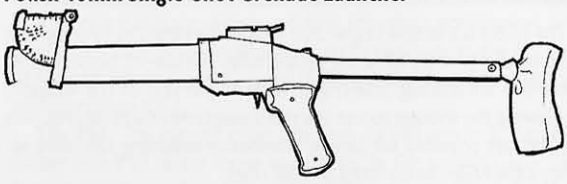


The Milkor UBGL (Under Barrel Grenade Launcher) is a conventional over-under grenade launching system adapted for use on a variety of modern assault weapons. It comes with a range of mounting rails, and the launcher can be quickly removed from (and reattached to) its mounting rail as needed. Operation is simple, with a break-open system in which the barrel swings up to the side to open the breech. The double-action-only trigger mechanism permits safe carry without the risk of accidental discharge.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 4 lb.
Purchase DC: 14
Restriction: Mil (+3)

PALLAD

Polish 40mm Single-Shot Grenade Launcher



The Polish PALLAD is a single-shot 40mm grenade launcher designed for underbarrel mounting on an AKM assault rifle with minimal modification. A simple and conventional design, it features a break-open firing chamber and iron sights.

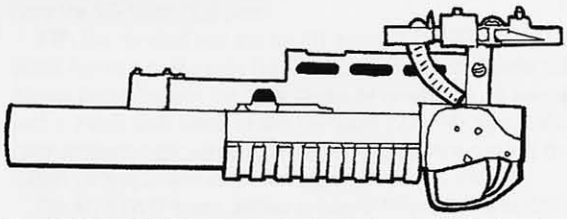
Variants: The PALLAD is also produced in a stand-alone version, designed for independent use instead of for mounting on a rifle. Known as the PALLAD-D, this variant features a folding stock, a standard Kalashnikov pistol grip, and iron sights; it is considered a Large weapon, but otherwise its statistics are similar to the standard PALLAD.

Who Uses It: The Polish military has adopted both the PALLAD and the PALLAD-D.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 5 lb.
Purchase DC: 14
Restriction: Mil (+3)

Romarm AG-40 M80

Romanian 40mmm Single-Shot Grenade Launcher



The AG-40 Model 80 is a conventional underbarrel grenade launcher designed for use with Romanian-produced AK assault rifles. The mounting hardware attaches to the AK's forward grip. It is chambered to fire the Warsaw Pact-standard 40mm shells used by the Russian GP-25. It can also be used with NATO-standard 40mm rounds.

A lever unlocks the weapon's action, allowing the barrel to slid forward as on the American M203. This opens the breech for loading. When a round has been inserted, the barrel slides back into place and locks. Instead of a trigger, a firing button is located on the left-hand side of the receiver. A safety catch and iron sights are fitted as well.

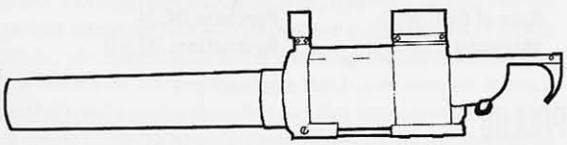
Variants: ROMARM also produces a NATO-standard version, designed for use on AKs chambered to fire the NATO 5.56mm round. It has statistics similar to the AG-40 M80.

Who Uses It: The AG-40 M80 is in service with the Romanian armed forces.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 4 lb.
Purchase DC: 14
Restriction: Mil (+3)

RGB-1

Croatian 40mm Single-Shot Grenade Launcher



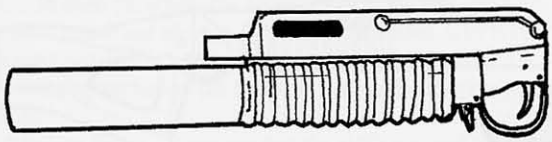
The RGB-1 is a simple single-shot weapon designed to fit under the forward grip of an AK-series assault rifle. The breech hinges out to the left for loading. The trigger rests at the rear of the weapon, allowing the shooter to use the rifle's magazine as a firing grip. Iron sights are provided for aiming. Alternative mounting hardware allows the RGB-1 to be fitted to Galil rifles.

Who Uses It: The RGB-1 is in service with the Croatian Army.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Medium
Weight: 3 lb.
Purchase DC: 14
Restriction: Mil (+3)

SIG GL5040

Swiss 40mm Single-Shot Grenade Launcher



The GL5040 is an underslung 40mm grenade launcher designed for use with the SIG SG550 assault rifle. Like the American M203, it features a simple break-open design with a barrel that slides forward to open the breech for loading. It can be mounted on the SIG rifle quickly and without tools. The weapon is fashioned from a lightweight aluminum alloy and has a synthetic handgrip. For winter use, the trigger guard is designed to accept heavy gloves or mittens.

Variants: SIG also produces a variant model, the GL5140, designed for use on the compact SG551 carbine. Statistically, it is identical to the GL5040; however, its attachment hardware has been modified for the shorter carbine barrel.

Damage: See Table 8–1
Range Increment: 70 ft.
Rate of Fire: Single
Magazine: 1 int
Size: Large
Weight: 4 lb.
Purchase DC: 14
Restriction: Mil (+3)

APPENDIX I: WEAPONS IN USE

The vast number of firearms available today can be more than a little bewildering, even to gun experts. Because of this, knowing which weapon to equip the heroes and supporting characters with in a campaign can be difficult. This section is designed to aid you, the GM, in choosing plausible and consistent firearms for your adventures.

For heroes, this section should just be a guideline, unless the GM specifically decides otherwise. In most campaigns, players should be free to choose the weapons for their characters; however, if they don't know what to choose, this section can provide some useful advice.

The information in this appendix focuses on the United States, where gun control laws are relatively relaxed and firearms are readily available. For other countries, similar types of guns should be used, but they might not be as common for some types of characters. For instance, in Europe, a bartender might not have a shotgun, but an armored car guard will probably be armed along the same lines as his or her U.S. counterpart.

When you want to equip a type of character that is not covered here, try to find a similar category and use that as a guide. For instance, say you are making up an adventure in which the villains are members of a violent biker gang, and you want to know what weapons to give them. Biker gangs aren't specifically listed here, but you can look to the entries for petty criminals or street gangs to come up with a fair approximation.

Police Forces

This category includes beat cops, undercover officers, and SWAT team members.

Beat Cops: Ordinary cops once carried revolvers, generally models such as the Colt Mark V series or the S&W Model 64. Since the 1980s, the shift has been toward autoloader pistols with high-capacity magazines. Popular models are the Glock 19 (used in New York and Washington, D.C.), the Beretta Model 92 (used in Los Angeles), or one of the S&W Third Generation autoloaders. Shotguns are widely issued as well, usually pump-action models such as the Mossberg M590 Persuader or the Remington Model 870P.

Detectives: Police detectives rely on brains more than brawn when dealing with crime. Most detectives carry the standard service side arm used by the rest of their departments (see Beat Cops, above). Older detectives might be more set in their ways and may still carry revolvers instead of the newer autoloaders. Common types include the S&W Model 64 or the Colt Mark V in .38 Special.

Undercover Police Officers: Undercover police officers favor small, concealable weapons that they can carry without attracting attention. Typical are the ultracompact "Baby" Glock pistols, the Colt Mustang, the AMT Backup, the Downsizer, or the SITES Resolver.

SWAT Teams: When things get ugly, the SWAT team gets called in. Most SWAT teams consist of several different groups of officers. *Sniper teams* provide overwatch, with Remington 700 or Savage Model 110 rifles. *Flankers* secure the perimeter and guard the exits, with M4 carbines or Ruger Mini-14 assault rifles. If necessary, the *entry team* goes in to deal with the criminals directly. Entry teams carry a mix of MP5 submachine guns and Benelli M3 or Franchi SPAS-12 shotguns. SWAT officers carry side arms as well; these are either department service pistols (as above) or, more rarely, special models such as the Colt M1911A1 Custom.

Small-Town Sheriffs: The police in small towns are often armed much along the same lines as their big-city counterparts. Autoloaders such as Glocks or S&Ws are common. For a more colorful character, however, consider a high-powered revolver such as the Ruger Super Redhawk or the Colt King Cobra instead. Because police in rural areas often have to work far from the nearest backup, they are more likely to have shotguns readily available in their cars as well. Typical are the Ithaca Model 37 or the Remington Model 870P. Note that today many small towns also boast SWAT teams.

Forest Rangers: Working in remote areas, forest rangers often have to be ready to deal with a variety of threats. Dangerous animals are a more common hazard than violent criminals. For a side arm, a big, powerful revolver such as the S&W Model 586 is preferred. In places where especially large animals, such as grizzly bears, are common, a .44 Magnum model such as the Colt Anaconda or the Ruger Super Redhawk packs more of a punch. Most rangers keep shotguns (such as the Remington Model 870) and high-powered rifles (such as the Remington Model 700) close at hand as well.

Overseas: Police in Europe tend to be equipped with autoloader pistols, much like their American counterparts. Glock and H&K models are widely popular. Instead of shotguns, many European police departments issue submachine guns, such as the Israeli Uzi or the German H&K MP5. These are often semiautomatic-only versions, incapable of automatic fire.

Federal Agents

This category includes agents working for vrious government organizations such as the Federal Bureau of Investigation, the Bureau of Alcohol, Tobacco, and Firearms (ATF), and the Drug Enforcement Administration (DEA).

The FBI: The current issue side arm for FBI agents is the .40 caliber Glock 22 or, for those who prefer it, the smaller Glock 23. Backup pistols are the ultracompact Glock 27 and Glock 36. The previously issued pistol was the 9mm SIG-Sauer P226 or P229, which is still carried by some agents. Heavier weapons include semiautomatic-only versions of the H&K MP5 (in both 9mm and 10mm), the 5.56mm M4 carbine, and the Scattergun Technologies FBI Model pump-action shotgun.

Ordinary agents are not permitted to carry automatic weapons; however, the FBI maintains a number of regional SWAT teams who can. These FBI SWAT teams use the automatic MP5 submachine gun in 9mm and 10mm, the M4 carbine, and the M165A2 assault rifle. They also carry the Springfield FBI SWAT variant of the M1911. SWAT snipers use Remington Model 700 and McMillan Model 87 rifles.

The FBI's elite counterterrorist unit is the Hostage Rescue Team (HRT). Members are equipped largely along the same lines as the regional SWAT teams. The HRT also employs the Barrett M82A1 antimateriel rifle.

U.S. Marshals: The standard issue side arm for U.S. Marshals is the Glock 19. The Special Operations Group (SOG) uses the 9mm Colt 635 SMG, the Colt CAR-15 carbine, the M16A2 assault rifle, the Ithaca Model 37 shotgun, and the Remington M24 sniper rifle.

Sky Marshals: Plainclothes agents aboard commercial air flights carry the SIG-Sauer P228 pistol.

ATF: The standard side arm for ATF agents is the SIG-Sauer P228 pistol. Agents may also carry the SIG P225, P226, or P239 if preferred. Backup pistols include the S&W Model 64 revolver in .38 Special with a 2-inch snub barrel or the SIG-Sauer P230. ATF agents also carry semiautomatic versions of the MP5 submachine gun and the CAR-15 carbine, as well as the Remington Model 870 shotgun.

The ATF's SWAT teams, known as Special Response Teams (SRT), are equipped with automatic MP5s and CAR-15s. Snipers use custom-built Remington Model 700.

DEA: DEA agents are issued Glock 22 or Glock 23 pistols. Agents may carry a number of other .40 caliber designs if preferred; the compact version of the H&K USP is particularly popular.

Heavier weapons include the H&K UMP, the HK53 carbine, the Colt M4, and the Remington Model 870P shotgun. To counter especially well-armed narcotics traffickers, the DEA has a few machine guns, including the Colt M16-HBAR and the M-60.

Customs: Customs officers at border crossings and airports generally carry the H&K USP Compact in .40 caliber.

The Customs Service Special Response Team (SRT) carries the H&K MP5, the Colt CAR-15, the Steyr AUG, and the Remington Model 870P shotgun. Assault rifles and submachine guns are burst-fire weapons rather than automatic weapons. Snipers use custom models of the Remington Model 700 rifle.

INS: The agents of the Immigration and Naturalization Service carry the .40 caliber H&K USP Compact.

Agents of the Border Patrol (which is part of INS) carry Beretta Model 96D, a variant of the Model 92 chambered in .40 caliber. Long arms include the Scattergun Technologies Border Patrol shotgun and the Colt M4A1 carbine.

The Border Patrol also maintains heavily armed tactical units, known as BORTAC. These units carry the H&K MP5 and UMP submachine guns, the HK53 and Colt M4 carbines, and the M16 and HK33 assault rifles. Heavy weapons include M79 and M203 grenade launchers and M60E3 machine guns. Sniper rifles include the Remington Model 700, the Steyr SSG-P, and the Springfield M1A.

Secret Service: The standard side arm for Secret Service agents is the SIG-Sauer P228 chambered in .357 SIG. The special Counter Assault Team (CAT) assigned to protect high-value individuals carries heavier weaponry, such as the FN P90, the H&K MP5 (including the MP5K variant concealed in attaché cases), the Remington Model 870P shotgun, and the M4A1 carbine. Snipers employ custom-built Remington Model 700s and SSR Mark 2 suppressed rifles.

Spies

Spies are information gatherers skilled at infiltrating rival organizations or handling situations requiring stealth or finesse.

Secret Agents: These individuals have to blend in with the surroundings and can't afford to be seen with heavy ordnance. Most spies prefer discreet, concealable pistols, such as the Baby Glocks, the AMT Backup, or the traditional favorite, the Walther PPK. When something more powerful is needed, secret agents most often turn to a compact submachine gun such as the MP5K or the Micro-Uzi.

The "Cleaner": When a secret mission goes wrong, cleaners get sent in to straighten things out. Because cleaners don't show up until things have already gotten out of control, they aren't as concerned with keeping a low profile—cleaners are all business. They also carry compact rifles, such as the G-36C or the AKS-74U.

The Underworld

Members of organized crime use the term "underworld" to describe the realm in which they operate, a place where the rules are set by shady and immoral crime lords.

Street Thugs: Muggers, con men, and petty criminals favor cheap and readily concealable pistols, such as the Bryco M-48, the S&W Model 29, and the Russian Makarov. When more firepower is called for, a big pump-action shotgun such as the Mossberg Model 500 is the most common choice.

Street Gangs: Organized street gangs equip themselves a little better than the average petty criminal and will often carry illegally converted automatic weapons, such as the AK-47, the Ingram MAC-10, or the TEC-9. For backup, they use pistols such as the Beretta Model 92, the Glock 17, or the Ruger P89.

Gang Leaders: Gang leaders favor powerful, flashy weapons such as the Taurus Raging Bull, the Desert Eagle, and the Automag.

Mafia Soldiers: Mafia rank-and-file carry pistols for everyday use, such as the Beretta Model 92 or the Colt Python. When things get more serious, or when they're defending their home turf, they pull out shotguns such as the Remington 870, submachine guns such as the Uzi or Beretta Model 12, and rifles such as the AR-15.

Crime Bosses: Crime bosses usually keep their own hands clean and let their underlings do the dirty work. They prefer subtle weapons that can be hidden away until needed. Typical are the Walther PPK, the Beretta Model 9000, and the Colt Mustang.

Crime Boss's Bodyguards: The trusted henchmen who keep the bosses safe and sound are armed to the teeth with submachine guns such as MP5s and Uzis and shotguns such as Benelli M1s and Remington 11-87s. They all carry pistols as well.

Gunrunners: Gunrunners know guns, and they equip themselves with the best. Most carry several guns—a big, powerful pistol such as a custom-model M1911 as their main weapon and a smaller holdout piece such as the Downsizer or the Backup (stashed in a concealed holder) in reserve.

Professional Hit Squads: To professional hit men, guns are tools—they choose the one they need to get their job done. For close-in work, they favor big, powerful pistols such as the Colt M1911A1. When maximum firepower is needed, the spray of a submachine gun, such as the Uzi, can't be beat. When working at a distance, hit men use scoped rifles such as the SR-25.

Assassins: Professional assassins are a cut above your everyday hit squads. Assassins specialize in getting to targets nobody else can—and in getting away afterward. They are adept at using silent weapons and top-of-the-line military sniper rifles. Assassins prefer to take out targets from long range with a rifle such as the Dragunov SVD, the Accuracy International Covert, or the H&K PSG-1. If the nature of the job forces an in-close situation, an assassin would probably use a suppressed pistol, such as the Chinese Type 67 or the Russian PSS.

Sinister Cultists: Holed up in a remote compound and driven by a paranoid worldview, a fanatic sect might well start to stockpile arms, with military weapons, such as M16 and AK-47 rifles, in high demand. Less wealthy or successful cults will have to make do with more commonplace sporting weapons, such as Mossberg 590 shotguns or Remington 700 rifles. They will probably also have a variety of different pistols. The true extremists might even be able to lay their hands on an M60 machine gun or a Barrett M82 antimateriel rifle.

Other Folks

This category includes anyone with a mind to carry a firearm, particularly individuals whose profession demands it.

Bartenders: When things get out of hand in their establishments, bartenders might need to produce some "persuasion" to keep rowdy patrons from smashing up their establishments. Generally, the more dangerous the neighborhood, the more likely it is that the bartender will have something stashed behind the bar. A reliable old shotgun, such as the Ithaca Model 37 or the Mossberg Model 500, is the most common. Bartenders might also favor large revolvers, such as the Colt King Cobra.

Hunters: Hunters choose their weapons based on the type of game they're after. For ducks or geese, a shotgun, such as the Remington Model 870 or the S&W Model 3000, loaded with birdshot is preferable. For deer or other larger animals, hunters might carry the same shotgun loaded with buckshot or slugs instead. They might also choose rifles, such as the Winchester Model 70 or the Howa M-1500. A rifle is particularly suited for hunting big or dangerous game such as elk, moose, or bear.

Private Eyes: Private eyes carry a broad variety of weapons, depending on personal preferences, price, and availability. Older, experienced detectives usually prefer large, reliable pistols such as the Colt M1911A1. Their younger or wealthier counterparts might go

for more modern designs such as the Glock 17 or S&W Sigma series. Individual tastes vary widely—a private detective could conceivably carry nearly any weapon in the book, but pistols are the most common. Many private eyes have concealed firearm permits, due to the risks associated with their work, and favor discreet, easily hidden pistols such as the Downsizer, especially for undercover work.

Private Bodyguards: Private bodyguards for a wealthy or famous person take a no-nonsense approach to their work. They generally have a powerful concealed pistol, such as the H&K USP Tactical, in a shoulder holster. For especially dangerous circumstances or high-risk targets, a bodyguard might also carry a compact backup pistol stashed in an ankle holster or an attache case with an H&K MP5K submachine gun or an FN P90 PDW.

Armored Car Guards: The guards for bank trucks are generally armed much like police officers. They carry autoloader pistols such as the Beretta Model 92 or the S&W Third Generation series. They also have a shotgun or two in the truck, probably pump-action models such as the Remington Model 870P or the Mossberg Model 590 Persuader.

Security Guards: Private security guards are often unarmed, carrying walkie-talkies and perhaps a can of mace instead of a gun. Sometimes in particularly dangerous locations, they are issued firearms. When this is the case, you can assume they will be equipped like armored car guards (see above).

Corporate Executives: Most corporate executives prefer the boardroom to the firing range and won't carry a gun; however, sometimes, they get in over their heads—after all, it is a dog-eat-dog world out there. When corporate execs take up guns for personal protection, they usually choose modern autoloader pistols, such as the Beretta Model 92 or the H&K USP, which they can carry in concealed holsters.

Millionaires: The ultrawealthy generally collect all sorts of items, and firearms are no exception. Many will carry highly sophisticated and expensive weapons such as the Korth Revolver, the Korth Pistol, or the Sphinx AT 2000. They might also have precision custom hunting rifles such as the Dakota Longbow. Depending on the nature of the character, millionaires might even have military-style automatic weapons such as the H&K MP5 submachine gun or the M4 carbine. They also often surround themselves with at least a few private bodyguards (see above).

APPENDIX II: THE LANGUAGE OF GUNS

accurized: Manufactured to tighter-than-normal tolerances to improve accuracy.

action: The operating mechanism of a firearm.

antiaircraft machine gun: A machine gun designed for use in an air-defense role. This generally means that it is fitted on a tall pintle-style mount, making it easy to point skyward. Ring-style sights are also generally fitted to help rapid acquisition of fast-moving targets. AAMGs are usually large-caliber heavy machine guns, because the rounds need considerable power to get up to altitude.

antimateriel rifle: A large-caliber rifle designed to be used against enemy equipment, such as battlefield electronics, aircraft, or light vehicles. AMRs are generally similar to sniper rifles, in that they are highly accurate and are equipped with sophisticated optics. The biggest difference is caliber; AMRs are chambered to fire heavy machine gun or even light cannon rounds, from the .50 BMG cartridge on up.

antitank rifle: Predecessor of the modern antimateriel rifle, the ATR is an ultraheavy rifle that was developed during World War I for use against early armored vehicles. These weapons fell out of use after World War II, when advances in armored vehicle technology resulted in armor that was too strong for them to pierce.

armor-piercing: A type of ammunition designed to defeat armor. This can be done in several ways, but the most common method in small-arms ammunition is to use projectiles that are made out of very dense material and fired at very high velocity. They are also jacketed to prevent the rounds from breaking up on the armor when they strike the target.

armor-piercing discarding sabot (APDS): This is a specialized type of armor-piercing ammunition that achieves extremely high velocity in flight through the use of a small subcaliber projectile, held in place by a device called a sabot, which falls away once the round leaves the barrel.

armor-piercing incendiary (API): An armor-piercing round that also has incendiary properties. API ammunition is generally used in antiaircraft weapons.

assault carbine: A lightweight, compact, select-fire weapon chambered to fire rifle-caliber ammunition and usually fitted with a folding stock and a shortened barrel. Generally, assault carbines are cut-down versions of assault rifles.

assault light: Another term for illuminator (see below).

assault rifle: A rifle with an automatic action, a box magazine, and select-fire capability. Such weapons are generally seen to provide the best combination of firepower, portability, and long-range performance for infantry soldiers. Assault rifles form the bulk of military small arms today.

autoloader: A pistol with a semiautomatic action.

automatic: An action that uses the power of the firing cartridge to drive a mechanical action that cycles the bolt, ejects the empty cartridge case, and loads a fresh round into the firing chamber, without the need to manually operate any controls other than the trigger. An automatic action continues to fire successive bullets until the trigger is released.

automatic grenade launcher: A grenade launcher with an automatic action. This large, heavy weapon requires the use of a tripod or vehicle mount.

backblast: A jet of hot gases that vents backward out of rocket launchers, missile launchers, or recoilless weapons when they are fired. These gases can injure or even kill someone standing behind one of these weapons when it is fired. They also make such weapons unsafe to fire from within confined spaces, such as vehicles, bunkers, or small rooms.

ball: A term referring to ordinary jacketed ammunition, as opposed to tracer, armor-piercing, or some other specialty type.

ballistic coefficient: A measure of how much a bullet drops or falls toward the earth as it flies downrange. This is basically an expression of how efficiently the bullet moves through the air. This is particularly important for long-range shooting, in which the drop of the bullet can have a significant effect on accuracy.

ballistics: The science studying the motion of projectiles in flight.

barrel: The tube on a weapon through which projectiles pass after leaving the firing chamber and that directs them toward the target.

bayonet: A bladed weapon that can be affixed to the end of a longarm for use as a thrusting spear. Most bayonets look like knives and can be used as such when not attached to a rifle. Some are permanently fixed to another weapon and fold out of the way when not in use.

bayonet lug: A metal bracket on the end of a longarm to which a bayonet can be attached, allowing it to be used like a spear in melee combat.

bead sight: A type of sight commonly used on shotguns, consisting of a round bead fastened to the upper side of the barrel near the muzzle.

belt-fed: A term describing a weapon that accepts ammunition in chains of cartridges linked together as belts. Such belts can be connected to one another, which allows for a theoretically unlimited quantity of ammunition to be fed into the weapon without the need to stop and reload.

bipod: A device with two legs that stabilizes a weapon during firing. Most bipods are made of metal and are designed to fold out of the way when not in use. Some weapons incorporate integral bipods as part of their design; others can be equipped with add-on bipods.

birdshot: A small-caliber shot designed for use against birds. Birdshot spreads out over a wide area when fired, increasing the chance of a hit; however, the pellets do very little damage individually. Thus, they are of little value against large targets except at very close range.

blowback: A type of automatic or semiautomatic action in which the reactive force of the exploding cartridge is used to cycle the bolt and reload the weapon. This is the simplest type of automatic action, but it is suitable for use only with relatively low-powered cartridges.

bolt: A moving part of a firearm's action. The bolt moves forward and locks into place to seal the chamber for firing; it is then unfflocked and moves rearward to open the action, allowing the empty cartridge case to be extracted and a fresh round to be loaded in its place.

bolt action: A type of action, used most often on rifles, in which the bolt is moved manually, as opposed to automatically. Bolt-action weapons are slower to operate than semiautomatics, but they can be made to more exacting tolerances. For this reason, they are generally considered preferable for highly accurized target or sniper rifles.

bolt catch: A device in a weapon's action that holds the bolt back in its open position.

bolt lever: An arm attached to the bolt of a bolt-action weapon, allowing the operator to cycle the bolt between shots.

box magazine: A container that holds a number of rounds of ammunition and is attached directly to a weapon and feeds the ammunition into the weapon's action. Because this is both a convenient way to transport ready ammunition and permits rapid reloading, the box magazine is the most popular type of magazine used on modern military small arms.

brass: A colloquial term for cartridge cases.

break-open action: A type of action used on single-shot weapons (and some revolvers) in which the entire weapon swing opens on a hinge at the breech. Rounds are loaded directly into the firing chamber (or chambers) and the weapon is closed to make it ready to fire. Such actions are popular on sporting weapons, because they cannot be fired when open and thus can be carried safely.

breech: The end of weapon's barrel that joins to the firing chamber.

breechblock: The mechanical component of a firearm's action that closes and seals the rear of the chamber.

Browning action: A widely used locking mechanism for autoloader pistols, developed around the beginning of the 20th century by American gun designer John Browning. In the Browning action, the barrel is locked to the slide. The barrel disengages from the slide by means of an actuating cam when the weapon is fired and the slide recoils.

buckshot: A large-caliber shot that is designed for use against large game. Buckshot creates a smaller pattern than birdshot, reducing a weapon's accuracy against small, fleeting targets. The damage dealt is much greater, however, making them more useful against large targets.

bullet: A projectile fired from a gun.

bullpup: A configuration for a weapon in which the magazine is inserted behind the firing grip. This configuration allows for a shorter overall length of the weapon, while keeping a long barrel.

caliber: (1) Caliber is used to indicate the type of ammunition used by a weapon, and as a rough approximation of how powerful the weapon is. (2) The measurement, in hundredths of an inch, of the diameter of a given bullet. Thus, we speak of .38 caliber or .45 caliber rounds.

carbine: A short, compact longarm. This contradictory definition includes two distinct subsets. Traditionally, carbines were long-barreled weapons that fired pistol ammunition. Lightweight and handy, they were useful for short-range firing. Today, semiautomatic-only versions of submachine guns (often sold for law enforcement or civilian hunting use) are called carbines. The term has also come to refer to short-barreled rifles, firing full-power rifle ammunition, especially the cut-down versions of full-sized rifles that have beffcome popular in recent years.

cartridge: A round of ammunition that contains in a single unit the projectile, a propellant charge to drive it, a primer to detonate the propellant, and a case (usually made of metal) to contain it all.

cartridge case: The container that holds the propellant, primer, and bullet in a round of ammunition. Most cartridge cases are metal, usually a brass alloy. Shotgun shells generally use plastic or paper cases with a metal base instead.

caseless ammunition: Ammunition in which the propellant charge is molded around the bullet, eliminating the need for a cartridge case. Because there is no need for an ejection port for spent cartridge cases, weapons firing caseless ammunition can have actions that are completely sealed, preventing dirt or dust from getting in.

centerfire: A type of ammunition cartridge in which the primer is located in the center of the base of the cartridge case. The firing pin strikes the base of the case to fire the round.

charge: (1) The quantity of propellant in a cartridge that combusts

to drive the projectile. (2) The action of loading the first round from a magazine or belt into an automatic or semiautomatic weapon, making it ready to fire.

charging handle: A grip used to charge an automatic or semiautomatic weapon.

cheekpiece: The portion of a longarm stock on which the firer's cheek rests. Sniper rifles often feature adjustable cheekpieces, which allow the user to customize the weapon for maximum support for his or her firing stance.

choke: The muzzle opening of a shotgun's barrel.

choke tubes: Attachments to a shotgun barrel that control or affect the spread of shot after it is fired. Different choke tubes provide different effects, from more open spreads for hunting small, fleeting targets such as birds, to closed spreads that concentrate the cloud of pellets in a small area for larger game. Many modern shotguns are threaded, allowing the choke tube to be unscrewed and replaced as needed to permit a single gun to be used for a variety of types of game.

clip: (1) A metal device used to hold a number of ammunition cartridges for rapid loading into a weapon; this is also sometimes called a "stripper clip," because the rounds are stripped off it when they are fed into the weapon. (2) A term for a box magazine.

coaxial mount: A mounting for a weapon in a vehicle turret that locates it alongside another weapon so that the two of them are swiveled, elevated, and aimed together. This most commonly refers to a machine gun mounted alongside a heavy tank cannon. Originally, these were loaded with tracer rounds and used to help aim the tank's main gun; however, coaxial machine guns have proven useful in their own right (for suppressive fire against infantry or soft targets), and they remain in widespread use today.

cocking: The act of mechanically readying a weapon for firing. On single-action weapons, this involves drawing the hammer back and locking it in position. On automatic or semiatutomatic weapons, this means the same thing as charging—loading a round from the magazine into the firing chamber.

cocking handle: A lever used to cock a weapon. This often takes the form of a spur on the weapon's hammer.

cold-loaded ammunition: A specialty ammunition that has a reduced propellant charge so that the projectile will not exceed the speed of sound in flight. This eliminates the supersonic crack of the bullet, making such ammunition useful in suppressed weapons.

combat sights: Iron sights optimized for quick target acquisition in combat conditions.

compensator: A device on the end of a weapon's barrel that redirects the jet of gases from the propellant to counteract the tendency of the weapon to climb during firing.

cook-off: A phenomenon that occurs when an automatic weapon keeps firing uncontrollably, when live rounds fed into the hot chamber detonate immediately whether or not the trigger is pressed. Most automatic weapons are designed to fire from an open bolt to prevent this problem.

crosswind: Winds blowing at an angle to the line of sight befftween the shooter and the target. A crosswind can drive a projectile in flight off to the side and away from the point of aim. The greater the range, the greater the effect a crosswind has on a bullet in flight.

cyclic rate: A measure of the rate of fire of an automatic weapffon, normally measured in rounds per minute. The cyclic rate is a measurement of how fast the weapon's action works; it doesn't factor in the time necessary to reload the weapon. Because very few weapons hold enough ammunition to fire continuously for an entire minute, this rate is not practically achievable. It is a useful measure of the mechanical speed of the action, however.

cylinder: The round magazine on a revolver, which rotates to advance the rounds of ammunition into the firing position.

decocking: The act of making a weapon unready to fire by lowering the hammer or releasing the firing pin without actually firing the weapon.

discarding sabot: A specialized type of armor-piercing ammunition that achieves extremely high velocity in flight through the use of a small subcaliber projectile that is held in place by a device called a sabot, which falls away once the round leaves the barrel.

disintegrating link: A type of belt for machine guns that chains the rounds together with a series of individual links. When the weapon is fired and the belt feeds through the action, the rounds are driven out of the links. Both the spent cartridge cases and the individual links are then ejected. Disintegrating link belts avoid the problem of having an empty belt hanging out of a weapon.

designated marksman's rifle (DMR): A weapon intended for use by a marksman and optimized for that role through the fitting of sights, bipods, target stocks, or other modifications.

door gun: A weapon (generally a machine gun) mounted to fire out of the open door of a helicopter. Door guns are used to suppress enemy forces while transport helicopters load or unload under fire.

door opener: A specialized type of ammunition for shotguns or grenade launchers that is designed to destroy door locks or hinges, allowing the firer to force entry into a building.

double action: A type of pistol action in which pulling the trigger first cocks the hammer back into its ready-to-fire position, and then releases it. This type of action eliminates the need to manually cock the weapon before firing, but it results in a longer and more difficult trigger pull, which can reduce accuracy.

double action only: A type of pistol action in which the weapon always functions in the double-action mode. There is no way to cock the hammer back without pulling the trigger. Double-action-only pistols are meant to be safer because they eliminate the possibility of accidental discharges.

double-stacked: A type of magazine in which the bullets are loaded into two parallel columns, side by side. The rounds are fed alternating from each column as the weapon is fired. This configuration permits a higher magazine capacity, but it can lead to an uncomfortably bulky grip in the shooter's hand.

double tap: A firing technique in which the shooter rapidly fires two rounds at a single target in an attempt to score two hits and reduce the probability that the target will escape incapacitation through a lucky circumstance.

dragon's breath round: A shotgun projectile containing incendiary material, which creates a brilliant burst of flame when fired and can be used to set a target alight.

drum: A type of magazine shaped like a wide, flat cylinder. The ammunition is held in a spiral within the drum. Many drum magazines make use of springs that must be wound (like a clock) to feed the rounds into the weapon.

dry firing: The act of working a weapon's action (as if firing it) when the weapon is unloaded.

duplex round: A cartridge containing two projectiles within a single case, generally located one behind the other. Thus, two bullets are fired with each pull of the trigger, improving the chances that at least one hit will be scored.

ejection port: An opening in an automatic or semiautomatic weapon's receiver housing through which spent cartridge cases are jettisoned from the weapon during the extraction phase of the firing cycle. To prevent dust and debris from getting into the weapon's action, most ejection ports have covers that remain closed except during the extraction step.

elevation: An adjustment in aiming in which the gun is pointed above the target in order to compensate for the drop of the bullet in flight.

entry gun: A shotgun with a very short barrel, designed to be as maneuverable as possible in close-quarters fighting.

extraction: A step in the operation of an automatic or semiautomatic weapon in which the empty cartridge case is removed from the firing chamber and ejected out of the weapon, making room for the next round to be fed in.

extractor: A mechanical device that pushes spent cartridge cases out of the weapon's firing chamber.

eye relief: The distance from a telescopic sight that the firer holds his or her eye when looking through the scope.

feed mechanism: The operating device that takes ammunition into the weapon's action.

firing pin: The component of a weapon's action that springs forward when the trigger is pressed to strike the cartridge, detonating the primer and firing the round.

flash-bang grenade: A grenade that explodes with a powerful charge that creates tremendous noise and a blinding burst of light. This explosion disorients and incapacitates those within its burst radius and can be very painful, but it lacks sufficient power to kill or even seriously injure under normal conditions. Flash-bang grenades are used in operations in which the risk of injury to people must be minimized, such as hostage rescues.

flash hider: A device attached to a weapon's muzzle that shields or breaks up the flash of gases escaping from the end of the barrel during firing. Some flash hiders are complex designs with various vents and ports; others are simple cones. Flash hiders are generally not meant to hide the flash from the weapon's target, but to hide it from the firer, so as not to interfere with his or her night vision when firing in darkness.

fluting: Grooves cut down the length of the outside of a weapffon's barrel. These grooves serve two purposes: They remove material, making the weapon lighter; and they increase the surface area of the barrel, making it cool more rapidly.

forearm: The portion of a longarm located ahead of the receiver and normally gripped by the nonfiring hand.

forward grip: A place for a longarm user to hold the weapon with his or her nonfiring hand.

fouling: The residue of material left over inside a weapon after it is fired. The more the weapon is fired, the more fouling accumulates. If too much fouling builds up, the weapon will eventually cease working until it is cleaned.

frame: The underlying structural component of a firearm to which the action, barrel, magazine, and furniture are attached.

free-floating: A type of firearm design in which the barrel contacts the rest of the weapon only at the breech end. This arrangement contributes to accuracy by isolating the barrel from stress placed on any other portion of the weapon.

front sight: The foremost element of a sighting system, usually located near the forward end of the barrel.

furniture: Components of a weapon that are not part of its operating mechanism or sights—grips, stocks, handles, and the like. Traditionally, weapon furniture has been made from wood, but in recent decades composite or plastic materials have become popular.

gas-powered: An operating system for an automatic or semiautomatic weapon in which the expanding propellant gases are tapped through a small hole in the barrel and used to drive a piston. It then pushes the bolt backward to cycle the action and readies the weapffon for refiring.

gas regulator: A device controlling the quantity of gas cycled back through a gas-powered action. This affects the weapon's rate of fire, allowing it to be turned up for increased firepower or turned down for better automatic controllability.

gas tube: A tube on a gas-powered weapon, usually fitted parallel to the barrel, that contains the piston used to cycle the action.

general-purpose machine gun (GPMG): A machine gun that is designed to be used either as a tripod-mounted medium machine gun or a bipod-mounted light machine gun, as circumstances dictate. Due to their flexibility, GPMGs have replaced medium machine guns in most armies today.

ghost-ring sights: A sighting system often used on shotguns that uses an oversized rear sight shaped as a circular aperture. The firer focuses on the forward sight and keeps both eyes open to look for targets. The rear sight goes out of focus, becoming blurry and "ghosting" out of visibility. This arrangement permits rapid acquisition and engagement of targets and has proven popular for combat or hunting weapons in which engagement speed is important.

Glaser safety slug: A type of specialized pistol ammunition originally developed for sky marshals serving aboard aircraft. Glasers contain a number of submunition shot pellets, suspended in a Teflon gel and encased within a soft jacket. On impact, they break open, causing extraordinarily terrible wounds; however, they have almost no ability to penetrate materials and will not go through the back of a seat (to injure other passengers) or the skin of the aircraft (which could lead to a dangerous decompression). They are almost useless against armored targets.

grenade: A small explosive device. Some grenades are designed to be thrown, others to be fired from specialized launchers, and others to be fired from modified rifle barrels. There are many different types of grenades—high explosive, fragmentation, armor-piercing, smoke, incendiary, and others.

grips: Parts of a weapon designed to be held by the firer during use.

grooves: Spiraling cuts on the inside of a weapon's barrel, deffsigned to impart spin to the projectile as it moves through.

half cock: A setting available on some firearms in which the weapon's hammer is drawn back partway and locked there. This is primarily a safety feature, since the weapon cannot be fired from the half-cocked position.

hammer: A metal armature that swings forward when the trigger is pressed to strike the firing pin and discharge the weapon. Hammers are found most often on pistols and some shotguns; most rifles use bolts instead.

hand grenade: A grenade designed to be thrown, rather than fired from a launcher. Hand grenades have a pin, which is pulled to arm the grenade and ignite a fuse. The hand grenade then explodes approximately five seconds later, giving the user enough time to throw it to the target.

hang fire: A situation in which the trigger is pulled but the weapon fails to fire because the primer doesn't ignite the propellant.

headspace: The distance between the firing chamber and the breech of the barrel.

heavy machine gun (HMG): A machine gun that fires ammunition that is larger than ordinary rifle calibers. Such weapons are extremely powerful and can fire out to very long ranges. They are too heavy to be fired by hand, or even from a bipod, and require large tripods or vehicle mounts.

hollow charge: A type of armor-piercing round that makes use of a shaped explosive warhead to blast through the target's armor with directed explosive force. Such charges have to be so large that they are impractical for small-arms caliber ammunition; most are found on handheld antitank weapons, such as bazookas or rocket-propelled grenade launchers.

hollow-point: A specialty ammunition type in which the projectile has a hole or opening at its tip. This makes the projectile expand or "mushroom" when it hits the target, spreading out to several times its original size from the force of the impact. The resulting wound is thus dramatically increased in severity. Hollow-points have reduced performance against armor, because the armor is better able to absorb the dispersed shock of the impact. Hollow-points are most often used in pistol and shotgun slug ammunition.

illuminator: A flashlight attached to a firearm and mounted to point down the firearm's barrel, giving the shooter a source of illumination for the target.

incendiary: A type of ammunition that is designed to set the target on fire on contact.

iron sights: The ordinary sights on a weapon, as opposed to a telescopic scope or optical sight attached to it.

jacketed: A type of ammunition in which the soft metal projectile is encased in a stronger metal jacket.

jacket: A hard metal covering or skin over the outside of a softer metal projectile. The jacket helps keep the round together through the stresses of firing, flight through the air, and impact on the target; jacketed rounds also have good armor penetration performance. One disadvantage of jacketed rounds is that they can "blow through" the target, which results in a less severe wound and can potentially lead to collateral damage if the projectile strikes something else.

jam: A situation in which a weapon's action malfunctions and the weapon doesn't fire. This can be due to a mechanical failure in some part of the action, fouling from dirt or debris in the mechanism, a dud round of ammunition that fails to fire, or some other problem. Jams can be prevented by keeping weapons clean and using good-quality ammunition.

lands: The spaces on the inside of a rifled barrel that run in between the grooves cut into it to impart spin.

laser sight: A sight attached to a firearm that projects a targeting dot downrange on the impact point. This device allows for rapid acquisition and engagement of the target. It also has considerable intimidation value and can be used to convince an opponent to surrender without having to fire. The dot projected from some laser sights can also be set to infrared, so that it cannot be seen without special IR goggles.

lead: An adjustment in aiming in which the gun is pointed to one side of a moving target to compensate for its movement. The faster the target's motion, the more lead the shooter needs to give his shot.

lever action: A type of action in which the bolt is cycled manually with a lever, rather than being directly moved by a handle attached to it. Lever actions can be found on shotguns and rifles.

light machine gun (LMG): A machine gun chambered to fire ordinary rifle ammunition and designed to be carried and operated by a single person. Most LMGs are equipped with bipods to improve stability, though some are light enough to be fired from the hip as well. Infantry squads are commonly equipped with an LMG for supporting fire.

link: An element in a disintegrating link belt that connects the rounds of ammunition together.

loaded-chamber indicator: A device on an autoloader that inffdicates the presence of a cartridge in the firing chamber. On some weapons, this is a button or prong that pops up; on others, it is an opening that shows the brass of the cartridge case in the chamber. Loaded-chamber indicators are safety features designed to prevent users from mistaking a loaded gun for an unloaded one.

lock time: The time between when the trigger is pulled and the bullet is actually fired. This is generally just a fraction of a second—the amount of time it takes for the firing mechanism to detonate the primer and fire the round.

locking system: A mechanism for holding the action closed when the weapon is fired so that the pressures of the expanding propellant gases are contained and focused on driving the projectile through the barrel.

machine gun: A weapon designed to provide sustained automatic fire. A machine gun is usually equipped with a bipod or tripod for improved stability, a heavy barrel to prevent degradation, and a robust action to absorb the stresses. Machine guns are usually fed from belts or high-capacity drums to reduce the need to reload.

magazine: A container holding the rounds of ammunition for a firearm.

magazine catch: A button or lever that holds a magazine in place. Pressing it releases the catch, allowing the magazine to be removed.

magazine well: The aperture into which a box magazine is inserted to load a weapon.

marksman: A shooter trained to provide accurate aimed fire, but who lacks the extensive specialty training of a full sniper.

match-grade: Manufactured to the highest standard; suitable for use in high-end target-shooting competition.

medium machine gun (MMG): A machine gun chambered to fire ordinary rifle ammunition and designed to be fired from a tripod or vehicle mount.

minigun: A multibarreled machine gun powered by an external motor. Such weapons are capable of a tremendous rate of fire, giving them a great deal of firepower, but the quantity of ammunition they consume makes them impractical as portable weapons.

mounting rail: An attachment point for various accessories, especially sights, that runs along a length of a weapon.

Mozambique: A firing technique in which the shooter rapidly fires two rounds into the target's center of mass, quickly followed by a third round to the head. The Mozambique technique is designed to ensure that the target is incapacitated or killed.

muzzle: The open end of a weapon's barrel.

muzzle brake: A device designed to reduce recoil by venting firing gases so as to counteract muzzle climb.

muzzle climb: A phenomenon experienced in automatic firing through which the weapon's barrel has a tendency to rise, pulling it off target. This movement is caused by the bolt striking the rear of the receiver housing as it reciprocates during the firing cycle.

necked: Ammunition in which the portion of the case that holds the propellant is larger in diameter than the bullet or projectile. Necked cartridges are considerably more powerful than straight cartridges and are used in all modern rifles. They are becoming popular in advanced personal defense weapons now being developed.

night vision sights: Sights that are designed to operate in darkness, letting the firer see his or her target. Most night vision sights are infrared, thermal, or light-intensifying in nature.

optical sights: Sights that use a lens and reticle. Many optical sights provide low levels of magnification, but are not true telescopic scopes.

penetration: A measure of a given weapon or cartridge's ability to defeat armor protection. Factors influencing penetration are bullet diameter, mass, and velocity.

personal defense weapon (PDW): A compact firearm designed for use by military vehicle crews, rear-echelon personnel, and others who do not need to carry a bulky and awkward full-sized weapon. PDWs are designed to be as small as possible, so that they are easy to carry. Many are chambered in advanced, high-powered small-bore cartridges that are designed to defeat armor protection.

Picatinny rail: A standardized mount for accessory devices, such as sights or illuminators. A Picatinny rail can be readily attached to

many firearms, and a number of modern designs incorporate them as a standard. Most modern weapon accessories are designed to be used on a Picatinny rail.

pintle mount: A mount for a machine gun or heavy weapon that incorporates a swiveling vertical shaft. Pintle mounts are most commonly used on vehicles to mount weapons alongside crew hatches.

pistol: A firearm designed to be held and fired with one hand (though a two-handed firing stance will still improve accuracy). Most modern pistols are either revolvers or autoloaders. A few single-shot weapons can still be found, usually as hunting or target pistols.

pistol grip: A firing grip shaped like that of a pistol. Most modffern combat firearms incorporate pistol grips.

piston: A component in a gas-powered automatic or semiautomatic weapon action that transmits the energy from the expanding firing gases to drive the bolt assembly rearward when the weapon is fired.

point-blank range: Technically, the distance out to which a bullet will not appreciably drop as it flies through the air. Out to point-blank range, a shooter will not have to consider elevation when aiming. The weapon need simply be pointed directly at the target. More informally, the term is used to mean extreme short range.

practical shooting: A competitive sport, usually involving pistols, in which participants move through a course and engage a variety of targets under conditions meant to simulate combat shooting. Targets often pop up or appear for only a second or so, requiring quick reactions and engagement.

primer: A tiny explosive charge located in the base of a cartridge. The primer is detonated by the weapon's action to ignite the propellant charge.

propellant: The charge that imparts energy to the projectile. When ignited by the primer, the propellant combusts rapidly, burning to a quantity of gas many times its original volume. This causes a massive increase in pressure within the firing chamber, which forces the projectile down the barrel and out the weapon at speed.

projectile: The object that is fired by a weapon.

pump action: A design in which the weapon's action is cycled by manually moving a handle mounted along the axis of the barrel. Pump actions are used most often in shotguns.

quick-change barrel: A barrel designed to be easily replaced in the field without using tools or the need to remeasure the weapon's headspace.

rate of fire: A measure of how quickly an automatic weapon can be fired, usually expressed in rounds per minute. There are two different rates of fire. The cyclic rate is purely a measure of how fast the weapon's action works; this is essentially the mechanical speed of the weapon. The practical definition of rate of fire factors in the time necessary to reload the weapon when its magazine is exhausted, and thus is significantly slower.

rear sight: The element of a sighting system located at the back of a weapon, closest to the firer's eye.

receiver: The housing for a weapon's bolt assembly. The barrel attaches to the receiver, and the bolt moves back and forth within it.

recoil: A phenomenon caused by the rearward reactive force to the firing of a bullet. Recoil makes a firearm jerk about in the firer's hand, often pulling it off target. Generally, the more powerful the round being fired, the more dramatic the effects of recoil.

red-dot sight: Another term for reflex sight (not the same as a laser sight).

reflex sight: A type of sight with a reflected reticle for rapid target acquisition. Instead of putting the targeting dot downrange, on the point of impact, it is projected into a glass lens in the sight itself. It can thus be used to aim without the target being aware of it. Reflex sights are small and lightweight when compared to telescopic sights, and recent designs are extremely rugged and reliable as well.

reticle: A graphic (such as a crosshair) in a targeting sight, cuing the shooter to the weapon's aim point. Many reticles contain additional information as well, such as rangefinding or windage cues.

revolver: A type of pistol that holds its ammunition in a rotating cylinder.

rifle: A longarm with a rifled barrel.

rifle grenade: A grenade designed to be launched or fired from an adapter on the muzzle of a rifle.

rifling: Spiraling grooves cut into the inside of a weapon's barrel to impart stabilizing spin to the projectile as it passes through.

riot gun: A shotgun optimized for law enforcement use. Riot guns generally use a pump-action design with compact barrels.

rimfire: A type of cartridge in which the primer is located on the rim of the case.

roller-locked: A type of action in which the blowback of the action is retarded by a pair of rollers until the bullet has had time to leave the weapon, and the venting of gases out of the open barrel causes the chamber pressure to drop.

sabot: A part of a high-velocity cartridge designed to hold a subcaliber projectile in place in the weapon's barrel; the sabot falls away once the round leaves the weapon. Also referred to as a discarding sabot.

safety catch: A mechanical device that prevents a weapon from firing when it is engaged.

sawed-off shotgun: A shotgun with the barrel cut down to a very short length. Such weapons are more concealable than full-sized shotguns. They also create a much wider spread of projectiles, which dramatically increases the chance of hitting a target at close range. They are virtually useless at long range, however, because the projectiles quickly spread out so much as to be ineffective.

sear: A mechanical linkage that connects the trigger to the hammer. When the trigger is pulled, the sear moves, releasing the hammer to fire the weapon.

select-fire weapon: A weapon with multiple fire settings. Generally, this refers to semiautomatic and automatic. Modern weapons may have a burst setting as well.

selector: A switch or lever that allows a weapon's user to choose one of several settings for firing the weapon—automatic, burst, semiautomatic, and safe, for example.

scope rings: Circular brackets that hold an optical scope in place on a weapon.

scout scope: A low-powered telescopic sight with extremely long eye relief. It is mounted far forward on the weapon and allows the shooter to keep both eyes open when looking through it. Scout scopes are less useful at extremely long range, but in close, they allow for very rapid target acquisition and engagement.

sectional density: A ratio of a bullet's diameter to its weight. This number provides a measure of the bullet's ability to maintain its speed as it moves through the air. Inertia keeps projectiles with high sectional density moving more quickly, and, therefore, more accurately.

semiautomatic: (1) A firing mode in which each pull of the trigger fires a single round and cycles the action, loading a fresh round into the chamber and leaving the weapon ready for instant firing again. (2) A weapon capable of semiautomatic (but not automatic) fire.

shot: Small, spherical submunitions fired by shotguns.

shot diverter: A device that restricts the end of a shotgun barrel, causing shot to spread (sometimes in a particular pattern) as it leaves the muzzle.

shotgun: A longarm with a large, smooth bore, designed to fire shot cartridges.

sight radius: The distance between the front and rear sights on a weapon. Generally, the greater this distance, the more accurate the weapon.

sights: Devices attached to a weapon that the firer uses to align the weapon correctly with the target.

silencer: A device that incorporates a suppressor with the means to slow fired bullets to subsonic velocity. This term is sometimes incorrectly used to mean suppressor.

single action: A type of action in which pulling the trigger only releases the hammer. The hammer must be manually cocked between shots.

single stacked: A type of magazine in which the rounds are loaded in a single vertical column. This configuration limits the weapon's capacity when compared to designs using multiple parallel columns. It results in a slimmer grip that is better suited for smaller shooters or concealed carry.

slide: A part of an autoloader pistol that moves back and forth during the firing cycle. It is generally located above the frame, housing both the barrel and the receiver. The firer manually works the slide in order to chamber the first round after loading a fresh magazine.

slide release: A lever on an autoloader pistol that allows an open slide to spring closed, chambering a round of ammunition.

sling: A strap attached to a longarm, which can be looped around the firer's forearm and used to brace it during firing.

slug: A single solid projectile fired from a shotgun.

slug gun: A shotgun that has been specialized to fire slugs, generally through the fitting of a long rifled barrel and long-range sights.

sniper: A shooter who has been specially trained in both marksmanship and specialized sniping tactics. Snipers are an elite among marksmen and are perhaps the most highly trained shooters in the world.

sniper rifle: A highly accurized rifle designed to be used by a sniper.

speedloader: A clip holding a number of rounds together so that they can be inserted into a revolver's cylinder all at once. This dramatically speeds the reloading of a revolver, making them nearly as fast as box-magazine fed autoloaders.

sporting weapon: A weapon designed for civilian use, generally for either hunting or target shooting.

STANAG: A system of standardization adopted by the NATO countries that provides for the design of weapon components. The STANAG agreement provides for a number of elements, including accessory mounts, rifle grenade launchers, and magazines. It adopts the M16 rifle magazine as standard among all NATO countries; today, their weapons have been redesigned to accept such magazines.

stock: The part of a weapon that braces against the firer's shoulder, facilitating aim and absorbing the recoil of firing.

stoppage: A problem in an automatic or semiautomatic weapon in which the firing cycle is stopped by a mechanical failure. This prevents the spent case from being ejected and a new round from being loaded, resulting in a jam. The firer must clear the stoppage before the weapon can be fired again.

stopping power: A rough measurement of how likely a given cartridge is to incapacitate a human target. Stopping power is a factor of bullet size and, to a lesser extent, velocity.

stripper clip: A metal clip that holds a number of rounds of ammunition, allowing them to be positioned over the open action of a weapon and pushed into it together. Today, stripper clips have been almost completely supplanted by box magazines.

submachine gun (SMG): An automatic weapon chambered to fire pistol-caliber ammunition.

submunition: A projectile contained in a single cartridge with a number of other projectiles, such as an individual shot pellet within a shotgun shell. Submunition cartridges release a number of projectiles each time the weapon is fired.

subsonic ammunition: Any ammunition with a velocity lower than the speed of sound.

suppressor: A device attached to the barrel of a firearm that reduces the velocity of escaping gas to below the speed of sound. This silences the muzzle blast of the weapon, but not the supersonic crack of the bullet. Suppressors can be detachable, or they can be built into the weapon.

take-down: A type of construction that allows a weapon to be easily disassembled or folded for convenient carry, storage, or concealment.

target: The objective that a shootertries to hit with a fired projectile.

target rifle: A rifle optimized for highly accurate target shooting, generally in sporting competition.

target shooting: A competitive sport in which participants try to shoot as close to a small bullseye as possible.

top strap: The metal bar running over the top of the cylinder on a revolver.

thermal sights: Specialized sights that detect the heat radiated by objects and display it as visible light. Such sights are particularly useful at night and work even in total darkness.

thumbhole stock: A type of rifle stock in which the base of the handgrip is joined with the shoulder stock, leaving an opening for the firer's thumb.

tracer: A type of ammunition containing flammable material, which ignites when the round is fired and burns visibly as the round travels downrange. This visible trail allows the shooter to observe where the rounds are falling and correct them onto the target as necessary.

trigger: A lever that the firer pulls to fire a weapon.

tripod: A three-legged mount for heavy weapons.

tritium: A luminous material used in weapon sights, making them more readily visible in darkness.

twist: A measurement of how quickly the grooves in a rifled barrel complete a spin around the barrel. The faster the twist, the greater the spin imparted to the projectile, but also the greater the reduction in its muzzle velocity.

varmint rifle: A weapon designed for hunting small game at very long range. Such weapons are often highly sophisticated and accurized target rifles that are chambered in small high-velocity calibers.

wadcutter: A bullet with a cut-off, flattened nose. Wadcutters were originally designed for target shooting, because they produce neat, clean holes in paper targets, which makes scoring easier. Today, they have fallen out of favor, because they are generally less accurate than other types of bullets. They do cause increased damage, however, and are sometimes used as a combat round.

weaver rail: A standardized accessory-mounting rail used to attach scopes to firearms.

windage: An adjustment in aiming in which the gun is pointed to one side of the target in order to compensate for the effect of crosswind on the bullet in flight.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

d20 Modern Weapons Locker, Copyright 2004, Wizards of the Coast, Inc.; Author Keith Potter.

LOCK AND LOAD, THEN ROCK AND ROLL

Check your target and open fire. Inside, you'll find a fully illustrated arsenal ranging from pistols and submachine guns to grenade launchers and antimateriel rifles. The *d20 Modern Weapons Locker*™ provides detailed descriptions and statistics for each firearm to make sure the characters of any d20 Modern® roleplaying game are packing the right gun for the job.

To use this product, you also need the *d20 Modern Roleplaying Game* core rulebook. For players and Gamemasters, this product is compatible with other d20 System™ roleplaying games.



ISBN 0-7869-3132-9

9 780786 931323 52995

U.S. $29.95

Printed in the U.S.A.

881570000 EAN

Visit our website at www.wizards.com/d20modern