

Cimmaronians

GEOGRAPHICAL LOCATION: 10

NUMBER FOUND: 10D100

TECH LEVEL: C-D

TRANSPORT: horses, and some vehicles.

POWER/RESOURCES: Steam power if any, hunting, and farming, some mines.

WEAPONS: Light to medium firearms, explosives, and poisons.

PRIMARY BASE: New Springfield Armory

SPECIAL ATTRIBUTES: Firearm manufacturers, ammunition suppliers, religious fanatics

H&M Average: 8

H&M Range: 6-10

DESCRIPTION: At its' core is comprised of a group of self-styled wizards called the Cabal. This is a group shrouded in mystery, made up of 10 wizards/holy-men. They have named themselves after the ancient names of power, i.e. Master Browning, Mistress Colt, the Twins, Masters Heckler and Koch, etc. This religious cult is the main supplier of all firearms, and ammo for the Oklahoma, North Texas, and Southern Colorado area. They have maintained this monopoly for 145 years and jealously guard their technology. Their main exports at the current time are .44 peacemakers, .44 cal 1894c lever action rifles, twin barrel shotguns, and some smaller derringer type weapons.

They do possess the capability to manufacture better weapons, with longer range, and greater accuracy. That they do not export these tends to insure their stranglehold on this niche market. They have had a number of Jihads, or holy wars with what they have deemed infidels, usurping the true gods. The main tenant of this religion is that weapons are what truly make man equal, and respected in the eyes of the gods. As evidence they point to the prevalence of holy symbols, (guns); in the ruins of the great cities.

It was the wrath of the gods, against the evil of Brady Bill, which caused the great apocalypse, in the first place. All the true followers, of the greater gods were spared; and began an exodus from the poisoned lands. Led by the holy man himself, Charleton Heston; they were spared because of his strength, and wisdom. There were many casualties along their path of sorrow, but the trials were a way of weeding out the weak and unworthy.

They are currently hoping that the surviving government, i.e. the ENNARRY, will be in contact soon. They feel that they have been carrying the torch for a bit too long, and have been sending emissaries out looking for the remains of a past proud and strong government. They feel that the old government, was led astray, and has had enough time to re-form.

Number Appearing: 15 - 20
ST/CN: 12 H&M:
DX/ACC: 14 TECH LVL: C-D
SP/BP: 240 ½ STR: 6
 ¼ STR: 3

Vehicles: Mad Max
Crew: 4-10
Length: 3.2m
Width: 1.6m
Height: 1.8m
Ground Clearance: .4m
Turning Radius: 15m
Max. Road Speed: 80 KPH
Range: 300km/tank of fuel
Fuel Type: Alcohol
Fording Depth: .5m
Climb Gradient: 25%
Vertical Obstacle: .2m
Trench: 1m

Weapons: There are two listings for this category. One is for a trade/salvage team and the other for outposts or bases.

Trade/Salvage Teams

Weapon: Marlin 1894c

Nationality: U.S.
Weapon Type: Lever Action Rifle
Caliber: .44 Rem. Magnum
Muzzle Velocity: 1920 fps
Length: 110 cm
Weight: 2.70 kg
Type of Fire: Lever Action
Feed Device: 10 round internal magazine
Round Weight: 0.03 kg per round
Load Time: 2 CRs
Penetration: 14
Normal Load: 30 rounds



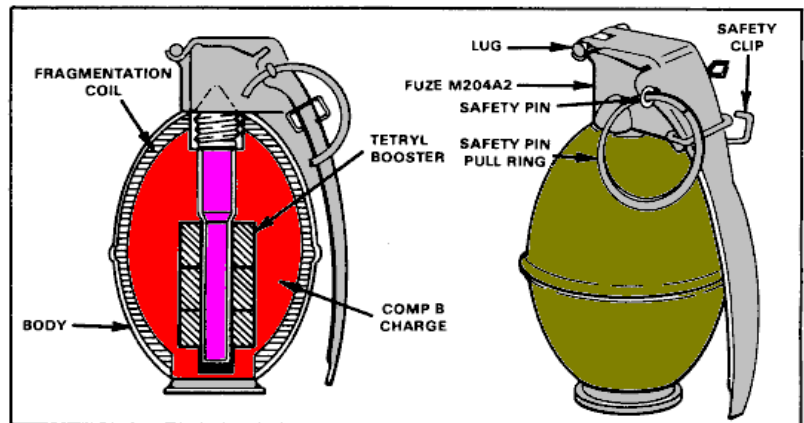
Weapon: .44 Peacekeeper

Nationality: U.S.
Weapon Type: Revolver
Caliber: .44 Rem. Magnum
Muzzle Velocity: 1000 fps
Length: 33 cm
Weight: 1.13 kg
Type of Fire: Rod ejection revolver
Feed Device: 6 round internal magazine
Round Weight: 0.03 kg per round
Load Time: 2 CRs
Penetration: 7
Normal Load: 50 rounds



M61 FRAGMENTATION HAND GRENADE

- (1) Body -- thin sheet metal. Fragments are produced by a serrated wire coil fitted to the inside of the grenade body.
- (2) Filler -- 5.5 ounces of Composition B.
- (3) Fuze -- M204A1 or M204A2.
- (4) Weight -- 16 ounces.
- (5) Safety clip -- yes.
- (6) Capabilities -- can be thrown 40 meters by average soldier. The effective killing radius is 5 meters and the effective casualty-producing radius is 15 meters. although the killing radius is 5 meters and the casualty producing radius of this grenade is 15 meters, fragments can disperse as far away as 230 meters.



M61 fragmentation grenade.

Outposts:

Browning M1918A2

AKA: Browning Automatic Rifle

Origin: USA (Obsolete) 1918

Caliber: .30-'06

Feed Device: 20 round detachable box magazine

Action: Gas, Automatic

Sights: Open

Length: 121 cm

Muzzle Velocity: 863 M/S

Weight: 8.8 kg

Rate of Fire: Adjustable from 300 to 650 RPM

E-Factor: 17



Thompson M1A1

AKA: M1928A1, M1, "Tommygun"

Origin: USA 1942 (M1) 1928 (M1928A1)

Caliber: .45 ACP

Weight: 4.8 kg

Rate of Fire: 750 rounds per minute

Feed Device: 20 or 30 round detachable box magazine [50 and 100 round drums are also available for M1928A1 and M1]

Action: Recoil, Selective fire

Sights: Open

Length: 81 cm [M1928A1 85 cm, 63.5 cm with stock detached]

Muzzle Velocity: 283 M/S

E-Factor: 11



BERETTA M92S

Nationality: Italian
Weapon Type: Automatic Pistol
Calibre: 9 x 19 mm (9 mm Para)
Muzzle Velocity: 1155 fps
Length: 21.60 cm
Weight: 0.95 kg
Type of Fire: Double Action Semi-automatic
Feed Device: 15 round magazine
Magazine Weight: 0.20 kg
E-Factor: 9

**M-2 Ma-Duce .50 Heavy Machine Gun (at main armory only)**

Original Builder: Saco Defense Numerous manufacturers originally produced the M2 Heavy Machine Gun.
Length: 61.42 inches (156 centimeters)
Weight:
Gun: 84 pounds (38 kilograms)
M3 Tripod (Complete): 44 pounds (19.98 kilograms)
Total: 128 pounds (58 kilograms)
Bore diameter: .50 inches (12.7mm)
Maximum effective range: 2000 meters with tripod mount
Maximum range: 4.22 miles (6.8 kilometers)
Maximum effective range: is 1,830 meters
Cyclic rate of fire: 550 rounds per minute
M60 7.62mm Machine Gun
E-Factor: 28



The Browning M2 .50 caliber (12.7mm) Machine Gun, is a World War II era automatic, belt-fed, recoil operated, air-cooled, crew-operated machine gun. The M2 is crew transportable with limited amounts of ammunition over short distances. This gun is has a back plate with spade grips, trigger, and bolt latch release. The gun is equipped with leaf-type rear sight, flash suppressor and a spare barrel assembly. By repositioning some of the component parts, ammunition may be fed from either the left or right side. A disintegrating metallic link-belt is used to feed the ammunition into the weapon. The gun is capable of single-shot (ground M2), as well as automatic fire.

This gun may be mounted on ground mounts and most vehicles as an anti-personnel and anti-aircraft weapon. Associated components are the M63 antiaircraft mount and the M3 tripod mount. The M2 .50 Cal. flexible version is used as a ground gun on the M3 tripod mount or various Naval mounts. The M2 .50 Cal., M48 turret type, fixed type, and soft mount are installed on mounts of several different types of combat vehicles and ships. The weapon provides automatic weapon suppressive fire for offensive and defensive purposes. This weapon can be used effectively against personnel, light armored vehicles; low, slow flying aircraft; and small boats.

The M2 machine gun on the M3 tripod provided a very stable firing platform. Together with its slow rate of fire and its traversing and elevating mechanism, the M2 was used to a very limited extent as a sniper weapon during the Vietnam war at fixed installations such as firebases. Snipers pre-fired the weapons at identifiable targets and worked the data into range cards insuring increased first-round accuracy. The 1st Battalion, 5th Infantry, 25th Infantry Division constructed 20-30 foot high shooting platforms, adding steel base plates and posts to further stabilize the M2 on the M3 tripod. Together with the

use of *Starlight* night vision scopes, the M2 severely limited enemy movement within 900 yards (1,000m) of the perimeter of a firebase.

M-60 GPMG

Length: 42.4 inches (107.70 centimeters)
Weight: 18.75 pounds (8.51 kilograms)
Bore diameter: 7.62mm (.308 inches)
Maximum effective range: 3609.1 feet (1100 meters)
Maximum range: 2.3 miles (3725 meters)
Muzzle velocity: 2800 feet (853 meters) per second
Rates of fire:
Cyclic: 550 rounds per minute
Rapid: 100 rounds per minute*
Sustained: 100 rounds per minute*
(* with barrel changes at each 100 rounds)
E-factor: 17



The M60 Machine Gun has been the US Army's general purpose machine gun since 1950. It fires the standard NATO 7.62 mm round and is used as a general support crew-served weapon. It has a removable barrel which can be easily changed to prevent overheating. The weapon has an integral, folding bipod and can also be mounted on a folding tripod.

The M60E3 7.62mm machine gun is a lightweight, air-cooled, disintegrating metallic link-belt fed, portable or tripod mounted machine gun designed for ground operations like its predecessor, the M60. It is gas operated with fixed headspace and timing which permits rapid changing of barrels. (Associated components: mount, tripod, machine gun, 7.62mm, M122). Slightly different from its "parent," the M60, the M60E3 has a receiver-attached bipod which easily deploys for stability. It has an ambidextrous safety, universal sling attachments, a carrying handle on the barrel, and a simplified gas system that does not require safety wire to prevent loosening. However, the light weight barrel is not safe for overhead fire and is not capable of sustaining a rapid rate of fire of 200 rounds per minute without catastrophic failure of the barrel.

AMMUNITION

The preferred combat ammunition mix for the M60 is a four-ball (M80) and one-tracer (M62) mix. Again, the four-and-one mix allows the gunner to use the TOT method of adjusting fire to achieve target kill.

Type

M61 Armor-piercing

M62 Tracer

M80 Ball

Use

Against lightly armored targets

For observation of fire, incendiary effects, signaling, and training.

Against light materiel targets and personnel, and for range training.

M79 grenade launcher (at main armory only)

The M79 grenade launcher is a single-shot, break-open, shoulder-fired weapon. It is breech-loading and fires a 40mm grenade. It has an open, fixed front sight and an open, adjustable rear sight.



M406, 40mm High-explosive (HE) round

This round has an olive drab aluminum skirt with a steel projectile attached, gold markings, and a yellow ogive. It arms between 14 and 27 meters, and it produces a ground burst that causes casualties within a 5-meter radius

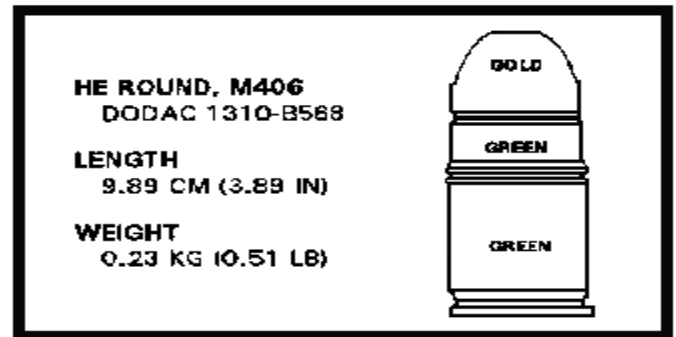


Figure 3-9. HE rounds.

M583A1, 40mm Star parachute round

This round is white impact or bar alloy aluminum with black markings. It is used for illumination and signals and is lighter and more accurate than comparable hand-held signal rounds (Figure 3-10). The parachute attached to the round deploys upon ejection to lower the candle at 7 feet per second. The candle burns for about 40 seconds.

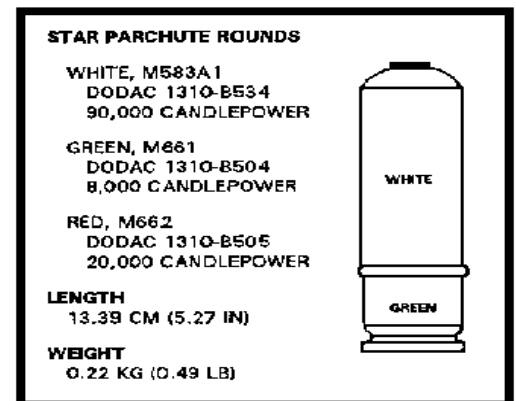


Figure 3-10. Star parachute round.

M651 40mm CS round

This round body is gray aluminum; its casing is green with black markings. Though it is a multipurpose round, it is most effective for riot control and in MOUT. It produces a white cloud of CS gas on impact

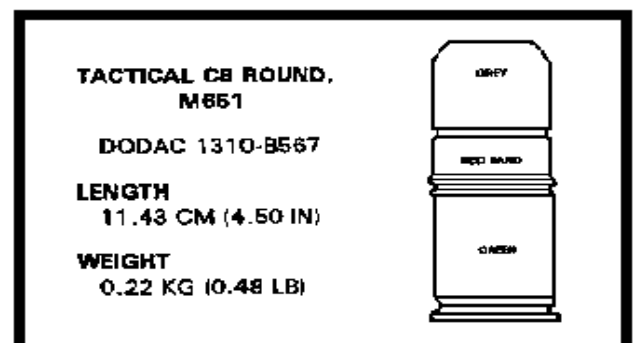


Figure 3-14. CS round.

ABC-M7A2 and ABC-M7A3 CS Hand Grenades

(1) Body -- the bodies of both grenades are sheet metal with four emission holes at the top and one at the bottom.

(2) Filler -- 5.5 ounces of burning mixture and 3.5 ounces of CS in gelatin capsules in the ABC-M7A2 grenade, and 7.5 ounces of burning mixture and 4.5 ounces of pelletized CS agent in the ABC-M7A3 grenade.

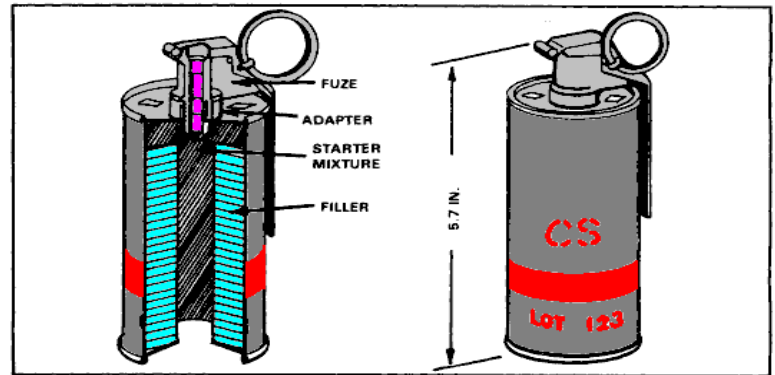
(3) Fuze -- M201A1.

(4) Weight -- approximately 15.5 ounces.

(5) Safety clip -- no.

(6) Capabilities -- can be thrown 40 meters by average soldier. Both grenades produce a cloud of irritant agent for 15 to 35 seconds.

(7) Color/markings -- gray body with a red band and red markings.



ABC-M7A2 and ABC-M7A3 riot control grenades.

REMINGTON M870

Nationality: U.S.

Weapon Type: Shotgun

Caliber: 2 " 12 Gauge (18.5 x 70 mm)

Muzzle Velocity: 1145 fps

Length: 107 cm

Weight: 3.40 kg

Type of Fire: Pump

Feed Device: 7 round tubular magazine

Load Time: 2 CRs

Penetration: 8



The 12-gauge shotgun is a manually operated (pump), repeating shotgun with a seven-round tubular magazine and a modified choke barrel. It is equipped with a bayonet stud, sling swivels and a standard length military stock. This special-purpose weapon is used for guard duty, prisoner supervision, local security, riot control and any situation that might require the use of weapons of limited range and penetration but maximum stopping power.

This group is used to dealing from a position of strength. While there are others in the area, though not many now, that can produce some sort of weapons, these are the armorers of choice. These are the folks to call in when your neighbors are being unruly or the other guy has something you just can't let him live with.

All members of this group have familiarization with and technical skills to use and repair their weapons. These people are literally brought up with guns in their hands. The images of firearms and ammunition are considered religious icons. Conversely, they are a rather peaceful and respectable lot. If they encounter new weapons in their travels they are very curious. They will and sometimes do, trade for unique weapons, or weapon technology. They also, if a trade isn't possible, will ask for the right to examine the weapon or item in detail.

These people will not steal a weapon from someone, as this is considered a terrible breach of protocol, and outright bad manners. They are not however, averse to prying such a weapon from the cold dead hands of...

They have immense respect for and admiration for anyone who knows firearms well or is willing to learn. The apprenticeship program the group uses is somewhat draconian, but in their eyes

necessary. All small children, in addition to learning the “secrets” such as ballistic tables, muzzle-velocities, and other data; spend a great deal of time in the re-loading rooms. This is in part to teach them the necessity of loading correctly, but also to take advantage of their small hands and dexterity.

These are at best a training academy and at worse, in more desperate times, a sweatshop. Depending on the time in which a MP team encounters them.

Economically, they are much better off than their neighbors. They will accept almost anything in trade, including services. Their most readily accepted trade material is brass, copper, tin, or good quality steel. They have a fully functional infrastructure, including power generation, vehicle repair, and food production.

They have a very twisted honor and reverence for the “good ol’ days”, and it is very common to hear bits of 20th century slang and cultural references used. They have little or no idea of what these actually mean, but, use them nonetheless. Any one who actually knows these references may be slightly taken aback when they hear them, used, and in their “new” context.