

TWILIGHT

2013



ADDENDUM



The Official Twilight: 2000™ 3.0

CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

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G-3 (OPERATIONS)

Written By: Clayton Oliver

G-4 (LOGISTICS)

Production Director: Keith Taylor

Editing: Keith Taylor

Layout & Typesetting: Keith Taylor

Cover Art: Tyler Windham

G-6 (COMMUNICATION)

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ADDENDUM



NEW FIREARMS

AUTOLOADERS

Browning Hi-Power

The Browning Hi-Power (variously known as BHP, HP, GP, P-35, and a variety of military model designations) is one of the world's legendary handguns. It was the last great work of legendary firearm designer John Browning, who conceived it in 1922 - but died in 1926, before the design could be actualized. Working from Browning's prototypes and plans, an engineering team at Belgium-based Fabrique Nationale brought the pistol to fruition in 1934, with Belgium being the first nation to adopt it for military service in 1935.

Over the past seven decades, the Hi-Power has served around the globe and fought in every major war and most of the minor ones. During World War II, it was one of the few weapons in service on both the Allied and Axis sides, thanks to Germany's capture of the Belgian production facilities. It's still the standard military sidearm for several major forces, including those of Australia, Canada, the UK, and - still - Belgium. Millions of Hi-Powers also exist in civilian hands. Various other companies have copied the Hi-Power to varying degrees of similarity and quality.

Structurally, the Hi-Power is a steel-framed single-action pistol whose ergonomics are similar, but not identical, to John Browning's other legendary handgun, the Colt Model 1911. Enthusiasts often refer to it as the "product-improved 1911," which can draw the ire of 1911 aficionados. The design has undergone two major revisions: the Mark II in the early 1980s added an ambidextrous thumb safety (the Mark I's was only on the left side of the weapon) and a barrel better suited for feeding hollowpoints, and 1989's Mark III added a firing pin safety. All three marques have a magazine disconnect safety which prevents firing when the magazine is out, though civilian shooters commonly remove this feature - ostensibly to improve the trigger pull.

Over the years, a variety of minor variants have surfaced, few of which have any major difference for game purposes. Of note are the relatively recent versions chambered for .40 S&W and, more rarely, .357 SIG (the only difference between these two chamberings is the barrel, which can be exchanged in a matter of minutes). Also of interest - but much rarer, and pricey collector's items today - are 9mm Hi-Powers fitted for detachable shoulder stocks, which remained in production only until the middle of World War II. Finally, a relatively small number of Hi-Powers were made in .30 Luger, mostly for sale in countries that banned civilian ownership of weapons chambered for military calibers.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the BHP's Wear is considered to be 1 lower than its actual value.

Ubiquitous (9mm only): The Hi-Power is the little black dress of war zones. Outside regions that banned all firearms, spare parts cost half normal.

Colt 1911

Although never particularly common, a few 10mm Auto variants of the 1911 were produced. The first was Colt's own Delta Elite in the late 1980s, but designs from Kimber and Wilson Combat were in production at the time of the Collapse. A 10mm 1911 is visually indistinguishable from a standard .45 ACP model.

Stage III Quirks:

Needy x2: The M1911A1's base maintenance requirement is doubled (to 1 hour per period of use).

CZ 75

The CZ 75 is one of the first modern "wondernines" - high-capacity 9mm autoloaders. It originated in Czechoslovakia in the 1970s, a strange time for a Warsaw Pact arms manufacturer to design a weapon chambered for a NATO standard caliber. The Czechoslovakian defense establishment, however, had a well-established history of going its own way in the face of Soviet standardization, and the CZ 75 was intended for export - a source of orders to keep the Uhersky Brod arms factory going between internal defense contracts.

The design was finalized in 1975 and entered production in 1977. However, Czechoslovakian internal politics resulted in the design being classified, which prevented the designers from patenting it. Over the following decades, this resulted in a number of imitators copying the design to varying degrees. Until the mid-1990s, these copies often were easier for Western consumers to obtain than the original gun was. This added a certain mystique to the CZ 75's reputation as one of the world's best 9mm service pistols.

Externally, the CZ 75 shares its basic lines with the Browning Hi-Power, which has led to some erroneous reports classifying it as a Hi-Power clone. The CZ 75 is an all-steel double-action/single-action weapon with a manual safety. In a rare design decision, its slide rides inside the frame rather than fitting over the frame rails. Most of the current family of CZ handguns has evolved from the CZ 75; if there's demand, these will be covered in later Gunstravaganza entries.

Today, the CZ 75 is available in both its original 9mm chambering and a .40 S&W option. In addition to the current-generation CZ 75 B (identical to the original except for an internal firing pin safety and some cosmetic tweaks), additional 9mm variants include a decocker-only (no safety) model, a single-action-only design, and the CZ 85 with ambidextrous controls. None of these variants have any game difference. Most current-production CZ 75s ship with factory night sights.

Stage III Quirks: None.

Glock Handguns

Since the introduction of its first handgun in the early 1980s, Austrian Glock GmbH has become one of the most well-known weapon manufacturers in the world. The Glock 17 was not the world's first polymer-framed handgun, but it is arguably the most successful and recognizable such design. Today, the Glock product line spans over 20 models, applying the same engineering and manufacturing techniques to a variety of calibers and sizes. Glocks are ubiquitous nearly worldwide in military, law enforcement, and civilian use alike.

All Glock handguns share a distinct set of family characteristics.

*Traits are presented in a single block. For Stage I, ignore Recoil and use the first Penetration value.
For Stage III, ignore standard Damage and Penetration in favor of the appropriate ballistics table for the weapon's caliber.*

They're polymer-framed, striker-fired semi-automatic pistols. No manual safety is fitted (save for a very few special-production models), but internal safeties and an external trigger safety minimize the need for one in the eyes of most users. Two minor ergonomic upgrades have occurred over the past two decades: the addition of grip checkering in the early 1990s and the inclusion of a tactical rail at the end of the decade. Aside from that, Glock engineering has remained largely unchanged since the introduction of the Glock 17.

Model Lineup

Glocks come in four basic sizes: full-size (a.k.a. "service" or "standard"), compact, subcompact, and longslide. Typically, police and military sidearms will be full-size or compact models, while civilian concealed carry weapons tend toward compacts or subcompacts. The longslide models have full-size ergonomics and magazine capacity, but longer barrels and slides; they're primarily sold as competition guns, though a few police departments do issue them.

Compensated models - so designated with a "C" suffix after the model number - feature ported barrels to reduce muzzle flip. Modifications to each gun's base Recoil are factored into the table.

Model Notes

17L: The first longslide competition Glock. As of this writing, it's not listed on Glock's corporate web site and is out of production, replaced by the Model 34.

18: A fully automatic machine pistol, originally designed for Austrian military use. Its ridiculously high cyclic rate makes it exceptionally difficult for an untrained operator to control. To prevent civilian conversion of Model 17s to fully automatic fire, the Glock 18 uses several unique parts that won't fit into any other Glock model.

24 and 24C: The second longslide design; also out of production, replaced by the Model 35.

25 and 28: Arcane laws regarding imported firearms make these models illegal for civilian use in the United States. Their primary market is nations that ban civilian ownership of firearms chambered for military calibers.

36: To date, the only Glock model with a "slimline" profile and a single-stack magazine. It cannot share magazines with any other model.

Magazine Compatibility

With one exception, all Glocks in the same caliber share the same magazine well dimensions. Larger guns can't use magazines from smaller models - a smaller gun's magazine isn't long enough to lock in and feed properly - but smaller guns can take the same magazines as larger ones. For example, a full-size Glock 17's 17-round magazine also will work in a compact Glock 19 or a sub-compact Glock 26. This feature makes subcompact Glocks ideal backup guns for individuals who carry larger models as their primary sidearms: if the primary weapon becomes inoperable, the shooter still can use its magazines in his secondary gun.

In addition to the standard-capacity magazines listed in the table, Glock produces 19-round 9mm magazines and 17-round .40 S&W models. 33-round 9mm magazines also are available; originally intended for use with the Glock 18, they're popular among the survivalist crowd, particularly those who use Kel-Tec SUB-2000s (see Shooter's Guide: Pistol-Caliber Carbines). Any Glock using the 33-round magazine is considered to have Bulk 2 (but no other traits change).

Stage III Quirks:

Durable 1: For the purposes of accruing Wear, any Glock handgun's level of use is considered to be 1 level lower than actual use or conditions would indicate.

Ubiquitous: Where there's a cop, there's a Glock. Spare parts cost half normal.

H&K USP

The Universale Selbstlade Pistole (Universal Self-Loading Pistol) program originated in the early 1990s as a result of two market forces: the move in American law enforcement toward the .40 S&W cartridge and the SOCOM OHWS competition for a new special operations sidearm. Seeing the opportunity to capture multiple police and defense contracts, Heckler & Koch initiated design work on a service handgun family which would be more conventional than its current P7 offerings. The USP was released in 9mm and .40 S&W in 1993, with the marginally larger .45 ACP version following in 1995.

The USP has spawned a large number of variants and heirs, ranging from subcompact models to the immense (and commensurately expensive) Mk. 23. The basic USP, upon which this entry focuses, is a polymer-framed service pistol with a wide variety of fire control options: manual safety, manual safety/decocker, decocker only, and double-action only. None of these options have any game effect, but the modularity of the system allows a skilled smith to switch these options to match individual shooter preferences in a matter of minutes. Like many modern service pistols, the USP's frame includes an accessory rail; unlike most of its competitors, the USP's rail accepts only proprietary H&K accessories (double cost, if available at all) unless a somewhat fragile adapter is fitted.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the USP's Wear is considered to be 1 lower than its actual value.

Magnum Research Desert Eagle

The Desert Eagle emerged in the 1980s as one of a few semi-automatic pistols chambered for the .357 and .44 Magnum rounds, but it wasn't until 1991 and the introduction of the .50 AE cartridge that it truly became a vehicle of overcompensation. Its macho image quickly transcended its impractical weight, size, and price tag to make it beloved of moviegoers and, later, computer gamers. The "Deagle" was never deployed by any military or espionage agency. Sales were mainly on the American domestic market, usually to film studios and firearm aficionados.

In addition to the (relatively) common calibers depicted here, the Desert Eagle was also once produced in .41 Magnum and .440 Cor-Bon.

Stage III Quirks:

Image: The Desert Eagle's size and caliber are impressive to the uninitiated, but most experienced gunmen are familiar with its limitations. Possession of a Desert Eagle grants a +1 bonus to all Intimidation skill checks and all uses of the character's Force reputation aspect - if and only if the target lacks a broad knowledge of firearms. If the observer knows the Desert Eagle design by reputation, the Intimidation bonus is eliminated and the reputation bonus becomes a -2 penalty to all uses of both Force and Skill.

Unreliable 1: For the purpose of triggering breakdowns,

the Desert Eagle's Wear is considered to be 1 higher than its actual value. This does not apply to a "like new" (Wear 0) weapon.

Rare x10: The Desert Eagle was never produced as widely as other weapons, resulting in supply chain issues for anyone who still uses one. Spare parts cost 10x normal and are available only if the GM feels merciful.

Design Note: In Stage I/II ballistic calculations, all calibers were given an artificial +1 Damage boost to accurately reflect their performance relative to other handgun calibers. The Stage III values here are unmodified and thus lower. We've chosen to present the Stage III values in this manner for the sake of consistency in our math. However, we strongly recommend increasing Damage by 1 for .357 Magnum, .44 Magnum, and .50 AE as a "house rule."

Smith & Wesson 1076

The 1076 enjoyed its fifteen minutes of fame in 1990, when the FBI adopted it as its standard-issue sidearm. However, various factors within the Bureau led to its abandonment by 1995. Surplus 1076s were available (if never particularly common) on the American civilian market up until the Collapse. Characters most likely to possess them in 2013 are former FBI agents hired in the five years it was being issued and civilian fans of the 10mm Auto cartridge

Stage III Quirks: None.

SUBMACHINE GUNS (SMG)

H&K MP5/10

This rare variant of the MP5 submachine gun appeared in the early 1990s. The MP5/10 was the brainchild of the American FBI, which had adopted the Smith & Wesson 1076 as its sidearm and wanted a submachine gun in the same caliber for its tactical teams. Aside from the FBI, no major purchasers adopted the MP5/10, and it was discontinued within a decade. By 2013, an MP5/10 is at best a curiosity, and more likely a poorly-balanced club if the owner lacks a large stockpile of ammunition. An MP5/10 (and its close cousin, the MP5/40) has a straight magazine, as opposed to the curved magazine of a more common 9mm model, but is otherwise identical in appearance to its parent design.

Stage III Quirks:

Rare x10: The MP5/10 was never produced as widely as other weapons, resulting in supply chain issues for anyone who still uses one. Spare parts cost 10x normal. However, there is a 75% chance that any given spare part for a standard MP5 is interchangeable.

ASSAULT RIFLES

Ak 5

The Swedish Ak 5 is a license-built FN FNC. Modifications to the original design include optimization for winter/arctic conditions and deletion of the FNC's three-round burst setting. The design entered production in 1985 and received a modernization upgrade (mainly ergonomic in nature, but also

adding a rail system for mounting optics and accessories) in the mid-2000s. Rather than initiating new production, existing Ak 5s were re-arsenaled by Bofors. By the time of Sweden's entry into the Twilight War, all front-line Swedish troops were carrying the end results of this program, the full-length Ak 5C. The compact Ak 5D, likewise a modernization of the existing platform with a shortened barrel, was issued in limited quantities to vehicle crews and special operations personnel.

Stage III Ballistics: The Ak 5C uses the full-length 5.56x45mm chart. The Ak 5D uses the compact chart.

Stage III Quirks:

Cold Tolerance: The Ak 5 family is designed for use in arctic conditions. The rifle's maintenance requirements are not increased by cold weather and extreme cold is treated as cold.

FAMAS

As with its British counterpart, the L85, the FAMAS concept originated in the years immediate following WWII but didn't actually enter service for decades. When it reached French troops in the late 1970s, the FAMAS replaced several interim assault rifles, as well as the then-obsolete MAS-49 service rifle.

During the Twilight War, the final FAMAS variant, the G2 model, was the primary infantry arm of French forces. However, procurement of the G2 had never been sufficient to fully equip the entire French military, so many examples of the original F1 model remained in use with reserve formations and support personnel. A few thousand F1s also were exported to French allies (or just trade partners) in the Middle East and North Africa, but the vast majority of FAMASes remained under French control through the Collapse.

Note that, unlike most assault rifle families, the magazines of the two models are not interchangeable. Both models include an integral bipod (see p. 260 of the Core Rules).

Stage III Quirks:

Bullpup: Reloading the FAMAS takes 2 ticks more than normal.

FN FAL

"The right arm of the free world" was introduced in 1951. It was one of FN's first postwar designs, following (and mechanically derived from) the FN 49. The Fusil Automatique Léger was one of the first - if not the first - successful modern "battle rifles," using a detachable magazine and firing the new NATO standard 7.62x51mm cartridge.

At the height of its popularity during the early Cold War, the FAL was in service with over 20 Western nations. However, NATO's later adoption of the lighter 5.56x45mm round led to a gradual phasing-out of the old warhorse. By the time of the Twilight War, no NATO or EU member issued the FAL to front-line combatants. However, many South American and African nations continued to use it, and large quantities remained in reserve armories across Europe. Where legal, semi-automatic FALs were also prevalent in civilian hands.

The FAL was manufactured in both fixed- and folding-stocked variants. No game difference exists between the two other than the base effects of the folding stock (p. 260 of the Core Rules).

FN FNC

FN's Fabrique Nationale Carabine was the company's first successful entry into the 5.56x45mm assault rifle market.

Rather than attempting to scale down the earlier FAL (an effort which had already failed once with the ill-fated FN CAL), FN's engineers chose to base the rifle's internal workings on those of the proven AK-47. The FNC is considered to have an acceptable level of reliability for military service, though users frequently have issue with its relatively heavy trigger pull. The FNC was manufactured in both full-length and carbine versions and with both fixed and side-folding stocks. Semiautomatic-only variants were sold on the law enforcement and civilian markets.

During the Twilight War, FNCs saw use mainly in South America, Southeast Asia, and Africa. In the European theatre, it was the standard-issue infantry rifle of the Belgian military. Swedish forces deployed a modified license-built variant designated AK 5 (which will be addressed separately).

FN Mk 16 (SCAR-L)

The early 2000s saw the emergence of a number of new 5.56mm NATO assault rifles, many of which were promoted as replacements for the decades-old M16 family. The Mk 16 was more successful than many of its rivals, winning the U.S. Special Operation's Command's SCAR (Special Operations Forces Combat Assault Rifle) competition in 2003. US SOCOM issued approximately 100,000 Mk 16s by the outbreak of the Twilight War, resulting in the rifle seeing global, if relatively limited, combat use. As was the case with many new assault rifles of the early 21st century, semi-automatic versions also enjoyed brief popularity on the American civilian and law enforcement markets.

Most of the Mk 16's features are evolutionary rather than revolutionary: four accessory rails, an adjustable stock that folds to the right side of the weapon, compatibility with standard M16-series magazines, extensive use of polymer structural elements, and an ambidextrous selector switch. Like many proposed M16 replacements, the rifle uses a gas piston operating mechanism rather than a direct impingement system, resulting in less heat buildup and fouling. Otherwise-identical models were sold in three barrel lengths: CQC (25cm/10"), Standard (36cm/14"), and LB (46cm/18").

Stage III Quirks:

Image: The Mk 16's reputation links it to its largest body of users, the American special operations community. Possession of a mil-spec Mk 16 (but not a semi-auto civilian version) grants a +1 bonus to all uses of the character's Force reputation aspect. This bonus becomes a penalty if the character demonstrates gross incompetence with the weapon.

Reliable 1: For the purposes of triggering breakdowns, the Mk 16's Wear is considered to be 1 lower than its actual value.

Rare x3: The Mk 16 was never produced as widely as other weapons, resulting in supply chain issues for some users. Spare parts cost 3x normal.

H&K G3

The G3 brought Heckler & Koch to international prominence as an arms manufacturer. Developed in the late 1950s from the Spanish-designed CETME rifle, the G3 was adopted first by Germany, then by scores of other nations around the world. Its primary competitor at the time was the FN FAL, with which it still shares the status of the archetypal battle rifle.

By the beginning of the Collapse, the G3 had left the service of most former NATO users, superseded by newer designs firing lighter cartridges. Large quantities remained in reserve armories in Germany, Sweden (designated "Ak 4"), and Denmark. It was

still in front-line service with Portuguese, Greek, and Cypriot forces, and Swedish surplus Ak 4s armed a good portion of the Baltic states' soldiers. The G3 was also in wide use in Africa, and, to a lesser degree, South and Central America. Where legal, the semi-automatic HK91 was sold on the civilian market.

The following traits are for the most common production model, the G3A3 (with over two dozen variants and license-built derivatives, the complete G3 family could occupy a book unto itself).

Stage III Quirks: None.

H&K G36

The G36 was born out of several political and economic factors: the demise of the G11 program, the reunification of East and West Germany, and the increasing age and high manufacturing cost of Heckler & Koch's existing assault rifle designs. Work on the program began in the 1990s, with the initial production run reaching Bundeswehr hands for initial deployment by late 1997.

Virtually all of the G36's structural components are made of lightweight polymer, from the folding stock to the translucent magazine. The rifle has a dual integral sighting system which includes a powered reflex sight and a separate Mag-1 telescopic sight. On export models, this is replaced with an unpowered reflex sight for ease of maintenance (reduce weight by 0.3 kg, street price by \$250, and barter value by GG125).

During the Twilight War, the G36 was the standard infantry rifle for Germany, as well as (in its export configuration) Latvia, Lithuania, and Spain. In addition, many special units of other nations' militaries and police forces adopted the rifle, making it a common sight across Europe and, to a lesser extent, South America.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the G36's Wear is considered to be 1 lower than its actual value.

H&K G36K

The carbine (literally "kurz" or "short") variant of the G36 is identical to its parent design, save for a shorter barrel. Like the G36, the G36K was also offered in an export variant with a simpler sighting system.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the G36K's Wear is considered to be 1 lower than its actual value.

H&K G36C

The smallest model in the G36 line features a 230mm barrel, which reduces it almost to submachine gun size. The G36C lacks the integral optics of its larger cousins.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the G36C's Wear is considered to be 1 lower than its actual value.

L85A1/A2

The L85 series was born out of early post-WWII experiments with bullpup-layout rifles, but the first issued version - the L85A1 - didn't reach the hands of ordinary infantrymen until 1985. As is the case with many weapons advertised as "cutting-edge," the

Autoloaders												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
Browning Hi-Power	9mm Parabellum	13	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.9 kg	GG350	\$700
Browning Hi-Power	.40 S&W	10	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.9 kg	GG350	\$700
Browning Hi-Power	.357 SIG	10	5	x3/x4	GF/CQB	S	1/2/4	8	1	0.9 kg	GG250	\$1,000
Browning Hi-Power	.30 Luger	13	4	x3/x4	GF/CQB	S	1/2/4	5	1	0.9 kg	GG150	\$600
Browning Hi-Power w/ Stock	9mm Parabellum	13	4	x3/x4	GF/CQB	S	2/3/5	4	2	1.9 kg	GG500	\$3,000
Colt 1911	10mm Auto	8	5	x3/x4	GF/CQB	S	1/2/4	10	1	1.1kg	GG300	\$1,200
CZ 75	9mm P	16	4	x3/x4	GF/CQB	S	1/2/4	6	1	1kg	GG250	\$500
CZ 75	.40 S&W	12	5	x3/x4	GF/CQB	S	1/2/4	8	1	1kg	GG250	500
Glock 17 (full-size)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	8	1	0.6 kg	GG275	\$550
Glock 17C (full-size)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.6 kg	GG300	\$600
Glock 17L (longslide)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.7 kg	GG350	\$700
Glock 18 (full-size)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	8	1	0.6 kg	GG600	\$1,200
Glock 18C (full-size)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.6 kg	GG625	\$1,250
Glock 19 (compact)	9mm Parabellum	15	4	x3/x4	GF/CQB	S	1/2/4	8	1	0.6 kg	GG275	\$550
Glock 19C (compact)	9mm Parabellum	15	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.6 kg	GG300	\$600
Glock 20 (full-size)	10mm Auto	15	5	x3/x4	GF/CQB	S	1/2/4	12	1	0.8 kg	GG140	\$550
Glock 20C (full-size)	10mm Auto	15	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.8 kg	GG150	\$600
Glock 21 (full-size)	.45 ACP	13	5	x4/Nil	GF/CQB	S	1/2/4	11	1	0.8 kg	GG275	\$550
Glock 21C (full-size)	.45 ACP	13	5	x4/Nil	GF/CQB	S	1/2/4	9	1	0.8 kg	GG300	\$600
Glock 22 (full-size)	.40 S&W	15	5	x3/x4	GF/CQB	S	1/2/4	10	1	0.7 kg	GG275	\$550
Glock 22C (full-size)	.40 S&W	15	5	x3/x4	GF/CQB	S	1/2/4	8	1	0.7 kg	GG300	\$600
Glock 23 (compact)	.40 S&W	13	5	x3/x4	GF/CQB	S	1/2/4	11	1	0.6 kg	GG275	\$550
Glock 23C (compact)	.40 S&W	13	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.6 kg	GG300	\$600
Glock 24 (longslide)	.40 S&W	15	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.8 kg	GG350	\$700
Glock 24C (longslide)	.40 S&W	15	5	x3/x4	GF/CQB	S	1/2/4	7	1	0.8 kg	GG375	\$750
Glock 25 (compact)	.380 ACP	15	4	x4/Nil	GF/CQB	S	1/2/4	5	1	0.6 kg	GG275	\$550
Glock 26 (subcompact)	9mm Parabellum	10	4	x3/x4	P/CQB	S	1/2/4	8	1	0.6 kg	GG300	\$600
Glock 27 (subcompact)	.40 S&W	9	5	x3/x4	P/CQB	S	1/2/4	11	1	0.6 kg	GG275	\$550
Glock 28 (subcompact)	.380 ACP	10	4	x4/Nil	P/CQB	S	1/2/4	6	1	0.5 kg	GG275	\$550
Glock 29 (subcompact)	10mm Auto	10	5	x3/x4	P/CQB	S	1/2/4	13	1	0.7 kg	GG140	\$550
Glock 30 (subcompact)	.45 ACP	10	5	x4/Nil	P/CQB	S	1/2/4	9	1	0.7 kg	GG275	\$550
Glock 31 (full-size)	.357 SIG	15	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.7 kg	GG140	\$550
Glock 31C (full-size)	.357 SIG	15	5	x3/x4	GF/CQB	S	1/2/4	7	1	0.7 kg	GG150	\$600
Glock 32 (compact)	.357 SIG	13	5	x3/x4	GF/CQB	S	1/2/4	10	1	0.6 kg	GG140	\$550
Glock 32C (compact)	.357 SIG	13	5	x3/x4	GF/CQB	S	1/2/4	8	1	0.6 kg	GG150	\$600
Glock 33 (subcompact)	.357 SIG	9	5	x3/x4	P/CQB	S	1/2/4	10	1	0.6 kg	GG140	\$550
Glock 34 (longslide)	9mm Parabellum	17	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.7 kg	GG350	\$700
Glock 35 (longslide)	.40 S&W	15	5	x3/x4	GF/CQB	S	1/2/4	10	1	0.7 kg	GG350	\$700
Glock 36 (slimline)	.45 ACP	6	5	x4/Nil	P/CQB	S	1/2/4	13	1	0.6 kg	GG210	\$625
Glock 37 (full-size)	.45 GAP	10	5	x4/Nil	GF/CQB	S	1/2/4	10	1	0.7 kg	GG140	\$550
Glock 38 (compact)	.45 GAP	8	5	x4/Nil	GF/CQB	S	1/2/4	11	1	0.7 kg	GG140	\$550
Glock 39 (subcompact)	.45 GAP	6	5	x4/Nil	P/CQB	S	1/2/4	11	1	0.6 kg	GG140	\$550
H&K USP	9mm Parabellum	15	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.8kg	GG400	\$800
H&K USP	.40 S&W	13	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.8kg	GG400	\$800
H&K USP	.45 ACP	12	5	x4/Nil	GF/CQB	S	1/2/4	11	1	0.8kg	GG400	\$800
Desert Eagle	.357 Magnum	9	5	x3/x4	GF/Tight	S	2/3/5	6	2	2kg	GG400	\$1,600
Desert Eagle	.44 Magnum	8	6	x3/x4	GF/Tight	S	2/3/5	11	2	2kg	GG400	\$1,600
Desert Eagle	.50 Action Express	7	7	x3/x4	GF/Tight	S	2/3/5	14	2	2kg	GG400	\$1,600
Smith & Wesson 1076	10mm Auto	9	5	x3/x4	GF/CQB	S	1/2/4	10	1	1.1kg	GG175	\$700
Submachine Guns (SMGs)												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
H&K MP 5/10	10mm Auto	30	5	x3/x4	CQB/Tight	S/B2/B5	2/3/5	6	2	2.7kg	GG625	\$2,500
Assault Rifles												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
Ak 5C	5.56x45mm NATO	30	6	x2/x3	M/S	S/B4	3/5/7	4	3	3.9kg	GG750	\$2,000
Ak 5D	5.56x45mm NATO	30	6	x2/x3	CQB/Open	S/B4	3/4/6	4	3	3.2kg	GG750	\$2,000
Famas F1	5.56x45mm NATO	25	6	x2/x3	M/S	S/B3/B6	3/4/6	4	3	3.5kg	GG400	\$800
Famas G2	5.56x45mm NATO	30	6	x2/x3	M/S	S/B3/B6	3/4/6	4	3	3.7kg	GG450	\$900
FN Fal	7.62x51mm NATO	20	8	x2/x3	M/S	S/B4	3/6/8	9	3	4.0kg	GG900	\$1,800

Assault Rifles												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
FN FNC	5.56x45mm NATO	30	6	x2/x3	M/S	S/B3/B4	3/5/7	4	3	3.8kg	GG600	\$1,800
FN FNC Carbine	5.56x45mm NATO	30	6	x2/x3	T/Open	S/B3/B4	3/4/6	4	3	3.7kg	GG600	\$1,800
FN Mk 16 (SCAR-L)	5.56x45mm NATO	30	6	x2/x3	CQB/Open	S/B4	2/3/4	11	2	3.0kg	GG800	\$1,600
FN Mk 16 (SCAR-L)	5.56x45mm NATO	30	6	x2/x3	T/Open	S/B4	2/3/5	9	3	3.3kg	GG800	\$1,600
FN Mk 16 (SCAR-L)	5.56x45mm NATO	30	6	x2/x3	M/S	S/B4	2/4/6	9	3	3.5kg	GG900	\$1,800
H&K G3	7.62x51mm NATO	20	8	x2/x3	M/S	S/B4	3/6/8	9	3	4.4kg	GG1,000	\$2,000
H&K G36	5.56x45mm NATO	30 or 100	6	x2/x3	M/S	S/B2/B5	3/5/7	4	3	3.6kg	GG600	\$1,200
H&K G36K	5.56x45mm NATO	30 or 100	6	x2/x3	T/Open	S/B2/B5	3/4/6	4	3	3.3kg	GG600	\$1,200
H&K G36C	5.56x45mm NATO	30 or 100	6	x2/x3	CQB/Open	S/B2/B5	3/4/6	4	3	2.8kg	GG550	\$1,100
L85A1	5.56x45mm NATO	30	6	x2/x3	M/S	S/B5	3/4/6	4	3	3.8kg	GG125	\$1,000
L85A2	5.56x45mm NATO	30	6	x2/x3	M/S	S/B5	3/4/6	4	3	3.8kg	GG750	\$1,500
Target & Hunting Rifles												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
Browning BAR Safari	.243 Winchester	4 (in)	8	x2/x3	M/S	S	4/6/9	7	4	3.3kg	GG550	\$1,100
Browning BAR Safari	.30-06	4 (in)	9	x2/x3	M/E	S	4/6/9	10	4	3.3kg	GG550	\$1,100
Browning BAR Safari	.338 Winchester Magnum	3 (in)	10	x2/x3	M/E	S	4/6/9	14	4	3.7kg	GG600	\$1,200
Browning BAR Safari	7mm Remington Magnum	3 (in)	9	x1/x2	M/E	S	4/6/9	11	4	3.7kg	GG600	\$1,200
CZ 550 Safari Magnum	.375 H&H	5 (in)	9	x2/x3	M/E	S	5/8/11	16	4	4.3kg	GG550	\$1,100
Winchester Model 1894	.30-30	6 (in)	6	x2/x3	T/Open	S	3/6/8	8	3	3.2kg	GG550	\$1,100
Sniper Rifles												
Firearm	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP
Robar SR-90	7.62mm NATO	5 (in)	8	x2/x3	M/E	S	5/8/11	8	4	5.2kg	GG2,500	\$5,000
Robar SR-90	.338 Lapua	5 (in)	10	x2/x3	M/E	S	5/8/11	14	4	5.2kg	GG2,500	\$5,000

reality failed to live up to the marketing. Widespread reports of unreliability, particularly in the Saudi and Iraqi deserts, led the Ministry of Defence to contract with Heckler & Koch for a massive upgrade program in the late 1990s. The resulting L85A2 model boasted vastly-improved reliability.

At the time of the Twilight War, the L85A2 was the standard-issue assault rifle for all UK combat troops. L85A1s remained in inventory with only a few training detachments and Territorial Army support units. Almost all L85s were issued with unpowered Mag-1 reflex sights (+0.2 kg; mostly SUSAT models, with a few units receiving American ACOGs).

Stage III Quirks:

Bullpup: Reloading the L85A1/A2 takes twice as many ticks as normal.

Unreliable 2 (L85A1 only): For the purpose of triggering breakdowns, the L85A1's Wear is considered to be 2 higher than its actual value. This does not apply to a "like new" (Wear 0) weapon.

TARGET & HUNTING RIFLES

Browning BAR Safari

Both pre- and post-Collapse, the world of hunting rifles was dominated by bolt-action designs, making the semi-automatic BAR series relatively rare (though still decidedly popular). The Safari models were the top of the BAR line, featuring an adjustable recoil compensation system. BAR Safaris were available in a wide array of calibers; the following are representative samples.

Stage III Quirks: None.

CZ 550 Safari Magnum

The CZ 550 family is Ceska Zbrojovka's primary offering in the large-caliber hunting rifle market. The 550 line includes numerous models, all based on the venerable Mauser bolt action. The Safari Magnum (aka "ZKK 602" outside the North American market) is a scaled-up design capable of accepting heavy magnum loads. It's offered in calibers considered suitable for large and dangerous game such as lions and rhinos.

Stage III Quirks:

Reliable 1: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 1 lower than its actual value.

Winchester Model 1894

One of the iconic lever-action rifles, the "Winchester '94" was produced for over a century, with the last gun coming off the assembly line in 2006. In 1894, it was a revolutionary design: a lever-action gun chambered not only for a true rifle caliber rather than a pistol caliber, but designed to use cartridges with the (at the time) new smokeless propellant. Like most lever-action designs, the rifle feeds from an integral tubular magazine under the barrel.

Over the course of the gun's history, about 7 million were produced in a variety of calibers and configurations. The majority of these were sold on the U.S. market, but enough were exported that the Model 94 was globally available (if not ubiquitous) at the time of the Collapse. Its original .30-30 cartridge quickly attained prominence as one of the most popular rounds in North America for hunting deer and other medium-sized game, and. Like the rifle that spawned it, it is still found throughout the world in 2013.

Stage III Quirks:

Image: Like all lever-action rifles, this is an archaic design that

offers few quantifiable advantages over more modern weapons. However, choosing to carry it is a statement in and of itself, an evocation of Old West imagery and the associated values. Use of a Model 1894 as a primary weapon grants a +2 bonus to all uses of the character's Luck reputation aspect - if and only if the observer shares the same cultural image of cowboys. This bonus becomes a penalty if the character demonstrates gross incompetence with the weapon. Adopting the Model 1894 as a character's primary weapon may also, at the GM's discretion, be worth a survival point.

Suppression: Although rapid fire with a lever-action gun is wastefully inaccurate, a skilled operator can put a good amount of lead in the air. This is beneficial in situations in which volume of fire is more important than accuracy. When performing suppressive fire, a lever-action weapon like the Model 1894 functions as a semi-automatic firearm.

SNIPER RIFLES

Robar SR-90

The SR-90 is a bolt-action sniper rifle built on the venerable Remington Model 700's action. In the years before the Collapse, its high price mainly restricted it to the law enforcement and military markets, though some examples did find their way into private ownership. The rifle could be custom-ordered in a variety of calibers; traits are given here for 7.61x51mm NATO and .338 Lapua.

Stage III Quirks:

Adjustable Stock: The SR-90's stock is customizable to an individual shooter's dimensions. This process requires one hour and a Longarm (COG) or Craftsmanship (Gunsmithing) (COG, TN +3) skill check. With success, Speed becomes 5/7/10 for that character only.

STAGE III BALLISTICS

HANDGUN AMMO

.50 Action Express

Damage/Penetration	
Personal	6/x3
Gunfighting	6/x3
CQB	6/x3
Tight	6/x3

Ammo Data

Per 100 rounds:

Weight: 4.2 kg (loaded 7-round magazine 0.45 kg)

AP/HP: HP

Street Price: \$360

Barter Value: GG144

.50 AE is considered pistol ammunition. It is available on neither the Random Civilian Caliber Sub-Table nor the Random Military Caliber Sub-Table.

9mm Parabellum

	Damage/Penetration		
	115gr	124gr	147gr
Personal	4/x3	4/x3	4/x3
Gunfighting	4/x3	4/x3	4/x3
CQB	4/x3	4/x3	4/x3
Tight	4/x3	4/x4	4/x4

The moral of this story appears to be that there's not a lot of difference in the 9mm ball load you select, unless you're shooting someone at your pistol's maximum range. This data is good for all 9mm P handguns.

.45 ACP

Damage/Penetration	
Personal	5/x3
Gunfighting	5/x3
CQB	5/x3
Tight	5/x4

Should be good for all .45 ACP handguns. See 9mm Parabellum for notes on SMG data.

.38 Super

Damage/Penetration	
Personal	5/x3
Gunfighting	5/x3
CQB	5/x3
Tight	4/x3

.32 ACP

Damage/Penetration	
Personal	4/x4
Gunfighting	4/x4
CQB	4/x4
Tight	4/Nil

Not that you're gonna be able to accurately get a .32 ACP round out to 100 meters (and the gun's stats reflect that, ending at CQB range rather than Tight), but that is where the dropoff occurs.

.380 ACP

Damage/Penetration	
Personal	4/x4
Gunfighting	4/x4
CQB	4/x4
Tight	4/x4

As with the .32 ACP, you're unlikely to engage anything past 25 meters successfully, but I ran the numbers out to 100 to be sure.

.357 SIG

Damage/Penetration	
Personal	4/x3
Gunfighting	4/x3
CQB	4/x3
Tight	4/x3

.40 S&W

Damage/Penetration	
Personal	5/x3
Gunfighting	5/x3
CQB	5/x3
Tight	5/x3

5.7mm FN

Damage/Penetration		
	Five-seveN	P90
Personal	4/x2	4/x1
Gunfighting	4/x2	4/x1
CQB	3/x2	4/x1
Tight	3/x2	4/x2

9mm Makarov

Damage/Penetration	
Personal	4/x4
Gunfighting	4/x4
CQB	4/x4
Tight	4/x4

Standard looks the same as the Makarov above. For the +P load:

Damage/Penetration	
Personal	5/x3
Gunfighting	5/x3
CQB	5/x3
Tight	4/x3

.38 Special

Damage/Penetration	
Personal	4/x4
Gunfighting	4/x4
CQB	4/x4
Tight	4/x4

.22 LR

Damage/Penetration	
Personal	3/x3
Gunfighting	3/x3
CQB	3/x3
Tight	3/x4

.357 Magnum

Damage/Penetration			
	125 gr.	158 gr.	180 gr.
Personal	5/x3	4/x3	4/x3
Gunfighting	5/x3	4/x3	4/x3
CQB	5/x3	4/x3	4/x3
Tight	4/x3	4/x3	4/x3

.44 Magnum

Damage/Penetration	
Personal	5/x3
Gunfighting	5/x3
CQB	5/x3
Tight	5/x3

.454 Casull

Damage/Penetration	
Personal	7/x2
Gunfighting	6/x2
CQB	6/x2
Tight	6/x2

.25 ACP

Damage/Penetration	
Personal	3/Nil
Gunfighting	3/Nil
CQB	3/Nil
Tight	3/Nil

10mm Auto

Damage/Penetration		
	180gr	200gr
Personal	4/x3	5/x3
Gunfighting	4/x3	5/x3
CQB	4/x3	5/x3
Tight	4/x3	5/x3

RIFLE AMMO

5.56mm NATO

Damage/Penetration			
	10" barrel	14.5" barrel	20" barrel
Personal	6/x2	7/x2	7/x2
Gunfighting	6/x2	7/x2	7/x2
CQB	6/x2	7/x2	7/x2
Tight	6/x2	6/x2	7/x2
Medium	5/x2	6/x2	6/x2
Open	4/x2	5/x2	5/x2
Sniping	-	-	3/x3

M16-series assault rifles use the 20" barrel values. M4-series carbines use the 14.5" barrel values; 14.5" = 16" performance, and 20" = 18" performance.

7.62mm NATO

Damage/Penetration	
Personal	9/x2
Gunfighting	9/x2
CQB	9/x2
Tight	9/x2
Medium	8/x2
Open	7/x2
Sniping	5/x2
Extreme	4/x3

.30 Carbine

Damage/Penetration	
Personal	6/x2
Gunfighting	6/x2
CQB	6/x2
Tight	5/x2
Medium	4/x3
Open	4/x3

.338 Lapua

Damage/Penetration	
Personal	12/x1
Gunfighting	12/x1
CQB	12/x1
Tight	11/x1
Medium	11/x1
Sniping	8/x2
Extreme	5/x2

.30-30

Damage/Penetration		
	170gr	150gr
Personal	7/x2	8/x2
Gunfighting	7/x2	8/x2
CQB	7/x2	8/x2
Tight	6/x2	7/x2
Medium	5/x2	5/x2
Open	4/x2	4/x3

Ammo Data

Weight: 2.8 kg
AP/HP: HP
Street Price: \$125
Barter Value: GG5

On the Random Civilian Caliber Sub-Table, .30-30 may be substituted for any result of .30-06 or .300 Winchester Magnum.

7mm Remington Magnum

Damage/Penetration	
Personal	9/x1
Gunfighting	9/x1
CQB	9/x1
Tight	9/x1
Medium	9/x2
Open	8/x2
Sniping	5/x2
Extreme	4/x3

.300 Winchester Magnum

Damage/Penetration	
Personal	10/x1
Gunfighting	10/x1
CQB	10/x1
Tight	10/x1
Medium	9/x2
Open	8/x2
Sniping	5/x2
Extreme	4/x3

.30-06

Damage/Penetration	
Personal	9/x2
Gunfighting	9/x2
CQB	9/x2
Tight	9/x2
Medium	8/x2
Open	7/x2
Sniping	5/x2
Extreme	4/x3

.243 Winchester

Damage/Penetration	
Personal	8/x2
Gunfighting	8/x2
CQB	8/x2
Tight	8/x2
Medium	7/x2
Open	6/x2
Sniping	4/x2

.338 Winchester Magnum

Damage/Penetration	
Personal	11/x1
Gunfighting	11/x1
CQB	11/x2
Tight	10/x2
Medium	10/x2
Open	8/x2
Sniping	5/x2
Extreme	4/x3

.270 Winchester

Damage/Penetration	
Personal	11/x1
Gunfighting	11/x1
CQB	11/x2
Tight	10/x2
Medium	10/x2
Open	8/x2
Sniping	5/x2
Extreme	4/x3

7.62x39mm

Damage/Penetration	
Personal	8/x2
Gunfighting	8/x2
CQB	7/x2
Tight	7/x2
Medium	6/x2
Open	4/x2
Sniping	4/x3

7.62x54mm

Damage/Penetration	
Personal	9/x2
Gunfighting	9/x2
CQB	9/x2
Tight	9/x2
Medium	8/x2
Open	7/x2
Sniping	5/x2
Extreme	4/x3

6.5x55mm Swedish

Damage/Penetration	
Personal	8/x2
Gunfighting	8/x2
CQB	8/x2
Tight	8/x2
Medium	7/x2
Open	6/x2
Sniping	4/x2

.303 British

Damage/Penetration	
Personal	9/x2
Gunfighting	9/x2
CQB	9/x2
Tight	8/x2
Medium	7/x2
Open	6/x2
Sniping	4/x2
Extreme	4/x3

8mm Mauser

Damage/Penetration	
Personal	8/x2
Gunfighting	8/x2
CQB	8/x2
Tight	8/x2
Medium	7/x2
Open	5/x2
Sniping	4/x3
Extreme	4/x3

.460 Weatherby

Damage/Penetration	
Personal	14/x1
Gunfighting	14/x1
CQB	14/x1
Tight	13/x2
Medium	11/x2
Open	8/x2
Sniping	5/x2
Extreme	5/x3

5.45x39mm

	Damage/Penetration	
	AK-74	Krinkov
Personal	6/x2	6/x2
Gunfighting	6/x2	6/x2
CQB	6/x2	6/x2
Tight	6/x2	5/x2
Medium	6/x2	4/x2
Open	4/x2	3/x3
Sniping	3/x3	-
Extreme	-	-

5.8x42mm

Damage/Penetration	
Personal	7/x2
Gunfighting	7/x2
CQB	7/x2
Tight	7/x2
Medium	6/x2
Open	5/x2
Sniping	3/x3
Extreme	-

14.5x114mm

Damage/Penetration	
Personal	22/x ¹ / ₂
Gunfighting	22/x ¹ / ₂
CQB	22/x ¹ / ₂
Tight	21/x ¹ / ₂
Medium	21/x ¹ / ₂
Open	19/x1
Sniping	17/x1
Extreme	9/x2

.375 H&H

Damage/Penetration	
Personal	11/x2
Gunfighting	11/x2
CQB	11/x2
Tight	10/x2
Medium	8/x2
Open	6/x2
Sniping	4/x3
Extreme	4/x3

Ammo Data

Type: HP

Weight: 5.2 kg (per 100 rounds)

Barter Value: GG330 (per 100 rounds)

Street Price: \$825 (per 100 rounds)

6.5mm Grendel

	Damage/Penetration		
	14.5"	16"	19.5"
Personal	7/x2	8/x2	8/x2
Gunfighting	7/x2	8/x2	8/x2
CQB	7/x2	7/x2	8/x2
Tight	7/x2	7/x2	7/x2
Medium	6/x2	7/x2	7/x2
Open	5/x2	6/x2	6/x2
Sniping	4/x2	4/x2	4/x2
Extreme	-	-	3/x3
Stage II			
Damage	7	7	7
Penetration	x2/x3	x2/x3	x2/x3

Ammo Data

Type: HP

Weight: 2.2 kg (per 100 rounds)

Barter Value: GG56 (per 100 rounds)

Street Price: \$140 (per 100 rounds)

6.8mm SPC

Damage/Penetration	
Personal	8/x2
Gunfighting	8/x2
CQB	8/x2
Tight	7/x2
Medium	7/x2
Open	5/x2
Sniping	4/x3
Extreme	-
Stage II	
Damage	7
Penetration	x2/x3

Ammo Data

Type: HP

Weight: 2.2 kg (per 100 rounds)

Barter Value: GG90 (per 100 rounds)

Street Price: \$180 (per 100 rounds)

SHOTGUN AMMO

.410 bore

Now for the Damage and Penetration. Note that by default, our numbers are built for FMJ-configuration rounds. All shotgun slugs are considered hollowpoints, so I'll provide the raw data and the adjusted slug numbers:

Damage/Penetration		
	Raw	Slug
Personal	6/x3	8/x4
Gunfighting	6/x3	8/x4
CQB	6/x3	8/x4
Tight	5/x4	7/Nil

20 gauge

Damage/Penetration		
	Raw	Slug
Personal	7/x3	9/x4
Gunfighting	7/x3	9/x4
CQB	7/x3	9/x4
Tight	6/x3	8/x4

12 gauge

Damage/Penetration		
	Raw	Slug
Personal	8/x3	10/x4
Gunfighting	8/x3	10/x4
CQB	8/x3	10/x4
Tight	7/x3	9/x4

10 gauge

Damage/Penetration		
	Raw	Slug
Personal	8/x3	10/x4
Gunfighting	8/x3	10/x4
CQB	7/x3	9/x4
Tight	7/x3	9/x4

MACHINE GUN AMMO

.50 BMG

Damage/ Penetration	
Personal	18/x1
Gunfighting	18/x1
CQB	18/x1
Tight	17/x1
Medium	17/x1
Open	15/x1
Sniping	12/x2
Extreme	6/x2

12.7mm Soviet

Damage/ Penetration	
Personal	17/x1
Gunfighting	17/x1
CQB	17/x1
Tight	16/x1
Medium	16/x1
Open	14/x1
Sniping	10/x2
Extreme	6/x2

SUPPRESSORS

A suppressor (short for sound suppressor; also, less accurately a silencer) is a device that attaches to a firearm's muzzle to mask the noise of a shot. This reduces both the risk of detection or identification and the effect of gunfire's decibel level on the shooter's hearing.

Suppressors can be integral (built into a gun as a permanent part of the barrel), fixed (permanently attached to the end of the barrel), or detachable (screwed onto threads machined into the end of the barrel). For game purposes, all three mounting options have identical effects on a weapon's observability, though they impact the weapon's own characteristics differently.

Because bullets must pass through it, a suppressor is designed to tolerances only marginally looser than those of the barrel to which it's attached. Each suppressor is built for use with a single caliber. Attempts to use it on a weapon of a different caliber will fail – either acoustically or in catastrophic self-disassembly.

SUPPRESSOR EFFECTS

When a suppressor is added to a firearm, the Penetration value of all attacks becomes one step worse (e.g. Penetration x3/x4 becomes x4/Nil; this effect is cumulative with those of special ammunition types). In addition, the gun's effective severity of use becomes one stage greater for purposes of maintenance and Wear. Finally, when a fixed or detachable suppressor is mounted, the gun's Bulk increases by 1 and its Speed increases by +1/+1/+2.

A suppressor's noise reduction depends on the caliber of the firearm to which it's attached. Each suppressor has a Reduction value. This is the number of range bands by which any observer's effective range to the weapon is increased for purposes of hearing or identifying a shot. It's also the number of levels by which the noise level of the gun (p. 76) is reduced.

GUNSMITHING

Mounting a fixed suppressor requires four hours of work and an Artisan (Gunsmithing) (COG, TN –1) skill check.

Adding mounting threads to a rifle or SMG's barrel requires four hours of work and an Artisan (Gunsmithing) (COG, TN +1) skill check. For a handgun, this also requires the acquisition of an extended barrel to provide space for the threads. Once a barrel is threaded, mounting or dismounting a detachable suppressor occurs as part of a Reset Weapons operational action (or takes about 20 seconds out of combat).

Building a fixed or detachable suppressor is an incremental Artisan (Gunsmithing) (EDU, TN –2) action with a period of 4 hours and a target total equal to the base Damage of the caliber for which it's designed. The character must have access to a machine shop and a supply of metal stock, as well as a weapon in the appropriate caliber for testing (which is usable during this process) and 1d6x10 rounds of ammunition.

An integral suppressor must be custom-built for the gun to which it's fitted. This is an incremental Artisan (Gunsmithing) (EDU, TN –3) action with a period of 4 hours and a target total equal to twice the gun's base Damage. The character must have access to a machine shop and a supply of metal stock, as well as the weapon itself (which is not usable during this process) and 1d6x10 rounds of ammunition.

Mechanics/Machinist may be substituted for Artisan (Gunsmithing) in any of these skill checks, but the base TN decreases by 2 for building a suppressor.

AVAILABLE SUPPRESSORS

It's worth noting that suppressors tend to be built only in calibers that will be commercially viable for the manufacturer. In practice, this means that the vast majority of suppressors are made for common military calibers and a few small civilian calibers. Cartridges currently modeled in the Reflex System for which suppressors are commonly mass-produced include .22 LR, 5.7mm FN, 9mm Parabellum, .40 S&W, .45 ACP, 5.56x45mm NATO, and 7.62x51mm NATO. In addition, smaller production runs are available for .380 ACP, 9mm Makarov, 5.45mm Soviet, 7.62x39mm, .338 Lapua, and .50 BMG. At the GM's discretion, a character seeking a suppressor for any other caliber will have to commission a custom job (multiply the base Street Price by half the caliber's Damage).

Small pistol: A suppressor for a single pistol caliber no larger than .32/8.2mm (excluding 5.7x28mm FN).

Large pistol: A suppressor for a single pistol caliber between .32/8.2mm and .45 caliber/11mm (excluding .357 Magnum and .44 Magnum).

Small rifle: A suppressor for a single rifle caliber up to .256/6.5mm.

Medium rifle: A suppressor for a single rifle caliber between .256/6.5mm and .338/8.5mm.

AMR: A suppressor for an anti-material rifle caliber: 12.7x108mm or .50 BMG. AMR suppressors are not commercially available in integral models; they must be custom-built. Base prices in the following table do not reflect this.

Item	Weight	BV	Street \$	Reduction
Fixed Suppressors				
Small pistol	0.1 kg	GG60	\$500	3
Large pistol	0.2 kg	GG240	\$800	2
Small rifle	0.6 kg	GG440	\$750	2
Medium rifle	0.7 kg	GG640	\$1,000	1
AMR	1.6 kg	GG1,250	\$2,700	1
Detachable Suppressors				
Small pistol	0.1 kg	GG80	\$600	3
Large pistol	0.2 kg	GG300	\$950	2
Small rifle	0.7 kg	GG560	\$900	2
Medium rifle	0.8 kg	GG760	\$1,150	1
AMR	1.8 kg	GG1,500	\$3,200	1
Integral Suppressors				
Small pistol	+0.1 kg	GG140	\$900	3
Large pistol	+0.2 kg	GG480	\$1,400	2
Small rifle	+0.3 kg	GG1,040	\$1,500	2
Medium rifle	+0.5 kg	GG1,440	\$2,000	1
AMR	+1.3 kg	GG3,500	\$7,200	1

CORE RULES FIREARMS

STAGE III QUIRKS

All firearms are not created equal. Hoplogists and gunfondlers can argue the respective merits of design, caliber, and creator ad infinitum. The Reflex System prefers to focus on the man wielding the weapon rather than the weapon itself. Thus, in the core rules, we didn't go into excruciating detail regarding the technical minutiae of a given firearm and the game effects of those details.

With this said, we'll admit certain weapons do have shared or unique characteristics that set them apart from the majority of their brethren. We represent these qualities with quirks, optional traits that work outside the basic rules template of Damage, Penetration, Size, Bulk, and other standard values. Each quirk is a self-contained special rules case that can, like all Stage III options, be applied or ignored at the GM's discretion.

AUTOLOADERS

Colt Model 1911A1

The game traits for this handgun represent a typical middle-of-the-road commercial model made in the last three decades or so. A character fortunate enough to possess an older military production model (which were made only in .45 ACP) has a weapon with Street Price \$2,500, Barter Value GG1,250, and the following quirks:

Needy x2: The M1911A1's base maintenance requirement is doubled (to 1 hour per period of use).

Reliable 1: For the purposes of triggering breakdowns, the M1911A1's Wear is considered to be 1 lower than its actual value.

In addition, all .45 ACP M1911A1s have the following trait:

Ubiquitous: It's a century-old gun that's still popular. What would you call it? Outside regions that banned all firearms, spare parts cost half normal.

REVOLVERS

All generic revolvers presented in the core rules have the following quirk:

Reliable 1: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 1 lower than its actual value.

SUBMACHINE GUNS

FN P90

Bullpup: Reloading the P90 takes twice as many ticks as normal. **Image:** Despite being found around the globe by the time of the Collapse, the P90's combination of ballistics and science fiction appearance causes it to be perceived as the weapon of elite special operators. Possession of a mil-spec P90 (but not a semiauto civilian version) grants a +1 bonus to all uses of the character's Force reputation aspect. This bonus becomes a penalty if the character

demonstrates gross incompetence with the weapon.

Weird: The P90's ergonomics are just plain odd for shooters accustomed to more conventional longarms. If a character isn't experienced with the P90, he suffers a -1 penalty to all attacks, and readying or reloading the weapon takes twice as many ticks as normal. These penalties are removed after a "familiarization fire" session of at least 100 rounds, or if the P90 becomes part of the character's personal equipment.

Izmash PP-19 Bizon

Bullpup: Reloading the Bizon takes twice as many ticks as normal.

ASSAULT RIFLES

Generic Bullpup Assault Rifle

Bullpup: Reloading this rifle takes twice as many ticks as normal.

AK-47

Durable 2: The AK-47 is the poster child for "too cheap, simple, and ugly to break." For the purposes of accruing Wear, the AK-47's level of use is considered to be 2 levels lower than actual use or conditions would indicate.

Ubiquitous: The AK-47 was a worldwide cultural phenomenon. Outside regions that banned all firearms, spare parts cost half normal.

AK-74

Durable 2: For the purposes of accruing Wear, the AK-74's level of use is considered to be 2 levels lower than actual use or conditions would indicate.

AKS-74U

Durable 1: The shorter barrel and heavier recoil of the AKS-74U rob it of some of the parent design's reliability, but it's still a cut above the norm. For the purposes of accruing Wear, the Krinkov's level of use is considered to be 1 level lower than actual use or conditions would indicate.

M16A4

Needy x2: As a consequence of its direct impingement operating system, the M16A4's base maintenance requirement is doubled (to 2 hours per period of use).

M4A1

Needy x2: As with its parent design, the M4A1 needs additional care. Its base maintenance requirement is doubled (to 2 hours per period of use).

QBZ-95

Rare x10: The QBZ-95 is almost unknown outside Chinese-occupied territory. Spare parts cost 10x normal. This is reduced to 3x within Chinese holdings, as the remnants of the Chinese military still keep a tight hold on supplies.

Steyr AUG (regular and carbine)

Bullpup: Reloading the AUG takes twice as many ticks as normal.

TARGET AND HUNTING RIFLES

All generic bolt-action target and hunting rifles presented in the core rules have the following quirk:

Reliable 1: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 1 lower than its actual value.

BOLT-ACTION SERVICE RIFLES

All bolt-action service rifles presented in the core rules have the following quirk:

Reliable 1: For the purposes of triggering breakdowns, the rifle's Wear is considered to be 1 lower than its actual value.

SEMI-AUTOMATIC SERVICE RIFLES

M1 Garand

Durable 1: For the purposes of accruing Wear, the Garand's level of use is considered to be 1 level lower than actual use or conditions would indicate.

SKS

Durable 1: For the purposes of accruing Wear, the SKS' level of use is considered to be 1 level lower than actual use or conditions would indicate.

BOLT-ACTION SNIPER RIFLES

All bolt-action service rifles presented in the core rules have the following quirk:

Reliable 1: For the purposes of triggering breakdowns, the rifle's Wear is considered to be 1 lower than its actual value.

AI AW/AWM

In addition to Reliable 1, all of the AW and AWM models presented in the core rules have the following trait:

Cold Tolerance: The AW family is designed for use in arctic conditions. The rifle's maintenance requirements are not increased by cold weather and extreme cold is treated as cold.

SEMI-AUTOMATIC SNIPER RIFLES

M16 DMR

Needy x3: The maintenance needs of an M16-based DMR are exacerbated by its more exacting tolerances. Its base maintenance requirement is tripled (to 3 hours per period of use).

Break-Action Shotguns

All generic break-action shotguns presented in the core rules have the following quirk:

Reliable 2: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 2 lower than its actual value.

PUMP-ACTION SHOTGUNS

All generic pump-action shotguns presented in the core rules have the following quirk:

Reliable 1: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 1 lower than its actual value.

SEMI-AUTOMATIC SHOTGUNS

Saiga 12, 20, 410

Durable 1: All of the Saiga shotguns inherited at least some of their parent design's ruggedness. For the purposes of accruing Wear, the Saiga's level of use is considered to be 1 level lower than actual use or conditions would indicate.

MACHINE GUNS

None of the SAWs, GPMGs, or HMGs presented in the core rules have quirks.